

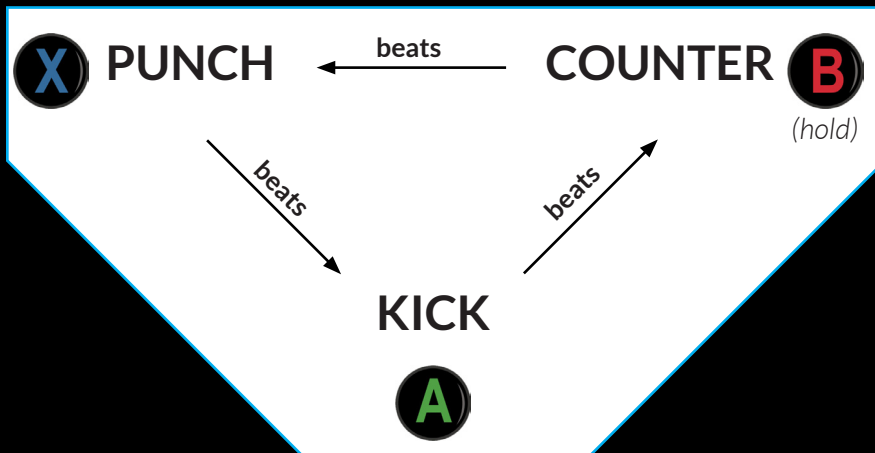
A simple fighting game where reading your opponent is everything.



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

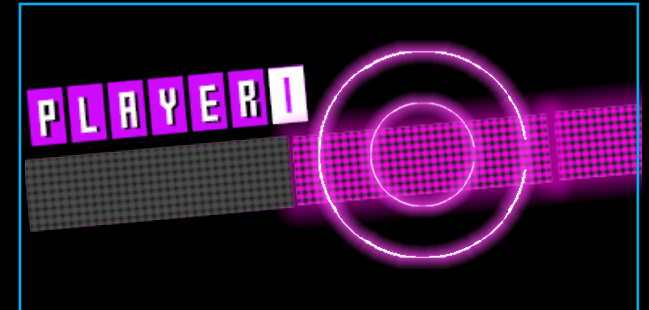
NEUTRAL OPTIONS

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



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!

GROUNDED OPTIONS

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



TECHING

Teching is faster than the normal grounded options. Tech by pressing the input just before you land on the ground.



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