

**Left-Top-Button: Buff**

Is the Powerbar at least 50% charged, press Left-Top-Button to activate the Buff. If Powerbar is 100% charged and you use the Buff, you lose 50% of the Energy stored in your Powerbar → Buff only needs 50% Energy. (100% - 50% = 50%. You can activate the Buff again after the first Buff timed out.)

**Right-Top-Button: Special Attack**

Is the Powerbar fully charged (100%), press Right-Top-Button to activate the Special Attack.

**2<sup>nd</sup> Button: Block and Dash**

**Block:** The Blockaction needs a small Blockradius. Press 2<sup>nd</sup> Button for Block if Ball hits Blockradius or hold down 2<sup>nd</sup> Button to activate Blockwall for a short time if Ball is out of range of the Blockradius.

**If the Ball hits the Blockradius:** Just press B to Block. The Blockradius is not visible if you do not block. While you block, the Radius is visible. Imagine a thin Energywall that appears when the Ball collides with the Blockradius.

**If the Ball is out of range of the Blockradius:** You can hold down 2<sup>nd</sup> Button to activate the Blockwall for a short time. While you hold down 2<sup>nd</sup> Button, Dash is disabled.

The Block will not root you. You can fluently block and move.

**Dash:** You dash to the direction your Left-Analogue stick points. Press 2<sup>nd</sup> Button to dash, if Ball entered the Dasharea.

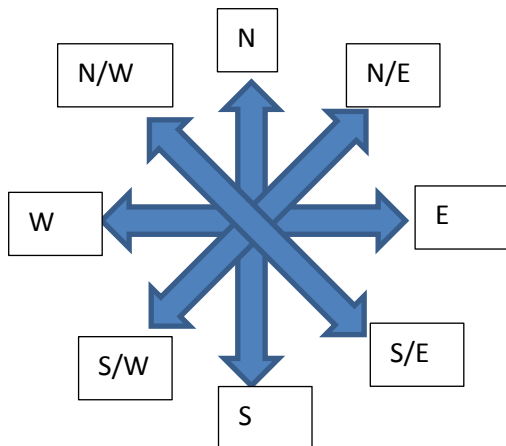
The Dashaction needs a Dasharea, which determines when you are able to use the Dash. For the Dasharea we need two Circles/Radius, a large one and a small one. Both, the small and the large radius are larger than the Blockradius. Together, the two radius create an area between them = Dasharea. (Between the small Radius of the Dasharea and the Blockradius there is empty space) If the Ball passes the large radius and enters the Dasharea, you can press 2<sup>nd</sup> Button to use the dash.

If Ball is in the Dasharea, but you hold down 2<sup>nd</sup> Button, you don't use Dash but the Blockwall.

If the Ball passed the small Radius, it leaves the Dasharea and enters the Empty Area. While the Ball flies through the empty Area, you can prepare for the Block.

**Left Analoguestick and Steuerkreuz:**

Use the Left Analoguestick or the Steuerkreuz to move around your character. You cant move the character around 360°. You can move in this directions:

**With Spin:**

1. Hold down 1<sup>st</sup> Button,
2. Move the Left Analoguestick up or down and hold it,
3. Let go 1<sup>st</sup> Button to throw the ball with spin

**1<sup>st</sup> Button: Throw (after catch)**

After you caught the Ball, press 1<sup>st</sup> Button to throw it.

**Combinations: Throw in any Direction / with spin (after catch)****In any Direction:**

1. Move and hold Left Analoguestick in the direction you want to throw the ball and...
2. Press 1<sup>st</sup> Button to throw the ball.

