This list explains what priority different actions have. If two inputs are registered on the same frame, the one with a higher priority will take precedence, except where noted. For example, if a Heavy attack and a Light attack are both registered on the same frame, the Heavy attack will take precedence, since it has a higher priority. The light attack should still be added to the input queue and everything, but it will have no visible effect on gameplay.

Priority List

1. Combination Supers (quarter+ 2b)
2. Element Supers
3. Character Supers
4. Special Attacks
   1. Specials using “E”
   2. Specials using “C”
   3. Specials using “B”
   4. Specials using “A”
5. Throws (A+E)
6. Element Attacks (Anything not already covered that uses the “E” attack button)
7. Heavy Attacks (Using “C”)
8. Medium Attacks (Using “B”)
9. Light Attacks (Using “A”)
10. Jumping
11. Dash
12. Walking