# Elements of BreakThings(assumed name)

**XStrikethrough** is not implemented

## **Player**

#### 1. Goku

Basic Action

F	Guard
Space	Teleport

• Skill Action(Q, W, E, R)

Mode Button	Normal	Kaioken
Q	Kamehameha	Kaioken Kamehameha
W	Spirit Explosion	Kaioken Spirit Explosion
E	Kaioken	-
R	<del>Genkidama</del>	-

#### 2. Ichigo

- Basic Action
- Skill Action(Q, W, E, R)

#### **Boss**

### 1. Normal Vegeta

- Basic Action
  - Blow Punch
  - SlegeHammer

- Rush Action
  - Wild Hunt(Rush Punch Kick SlegeHammer)
- Blast Action
  - Galick Gun
  - BigBang Attack
  - Continuous Energy Bullet