Movement

-Left Joystick (D-pad)

-Push the joystick in the direction you wish to move

-Pushing up with result in the character jumping(Jumping forward and back)

-Pushing up while jumping will result in another jump

-Pushing down will result in the character crouching

-Pushing forward twice in quick succession will make the character run forward

-Pushing backward twice in quick succession will make the character dash backwards (Great for escaping the opponent or creating space)

-Pushing forward or backward twice in the air will result in an aerial dash in that direction.

Blocking

-Pushing the joystick away from your opponent will result in blocking the opponent’s attacks (blocking while standing will not block low attacks)

-You can block while standing and while crouching and both block different types of moves. Standing block defends against high and mid attacks, crouching block defends against low and mid attacks. As stated, mid attacks can be blocked both ways.

-You can block in the air. All attacks are treated as mids while blocking in the air, but some attacks cannot be blocked in the air(Randolf’s 2B, Lynne’s 5C, Both of their reversals)

-Advice: Crouch block in preparation for fast lows and block high on reaction to overheads or jumping attacks.

Basic Attacks(Also E Button and Throw)

Randolf

Light attack, 5A- This move is a quick jab at the opponent, it won’t reach very far so it will not help much if the opponent is far away. Quick startup, mid attack. Can be repeated.

Medium attack, 5B- A move that is stronger than the light attack and achieves a further range of motion. Average startup, mid attack.

Heavy attack, 5C- A strong punch that will result in more damage than the medium attack, with an even further range. Slow startup, mid attack.

Light crouch attack, 2A- This is a quick punch that hits low on the opponent. Quick startup, low attack. Can be repeated.

Medium crouch attack, 2B- A rising punch that is good for attacking an opponent descending from a jump. Medium startup, mid attack.

Heavy crouch attack, 2C- A leg sweep that knocks the opponent prone if it connects. Slow startup, low attack.

Aerial light attack, jA- A fast straight punch that’s good for attacking an opponent in the air. Quick startup, high attack. Can be repeated.

Aerial medium attack, jB- A rising kick that is useful for attacking an opponent high above you in the air. Medium startup, high attack.

Aerial heavy attack, jC- A downward strike with both hands that’s best suited for attacking an opponent below you. Slow startup, high attack.

Lynne

Light attack, 5A- Short range attack with the knee. Quick startup, mid attack. Can be repeated.

Medium attack, 5B- A leveled kick aimed at the opponents midsection. Medium startup, mid attack.

Heavy attack, 5C- Far reaching kick with a raised leg. Slow startup, mid attack.

Light crouch attack, 2A- Quick crouching kick aimed for the opponents legs. Quick startup, low attack. Can be repeated.

Medium crouch attack, 2B- Crouching kick aimed upwards. Medium startup, low attack.

Heavy crouch attack, 2C- An all-out sweep with both legs extended. Slow startup, low attack.

Aerial light attack, jA- An upwards knee attack that can only be executed in the air. Quick startup, high attack.

Aerial medium attack, jB- A fully extending outward kick that’s great for attacking aerial opponents. Medium startup, high attack.

Aerial heavy attack, jC- Curls legs in then shoots them out below her for a strong kick. Slow but great for attacking opponents below you. Slow startup, high attack.

Universal abilities

Charging, hold E- Slowly gain meter by holding E. You can have a maximum of 3 charges.

Throwing, A+E- An attack that cannot be blocked. Cannot connect on airborne characters and can be cancelled out if the opponent presses A+E at around the same time as they are grabbed.

Grounded Overhead, 4B- A high attack that all characters have access to that does not require jumping. Has a slow startup and more recovery on block than a jumping attack does.

Cancelling

Cancelling refers to passing the recovery of an attack with another attack.

Normal cancelling is going from one normal move to another, so a light attack to a medium attack. Light attacks can cancel into other light attacks, medium attacks, and heavy attacks. Medium attacks can cancel into other mediums and heavy attacks. Heavy attacks can only normal cancel into other heavy attacks. Standing attacks can normal cancel into crouching attacks.

Special cancelling is going from a normal attack into a special attack. Ie 5H into 236H.

Special Moves

-Spirit Wave/Rage Torrent (Randolf/Lynne): Push the joystick down, then turn it forward in a quarter circle till it points forward, press A, B, or C when it points forward. *A basic projectile attack.*

-Arcane Blitz (Randolf): Push the joystick down, then turn it backward in a quarter circle till it points backward, press A, B, or C. *A powerful charging attack, useful as a gap-closer*

-Jetstream Slide (Lynne): Push the joystick down, then turn it backward in a quarter circle till it points backward, press A, B, or C. *A quick gap-closing attack which hits low and can be followed up.*

-River (Lynne): After a successful Slide, press A. *A quick follow-up strike after a Jetstream Slide.*

-Flood (Lynne): After a successful Slide, press B. *A slower follow-up to Jetstream Slide which hits low.*

-Waterfall (Lynne): After a successful Slide, press C. *A slower follow-up to Jetstream Slide which hits high.*

-Sky’s Companion/Shooting Star (Randolf/Lynne): Push the joystick forward, then quickly point it downward and push it to the middle of those points while pressing A, B, or C. *An invincible attack that is suited to attack oncoming aerial opponents and catching your opponent off-guard while they attack. Great recovery after the attack.*

-Return to the Earth (Randolf): Push the joystick forward then turn it downward until you point it back, press A, B, or C as you do. *Only effective in close range, this difficult to execute move is more powerful than the normal throw and can get past blocking foes. Cannot be escaped like normal throws.*

Element Attacks

Explanation of passive ability and overall style before each element

Life

Vine Trap: Lay vines on the ground that trap the opponent for a short time if they are hit. Does not trap them if it is blocked. Quarter circle forward E.

Vine Transit: Vines pull you into the ground and allow you to travel freely for a short time. Vulnerable after coming back up. Quarter circle back E.

Healing Field: Healing field that restores owner HP and decreases enemy HP while they are both in the field. Last 7 seconds. Costs 1 bar of super meter. Quarter circle forward A/B/C + E.

Death

Acid Rain: Fire a bolt into the air to bring damaging projectiles from the sky. The player is free to move after the initial casting, so they are free to react to the opponent’s movements. Quarter circle forward E.

Plague Beam: A long, fast-moving projectile that destroys other projectiles it comes in contact with, but has slower startup than a regular fireball attack. Quarter circle back E.

Impending Death: A large, slow-moving and tracking projectile that hits the opponent multiple times. Costs 1 bar of super meter. Quarter circle forward A/B/C + E.

Space

Gravity Armor: Charge for a moment to shrug off one attack while performing a special move. Quarter circle forward E.

Reality Distortion: Quickly phase in and out of being to avoid an attack. Quarter circle back E.

Spatial Distortion: A sudden radial burst of power which knocks away your opponent. Invincible during the startup of the attack. Costs 1 bar of super meter. Quarter circle forward A/B/C + E.

Time

Reverse Strike: Enter a stance with fast recovery to shorten the recovery of a move and start your pressure over. Quarter circle forward E.

Alter Perception: Fire a slow projectile that, if hits the opponent, will slow their movement down for a short period of time. For clarification, this effect will not take place if the projectile is blocked. Quarter circle back E.

Time Skip: Dash across the screen, avoiding projectiles to strike at and close in on your opponent. Costs 1 bar of super meter. Quarter circle forward A/B/C + E.

Advice to visit Training Mode at any time to practice these moves and advance your skills. Remind that the best way to get better at fighting others is to fight others and improve upon your faults.