# Movement Techniques Guide

## Dashes

### Super Dash

- A decent-distance, high jump.
  **Input**: Dash + Jump

### Hyper Dash

- A long-distance, low jump.
  **Input**: Crouch Dash + Jump

---

## Extended Dashes

### Extended Super Dash

- Adds midair dash momentum to the Super Dash.
  **Input**: Dash → (delay) → Jump

### Extended Hyper Dash

- Adds midair dash momentum to the Hyper Dash.
  **Input**: Crouch Dash → (delay) → Jump

---

## Reverse Dashes

### Reverse Supers

- Covers limited space, similar to Super Dash.
  **Input**: Dash Back + Jump Forward

### Reverse Hypers

- Covers limited space, similar to Hyper Dash.
  **Input**: Crouch Dash Back + Jump Forward

---

# Advanced Movement

## Wavedashing

- String together diagonal dashes and jumps.
  **Input**: Jump Diagonal Dash → Jump

## Demodash

- Allows passing through small hitbox gaps.
  **Input**: Crouch + Dash Midair

## Wall Bounces

- Gain height by dashing up next to a wall.
  **Input**: Dash Up → Jump

## Neutral Jumps

- Scale walls without using stamina.
  **Input**: Jump Off Wall (no direction) → Push Back to Wall

## Corner Kicks

- Jump off walls with hitboxes, such as spikes.
  **Input**: Jump → Hold Until Hitting Spike → Jump Again