# 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)
- Range Action
  - o Galick Gun
  - ∘ BigBang Attack
  - Continuous Energy Bullet