BATTLE STYLE
STANDARD
SUICUNE

N: Normal Attack **G**: Grab Attack **C**: Counter Attack
Cancel: Interrupt an action and transition to a different action

POKKÉN TOURNAMENT

BURST ATTACK

MOVE NAME	COMMAND	USE	NOTES
C True Sheer Cold	with Synergy Burst active: L + R	Counter	pierces counter attacks / activates immediately upon being hit by an opponent's attack

POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
N Aurora Beam	A		
N Icy Wind	charge A, then release	Make an opening for more attacks	cancelable with R / properties change depending on how long you hold before releasing
N Icy Wind	with Synergy Burst Active: charge A, then release	Make an opening for more attacks	cancelable with R
N Hydro Pump	⊕ forward + A	Major damage dealer	change direction with forward diagonal on the ⊕ (Field Phase)
C Mirror Coat	⊕ back + A		protects against opponent's long-range attacks and strikes back (no effect against striking attacks)
N Blizzard	midair A	Major damage dealer	

⚹ DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Aurora Beam: up	⊕ up + A	Effective against airborne opponents	change direction with diagonal up input on ⊕
N Hail	⊕ down + A		change direction with diagonal down input on ⊕

BASIC MOVES

MOVE NAME	COMMAND	USE	NOTES
G grab attack	Y + B	Overcome blocks	
C counter attack	X + A	Counter	cancelable with ⊕ + R
C counter attack: charge	X + A (hold)		pierces counter attacks
C counter attack to follow-up	during a counter attack: Y	Counter	
— Synergy Burst	with Synergy Gauge MAX: L + R		

📡 FIELD PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Ranged Attack	Y		cancelable with a Pokémon move
N chain Ranged Attack	Y, Y		
N side Ranged Attack	⊕ sideways + Y, Y		
N chain side Ranged Attack	⊕ sideways + Y, Y, Y		
N forward Ranged Attack	⊕ forward + Y	Use to shift phases	
N backward Ranged Attack	⊕ back + Y		
N backward Ranged Attack: charge	⊕ back + Y (hold)	Use to stop your opponent	
N jumping Ranged Attack	midair Y	Use to stop your opponent	
N Homing Attack	X, X, X	Use to shift phases	cancelable with R or B
N Homing Attack: charge	X, X, X (hold)		pierces counter attacks / Guard Break
N jumping attack	midair X	Use to shift phases	

⚹ DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Poké Combo 1	Y, Y, Y, Y	Major damage dealer	
N weak attack	Y, Y, Y		cancelable with a Pokémon move
N weak attack to strong attack follow-up	Y, X	Thrusts away opponent	
N forward weak attack	⊕ forward + Y, Y	Major damage dealer	
N Poké Combo 2	⊕ up + Y, Y		
N high stance weak attack	⊕ up + Y	Effective against airborne opponents	cancelable with a Pokémon move
N low stance weak attack	⊕ down + Y		

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MOVE NAME	COMMAND	USE	NOTES
Ⓝ back weak attack	⊕ back + Ⓨ	Effective against grab attacks	
Ⓝ midair weak attack	midair Ⓨ	Use to stop your opponent	
Ⓝ strong attack	✕		cancelable with Ⓡ
Ⓝ forward strong attack	⊕ forward + ✕		cancelable with Ⓡ
Ⓝ high stance strong attack	⊕ up + ✕	Effective against grab attacks	change direction with diagonal up input on ⊕
Ⓝ low stance strong attack	⊕ down + ✕	Thrusts away opponent	
Ⓝ midair strong attack	midair ✕		

RECOMMENDED COMBOS

🔲 FIELD PHASE ONLY

COMMAND	NOTES
Ⓝ Ranged Attack (Ⓨ) ▶ cancel ▶ Aurora Beam (Ⓐ)	

✳ DUEL PHASE ONLY

COMMAND	NOTES
Ⓝ midair strong attack (midair ✕) ▶ Poké Combo 1 (Ⓨ, Ⓨ, Ⓨ, Ⓨ)	
Ⓝ forward weak attack (⊕ forward + Ⓨ, Ⓨ) ▶ Poké Combo 2 (⊕ up + Ⓨ, Ⓨ)	