Left-top-Button : Normal/Special Buff

Press Left-top-Button to activate your Normal- or Special-Buff.

CORE MOVEMENT AND ACTIONS

Right-top-Button : Special/Ultimate Attack

Press Right-top-Button to activate your Special- or Ultimate-Attack.

B-Button (or Button-2) : Block

Press B-Button to block an incoming object (ball).

A-Button (or Button-1) : Normal Throw

Press A-Button to throw the ball.

Left Analogue Stick: Core Movement

Use the Left Analogue Stick to move around your Character

Right Analogue Stick: Dash

Use the Right Analogue Stick to use a quick Dash in the direction move push it.

Abbildung Gamepad: http://ecx.images-amazon.com/images/I/71cY%2B1dSNnL._SL1500_.jpg

Left-top-Button : Normal/Special Buff

If Powerbar is 50% charged and you press Left-top-Button, you activate your Normal-Buff.

If Powerbar is 100% charged and you press Left-top-Button, you activate your Special-Buff.

Right-top-Button : Special/Ultimate Attack

If Powerbar is 50% charged and you press Right-top-Button, you activate your Special-Attack.

If Powerbar is 100% charged and you press Right-top-Button, you activate your Ultimate-Attack.

DESCRIPTIONS

B-Button (or Button-2) : Block

You have to time your Block !
You cannot press and hold B-Button and wait to Block the object automatically !

Use it on the right time, when the object is in range or you wont block it.

If you successfully blocked it, the ball bounces off and gains Speed.

If you successfully blocked it, you gain Energy. Energy slowly fills up the Powerbar and can be used for Buffs and Special Attacks.

Left Analogue Stick: Core Movement

Just move the Left Analogue Stick to move around the field like a boss.

Right Analogue Stick: Dash

A Dash is a Skill to travel a short distance very quick.

If you move the Right Analogue Stick in any direction, your Character will dash in a straight line, in the same direction as your Right Analogue Stick points.

Dash has a short Cooldown and cant be spammed !

If you Dash into the incoming ball, you automatically catch it.

A-Button (or Button-1) : Normal Throw

After you catched the object, you are able to throw it back.

Simply press A-Button to throw it back in a straight line (no direction control → look at COMBINATIONS if you want to give the ball a direction)

Abbildung Gamepad: http://ecx.images-amazon.com/images/I/71cY%2B1dSNnL._SL1500_.jpg

COMBINATIONS

Info an die Progger ;)

Bei fragen, unklarheiten sofort melden !

Auch, da ich ja weg war wegen krankheit, weiss ich nicht genau wie fortgeschritten die mechanics schon seit müssen, oder ob ihr im moment einfach das Grundlegende braucht.

Weiss nicht ob ihr noch mehr kombinationen braucht, bsp. Für spiralen wurf, zickzack wurf etc oder ob das mal reicht. Falls nicht schriebt mir ne mail

Throw with spin:

To throw the ball with a spin,

1. **Hold down** the **A-Button,**
2. move the **Left Analogue Stick up or down** (keep it up or down till you let go the A-Button) and
3. **let go the A-Button** to throw the ball with a spin.

Up Spin : The ball flies in an up-curve.

Down Spin: The ball flies in a down-curve,

Throw in any direction:

To throw the ball in any direction you want,

1. **move and hold** the **Left Analogue Stick** in the direction you want to throw the ball and
2. press the **A-Button** to release/throw the ball.

Abbildung Gamepad: http://ecx.images-amazon.com/images/I/71cY%2B1dSNnL._SL1500_.jpg