# **Understanding Movement**

# Movement in KOF has just about all the features you will find in most 2D Fighting games but goes further to expand on each of them.

# Apart from basic walking back and forward you have:

# Running – Where you are free to cancel into any move or Roll

# Back dashing – Which has some invincibility and puts you airborne where you can then perform Air Special moves or Air Unique Normals

Jumping - Not only can be done forward, backward and neutral, by pressing down right before you push up to jump you can perform a Hyperjump for more distance

Hopping – Like jumping but without committing to the height of a full jump, executed by tapping up without holding the direction. Can be performed backward, forward and neutral and also has a Hyperhop for more distance by pushing down before, just like regular jumping.

All these option makes KOF’s neutral somewhat difficult for a new comer to follow because both players have to be highly active in order to control space and remove themselves from the unfavorable situations their opponent places them in.

# **Meters**

There are several Meters you will need to pay attention to in KOF13, understanding them means understanding the flow of the game.

Health – The Health Bar is divided into 10 Blocks, each block represents 100hp for a total of 1000hp, this is universal among all characters. You recover health for winning rounds, the amount of health is decided by how much time is left in the round.

Guard – Directly under The Health Bar is the Guard Gauge. This is a much smaller gauge and depletes anytime you guard an attack. The gauge starts off Blue then becomes Red when critical. If fully depleted a broken glass effect and sound happen and your character will be COMPLETELY vulnerable for a moment.

Super/Desperation – Your standard super meter in fighting games, builds quickly by landing hits, whiffing/landing SOME special moves and getting hit. Used to perform enhanced special moves or EX moves(1bar), Super/Desperation Moves(1bar), EX Desperation moves(2bars) and finally Neo Max’s in conjunction with the Drive Gauge(3bars&100%Drive)

Drive – This gauge is unique to KOF13, builds slower than the Super gauge and only by making contact (hitting or blocking). Broken into two 50% parts.

# **Buttons**

There are 4 Attack buttons A, B, C, D

1. Light Punch (LP)
2. Light Kick (LK)
3. Heavy Punch (HP)
4. Heavy Kick (HK)

Depending on the character they will have Close and Far versions of their buttons

Most characters have unique normals and aerial unique normals performed by inputting a direction alongside the button i.e.,  
  
--> A or --> B usually gives an overhead attack that must be blocked high

Different combinations of buttons also give a unique effect i.e.,

A+B – Roll, forward or backward  
C+D - Blowback Attack - A universal attack that grants a soft knock down on hit

B+C – HD mode (A Universal “Install” mode)

# **System Mechanics**

With every mainline KOF game there are a few core mechanics as well as some brand-new ones to make each one feel unique.

Core Mechanics

Guard Cancel – By spending One (1) bar of the Super Gauge you can cancel your block stun into one of two options.

1. Guard Cancel Roll – Cancel your block into a forward or back roll by pressing <- or -> A+B

Guard Cancel Roll will allow you to punish attack strings that would otherwise be safe on block, Avoid chip damage situations and switch sides

1. Guard Cancel Blowback – Cancel your block into a low damage attack that sends the opponent flying across the screen

Guard Cancel Blowback is the game’s “get off me tool”, relatively safe and interrupts your opponent’s offense and resets the game to neutral. Essential for preserving your Guard Gauge from being broken.

Both of these are important defensive mechanics that you need to incorporate into your gameplay.

New Mechanic

Drive Cancel – For 50% Drive Gauge you can cancel a special move into another special move or Desperation Move

Hyper Drive (HD) – For 100% Drive Gauge enter a state where for a limited time you gain the ability to  
1) Cancel special moves into other special moves freely

2) Cancel normal attacks that aren’t normally cancellable

3) Perform Neo Max attacks for two (2) bars instead of three (3)

# **Team Order**

Choosing the order of your team is more important than just deciding who goes first and who goes last, since your Super/Desperation Gauge and Drive Gauge both carry over to your next character. The threshold of Desperation Gauges you can store increases throughout your team order, meaning 1st character can only store 3 bars, 2nd raises that to 4 bars and 3rd caps at 5 bars. Therefore:  
Team orders are usually composed like this.  
  
1st/Battery – Both players start with no meter so you want your 1st character to be one that you are comfortable using without meter and has the tools to adapt to different matchups while building meter.

2nd/Control – This character is the balance of your team; this will be the one directly in control of the meter in both using and conserving. Ideally you want this character to win the entire match for you but even if they’re K.O.’d hopefully they would have put in the work.

3rd/Anchor – The last trick up your sleeve, this is the only character on your team that can have access to 5 meters and thus their full potential. Ofcourse any character can be in this role, however characters with easily accessible high burst damage would be the go-to.