

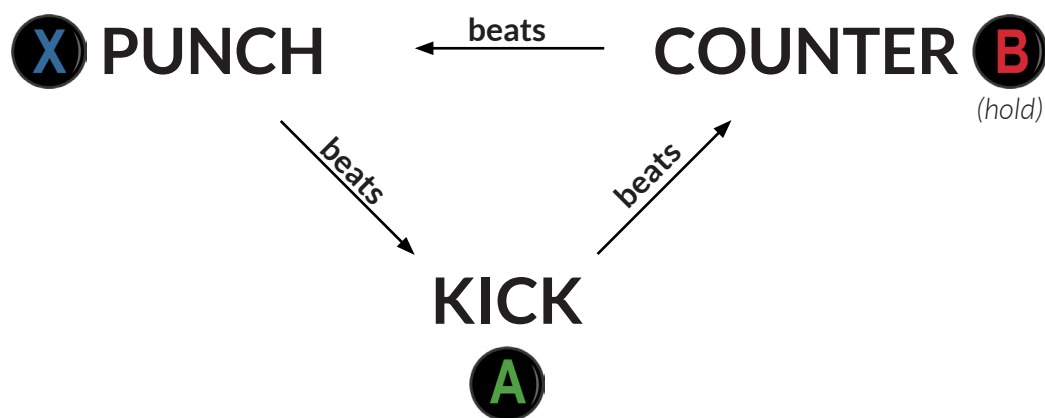


A simple fighting game where reading your opponent is everything.

It's all about knocking them down not just once, but again and again.

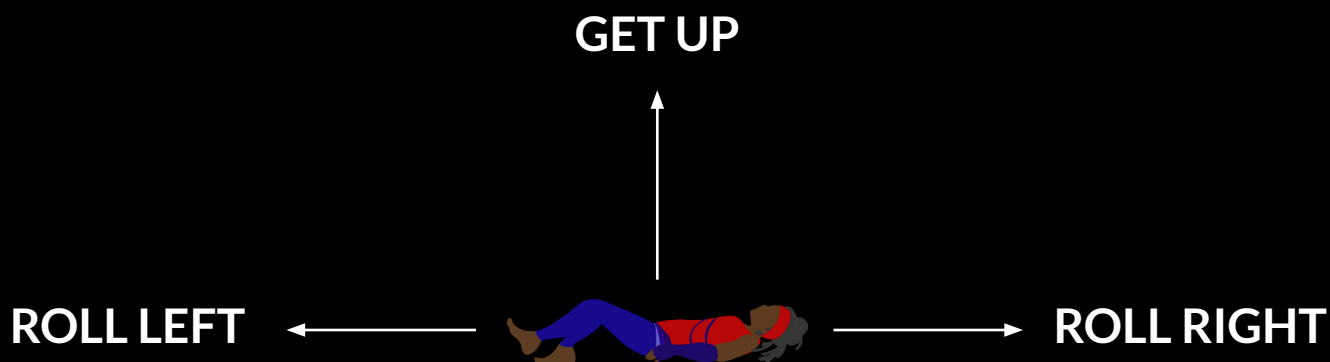
NEUTRAL OPTIONS

When standing, you can punch, kick, or counter.



GROUNDED OPTIONS

When grounded, you can input left, right, or up.



Advanced tip: **TECHING**

press the input at the right timing to act faster!

TECHING

Teching is faster than the normal grounded options.

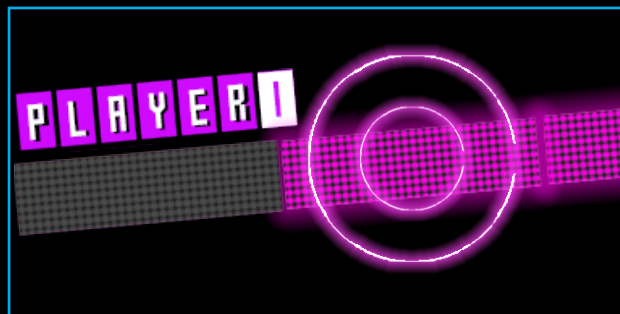
You can tech by pressing the input at the right timing
(just as you're about to land on the ground).



You can tech up, techroll left, or techroll right.

HEALTH RECOVER

If you can return to a neutral standing position from being grounded, you can recover up to 1 health.



If you land an attack, it's important to land a follow-up attack also!