

## === How 2 lämp ===

Chandelure is a glass cannon zoner with the strongest defensive toolset in the entire cast. Her range covers the entire screen, and the opponent is never truly safe from her. Her defenses are not impenetrable, and every button she presses is a risk, which pays off more often than not.

Framedata: <https://docs.google.com/spreadsheets/d/108awMgluD21L0d1SQneG9w3KOyzwmWQ8335mkrOmm54/edit#gid=844313871>

- 1 ~ Moveset Rundown
- 2 ~ Lamp "Combos"
- 3 ~ Matchup Rundown
- 4 ~ Tips As and Against
- 5 ~ Supports and Cheers
- 6 ~ Players to watch

# 1 ~ Moveset Rundown

= Terminology =

**Field Phase**  
 > A simple system based on directions

f = forward  
 b = back  
 s = side  
 n = neutral

**Duel Phase**  
 > Based on the number pad arrangement of a keyboard

**POKKEN NOTATION**

**Notes**

j = Jump  
 [ ] = Charge (hold)  
 ] [ = Charge (release)  
 W! = Wallsplat  
 CA = Counter Attack  
 BA = Burst Attack

**Examples**

Field Phase:  
 nA = A with no direction  
 bY = Back Y  
 sY = Left or Right Y

Duel Phase:  
 8Y = Up Y  
 jX = Jump and X  
 [CA] 2X W! 8A = Full Charge Counter, Down X, Wall Splat, Up A

**POKKEN TOURNAMENT DX**

= Global Moves =

ALL of Chandy's Specials Counter Pierce. Yes, even that one. Also, all of her Specials except for Overheat are frame **23**.

## X+A - Counter Attack / CA

Chandelure charges, and then spins in place. The attack itself is very small and unreliable, and tied for the slowest CA in the game at frame **39**. This means that the attack also has the most armor frames, meaning you can tough through some of the most active attacks in the entire game. It is worth noting however, that Chandelure's charged CA has among the highest Shield Damage of any move in the game.

## Y+B - Grab

Knocks the opponent back and lowers their Defense. Good for setting up debuffs, but it's slow for a grab at frame **15**, and has such a small range that you'll almost never get it off. Useful in a pinch however, as it resets the Phase.

### **jR - “Pendulum Swing”**

While in the air, or during 8X (Duel only) or bY (Field only), Chandy begins to swing towards the direction she is holding (only forwards or backwards in Duel Phase) and then back the other way, before dropping. She can cancel at any time into an aerial move, or press R again to drop wherever she currently is. Useful for creating space quickly.

### **L+R - Burst Attack / “Final Flicker”**

Comes out on frame **15**, tied for her fastest move. Chandelure has Counter Armor on frame 1, and becomes invincible shortly after, then fires a long cone that drags the opponent into the cinematic attack. This move Counter Pierces and is considered a Special move for cancels. It can be grabbed on prediction, and is a MidLow, so be careful. The move is also vulnerable from behind, so make sure the opponent doesn't jump over you. This will always give the opponent Attack and Defense debuffs and end in Field Phase.

### **]X[ - “Disco Inferno”**

Chandelure begins dancing, and can continue to move freely until she presses another button. She cannot attack, dash, or jump in this state. During this time, opposing Debuff timers will stop counting down, and Debuff timers on herself move twice as quickly. Very useful to use after you successfully Overheat in Duel Phase, but rarely useful out of that. For some reason, this state is also immune to Lows and Grabs.

### **]A[ - “Minimize”**

Chandelure becomes impossibly small and dances through enemy attacks, becoming completely invincible on frame 1 for around 100 frames EXCEPT to Grabs. After that, she pops back to normal size. This state can be canceled early with R, or you can Special Cancel it. This move is especially useful for punishing opposing Burst Attacks by avoiding them, and then punishing with a Special or Burst Attack of your own.

### **nA / 5A - “Will-o-Wisp”**

A fireball that moves across the screen on its own, and inflicts an Attack Debuff on hit. It has decent Chip Damage and Shield Damage, making it a very solid fireball all around. Several characters have ways to dance around it, but it's a very good tool for keeping your opponent on their toes at long range. This move is very minus on block, so don't even bother using it up close. This move is a Ghost Projectile, meaning it will not collide with other projectiles, and it cannot be erased by any means.

In Synergy Burst, this attack has double the PSP and stuns the opponent, allowing for follow-ups if it hits.

### **n[A] / 5[A] - “Firewall”**

A stationary Will-o-Wisp that moves every so slightly forward for a few seconds. This is Chandy's prime setup tool as it keeps the opponent inside her mixup range in Duel Phase, or forces them to risk an approach. Very potent at keeping the opponent guessing in midrange.

In Field Phase, this move isn't as useful, as it only lasts a short time, but it can allow you a short time to walk away from your opponent if needed.

### **fA / 6A - "Smog"**

Ah, Smog. A Counter Attack with frame 1 Armor into a Defense Debuff on hit, and a bunch of knockback even on block. The move is -16 on block, but the knockback is so big that it almost never matters. If it comes down to it, this move can be special cancelled on block to keep the opponent away. However, the move has several downsides, namely that it is a Counter, meaning it can be grabbed, and that it is a MidLow, meaning the move can be jumped over incredibly easily if the opponent predicts it. Don't go crazy with this move, I know it's tempting.

The attack creates a cloud that will explode if the opponent attacks it with a projectile or a move that erases projectiles, and then erase that projectile and knock the opponent back.

One more note about the attack is that it has 2 hits, one up close and one long range. The close range hit is first, and has massive scaling, but the long range hit has almost none. If you plan to corner your opponent, using only the long range hit into a wallsplat can lead into massive damage combos.

### **bA / b[A] / 4A / 4[A] - "Flame Burst"**

Chandelure fires a High projectile into the air that explodes horizontally, draining the opponent's Synergy Meter. When charged, the projectile arcs all the way, exploding onto the ground. Very useful against opponents who try to jump at mid range a lot, and the charged version is a great oki tool to get chip damage. The move is also a great way to drain Synergy Meter from the opponent, taking away one of the strongest universal tools against Chandy.

### **jA - "Incinerate"**

Chandelure hurls a fireball at the ground, knocking the opponent up on hit and draining their Support Gauge. On whiff, it leaves a tiny harmless puddle on the ground that does... nothing really. It just looks scary, but the puddle actually has no hitstun whatsoever. It can be canceled into any aerial at any time, so feel free to use it whenever. This move can be aimed.

## = FIELD PHASE =

### = General =

Chandelure is proud to be the strongest abuser of Field Phase in the game. Cover the field in projectiles and watch the opponent dance through your bullet hell, or get blown up for trying to contest you. Chandy prefers to drag out Field Phase as long as possible, so don't get hasty with your Phase Shifts.

Chandelure has decent movement speed, but her biggest boon is her ability to move while attacking. Her dashes have invulnerability frames slapped on them, but they aren't all that useful in Field, as they are all very slow.

### = Normals =

#### **XX - Homing Attack**

Chandelure runs at the opponent, swiping wide, and then attacking overhead. Frame **25**, so it's relatively slow as far as Homing Attacks go, and as Chandelure you really don't typically want to run closer to the opponent. It's a Mid and it Throw Crushes, so it's not useless.

#### **nY - "Ember"**

Chandelure fires a small fireball that moves quickly. Can be chained 4 times in a row quickly, and finishes with a Laser. This move is frame **15**, so it is very quick for a Field Phase move. This move can also be Special Canceled, so it can be mixed up into almost anything. Chandelure can move while attacking with this.

#### **sY - "Embers"**

Chandelure fires 2 small fireballs that move slowly, coming out on frame **19**. Unlike nY, this move follows the opponent much better, making it much harder for opponents to simply walk around you. This move cannot be Special Canceled, but it can be chained 3 times in a row before firing a Laser. It can also be canceled into s[Y] at any time. Similar to nY again, you can move during this move.

#### **fY / f[Y] - "Laser"**

Chandy fires a quick laser across the entire screen. This move is frame **23**, which while reactable, can easily catch people off guard. This move can be charged to become more powerful, Counter Pierce and deal considerable Shield Damage. This attack can also be angled to the sides slightly, allowing you to catch opponents out if they are trying to run around you. This move always Phase Shifts.

### **jY - “Air Laser”**

Similar to fY, but you can angle it in ANY direction. Very punishable on block if the opponent is up close, so avoid doing so if you can, but otherwise a very useful tool to keep your opponent on guard. Can be canceled into other Aerials.

### **bY / b[Y] - “Popups”**

Chandelure ducks low, avoiding Highs AND MidHighs, then jumps up and launches 3 fireballs in a cone above and in front of her. The charged version holds the height immunity longer, and launches further. The attack knocks the opponent high into the air, allowing follow ups. This move can be canceled into jR at any time in order to lead into Aerials. The best anti-air in all of Field Phase.

### **n[Y]**

Chandelure fires 5 fireballs in a cone. This move Phase Shifts, but does not Counter Pierce. Useful for opponents who try to dance around Mid Range and not much else.

### **s[Y] - “Beyblade”**

Chandelure spins, hitting 4 times and Counter Piercing. Only the final hit will Phase Shift. Chandelure can move freely during this attack. An amazing movement option.

### **jX**

Chandelure slams down in a wide area. This move is punishable on block, so be very careful if the opponent is blocking directly under you.

## = DUEL PHASE =

### = General =

Chandelure plays as a reactive, evasive zoner who avoids playing neutral in favor of keeping her opponent in a controlled but dangerous long-range mixup range, and punishing their approach options.

Chandelure has unremarkable movement speed, but her High and Low Stances are immune to Lows and Highs respectively. With clever footwork, Chandelure can dance around several attacks.

Her dashes are remarkably stronger than in Field Phase, using those 22 frames of invulnerability on each dash. Backdash is **frame 1 invincible** but has very slow recovery. Forward dash is frame 5 invincible, but recovers considerably quicker. Both dashes have the same total amount of invincibility.

### = Normals =

#### 5Y

Chandy's jab is a whopping **23** frame startup, slowest in the game by far. Despite its look, it is a High, meaning opponents can duck under it, and its low hitbox means opponents can jump over. In return, it is one of the safest, long range poke tools in the game, which can be followed up with any of Chandy's several debuff options.

#### 5YY

Chandy's jab 2 is a high reaching mid, meaning opponents can't avoid it with height immunities or jumping. However, it is still incredibly slow, and holds little reward for being used against opponents who are blocking. Generally, only use this on hit-confirm or for mixing up your blockstrings. Autocombos into Smog.

#### 4Y / 4YY

Chandy's fastest move at only frame **15**. Unlike 5Y and 5YY, these are quick enough where using them both on block is generally preferred, especially since the second hit has considerable knockback, even on block, and can be Special Canceled fast enough to be considered safe. Unfortunately, this move has pitiful range, and Chandy should never be close enough to her opponent for this to be used consistently. Autocombos into Will-o-Wisp.

#### 2Y

Ties with 5Y as the best neutral poke in the game at frame **19**. The move has 2 parts, the tip, and close up. Close up, the move is useless, so never use this move if the opponent is within this range. The tip rewards you with massive knockback on block, and is one of the few moves Chandy has that isn't minus on block (being 0). On hit, the tip stuns the opponent and knocks

them away, allowing follow up options in jY or 6X. Another drawback of this move is that it is a Low, meaning opponents can always jump over it. The move has considerable lag on whiff, meaning opponents with long range aerial options can punish you easily.

### **8Y - “Helicopter”**

The best antiair option in the entire cast. Chandy’s 8Y is **19** frames and is the only antiair normal to have immunity on frame 1 (most are frame 5). The move has several different knockback angles depending on the height the opponent was hit at, but can always be Special Canceled on hit or block. The move is a High, meaning opponents can duck under you and hit you up close. The biggest weakness of this move is that the center of the spin, directly above Chandelure, has no hitbox. Some opponents are able to safely hang in this spot and punish you even from the air, so always be mindful. Autocombos into Flame Burst.

### **6Y / 6[Y] - “Laser”**

This move is honestly pretty bad in Duel Phase. The charged version pierces, but opponents will always block, or just jump over it. The move is slower than its Field Phase counterpart, coming out at frame **31**. It’s of course very punishable on block, so please please please never laser someone in your face. It has mixup potential against opponents at maximum range, but you’ll rarely use this move.

### **5X / 5[X]**

The first hit is a Mid, but the fissures are all Lows, but most people seem to forget that. The move is frame **23** so don’t expect too much from it. The range is pretty bad, so it’s not a very good poke tool, but the first hit can catch opponents off guard if they try to approach you using height immunities. The main reason you will be using this move is as an oki option, as it pushes the opponent far away on block. The charged version has 2 more hits, making it around +6 on block, and pushing the opponent into your perfect mixup range. It might be worth noting that only the swing of the charged hit Counter Pierces. The fissures do not. The charged version can also be followed up with 6[Y] for a decent amount of damage and a guaranteed Phase Shift if it somehow connects.

### **6X / 6XX / 6X:X**

An aggressive lunge attack is unusual for a zoner, but this move is surprisingly effective. The move is very minus on block, and the follow ups are both even worse. The move is frame **19**, so it’s not easily reactable, but it can become easy to predict. Typically, this will be used as either a combo finisher (after 5X, 2Y or 8X), a whiff punish tool, or a callout tool when your opponent is trying to stay comfortable at a range, as 6XX covers nearly the entire stage. If your opponent blocks this move, typically it’s best not to follow up, or to mixup your timing until the very end, as your opponent will certainly punish this. A very risky, and somewhat tempting move to spam, so be careful with this.

In Burst Mode, this attack becomes a fullscreen laser that stuns, allowing you to follow up the attack. The scaling is atrocious, as with all of Chandy's moves, so you're best off finishing with a debuff finisher into a Phase Shift.

### **8X / 7X**

Odd for a frame **35** move to be considered one of the best in the game. A MidHigh that crushes grabs frame 1, however the move is often too slow to even punish meaty grabs most of the time, so don't bother with that. If it connects, you can follow up with 6X, or 5YY if the attack lands against an airborne opponent somehow. The main benefits to this move are its enormous Shield Damage, the amount of space it covers, and its ability to be canceled into jR, either before the attack comes out, or on hit or block. It CANNOT be canceled on whiff. The move is -8 on block, which is Chandy's standard.

The move can be angled slightly backwards with 7X, but this is never really useful. 9X does not exist.

### **2X - "Slide"**

A Low slide attack that comes out frame **15**, one of Chandy's fastest options, and -8 on block as usual. It is immune to Highs, but the biggest boon to this move is how far it moves Chandy in such a short time. When against the wall, this move is amazing for getting her out of the corner if the opponent tries to jump at you, putting them in the corner instead. Often not a good tool in neutral, as it puts you closer to your opponent.

### **4X / 4[X] - "Corkscrew"**

A small windup attack with a weak lunge attack. The move has a whopping **39** frame startup, and the charged version doesn't even Counter Pierce. Very very rarely, you might catch your opponent out and make them whiff a move using the windup of this, but Chandy has countless better options in almost every case. You'll almost never be using this move.

### **jY**

A very long reaching move, and can be canceled into jA on hit or block for a small combo. A decent poke and whiff punish tool.

### **jX**

A quick fall that's only -8 on block unlike its Field Phase counterpart. The attack is considerably smaller, but it is decent for whiff punishing any opponent underneath you if you jump over them and cannot land jY. You'll rarely use this move.

### **jY8 / j8[Y] - "Air Laser"**

Air laser is slower in Duel Phase just like grounded laser. This move cannot be angled, and it is always a High, so opponents will usually see it coming and duck under it. The move is still a useful callout tool against opponents who try to stay in the air a long time from fullscreen.

### **j7/8/9X / j7/8/9[X] - “Pinwheel”**

Chandy spins in place, a very fast move at frame **15**, and also one of the best movement options in the game. The charged move is much bigger and covers more distance. Most notably, the move can be angled forward or backwards to allow Chandelure to cover huge air distance in an instant. Combine it with jR to double your distance. The charged version does NOT Counter Pierce, so be mindful if you wish to play aggressive with it. If it lands, the charged version has considerably higher knockup, allowing freeform combos.

## **= Duel Phase Specials =**

### **8A - “Overheat”**

Chandelure builds up and explodes in a ring of fire, lowering her own Attack and Speed for 20 whole seconds with debuffs. This move always phase shifts, and has Red Armor on startup, meaning you still take some damage, but can't be grabbed. Unlike her other Specials, this comes out at frame **31**. Everyone knows Overheat, everyone is afraid of Overheat, and they should be. However, smart opponents know that Overheat becomes useless if Chandelure has any sort of Debuff, meaning they will wait and try to dance around it until they can debuff you using a Support such as Emolga. This is your last-last resort option if the opponent manages to close in on you, so avoid using it aggressively, and avoid building up a trigger finger for this move.

Tip: Remember to hold X immediately after you press Overheat to go into Disco Inferno. Building up this habit early will make your life a whole lot better so that you can remove the debuffs from yourself as soon as possible.

### **2A - “Hex”**

This is Chandelure's most staple mixup tool in her Duel Phase kit.

Chandelure reaches out and Grabs the opponent from far away. This attack deals more damage per Debuff the opponent has, and then removes all Debuffs from them. One Debuff will knock the opponent down, perfectly inside Flame Burst range. Two Debuffs will always Phase Shift, and has the highest base damage of any single move in the game except for Burst Attacks.

The attack just barely misses the maximum range in Duel Phase, if the opponent backs all the way up. It also has zero use in close range, and can be jumped easily, so be careful how you use this.

## 2 ~ Lamp “Combos”

Let's get this out of the way... Chandelure is not a combo character.

She does not rely on combos to rack up damage, instead she whittles you down through several pokes and small interactions. Chandelure often aims to finish her combos with one of 3 specials; Smog, Willowisp, or Flame Burst. Each of these effects debuffs the opponent in some way, and allows Chandelure to control how the opponent has to play next. She trains her opponent's mind, using the end of her interactions to setup her next plan.

### Field Phase

nYYYYY  
sYYYY  
bY > s[Y]  
bY > bA

### Duel Phase

5YYY

4YY > 6A

8X > 6X:X (Does not work against Aegislash, Chandelure, Darkrai, Decidueye, Empoleon, Scizor or Weavile. Resort to 8X > 6XX instead)

8X > 6XX

j9[X] > 7X > 5YY > Special

jX > 5YY > Special

2Y > jYY > j8Y

### 3 ~ Matchup Rundowns [WIP]

= Aegislash =

= Blastoise =

= Blaziken =

= Braixen =

= Charizard =

= Croagunk =

= Darkrai =

= Decidueye =

= Empoleon =

= Garchomp =

= Gardevoir =

= Gengar =

= Lucario =

= Pikachu =

= Pikachu Libre =

= Mewtwo =

= Sceptile =

= Scizor =

= Shadow Mewtwo =

= Suicune =

= Weavile =

x

## 4 ~ Tips As and Against

### = General =

Chandelure is a glass cannon zoner. She has huge attacks and the strongest defensive tools in the entire cast. However, she lacks fast options, and any misstep she takes can be punished very harshly. Sitting at a meager 510 HP, almost the lowest in the cast, Chandy cannot afford to make many mistakes.

#### Pros:

- Amazing zoning tools, with options to direct the opponent's next action at virtually any range.
- The screen is her hitbox. No matter where you are, you are never out of her range.
- Frame 1 defense options including some of the strongest reversals and anti-airs.
- A long range mixup game in Duel Phase.
- The strongest Field Phase kit in the game.
- Her kit has amazing Shield pressure and can very easily break the opponent's Shield.
- She controls the opponent's playstyle by constantly applying debuffs.

#### Cons:

- 510 HP means you will go down very quickly if you get hit.
- Horrible Frame Data, arguably the worst in the entire cast.
- While her attack range is huge, almost all of her attacks have huge whiff lag.
- Almost all of Chandelure's attacks are Lights, meaning Synergy Burst Light Armor is very effective against her, as it shuts down almost all of her zoning options. She has to rely on Buff Supports or Bursting herself to match them.
- She struggles in close range.
- Chandy tends to step backwards and put herself in the corner, where she struggles greatly.

All of Chandy's moves are Lights except for the following:

- All X moves (including Homing Attack)
- First hit of Smog
- CA
- Burst Attack
- n[Y] (Field only)
- fY / f[Y] / jY / j[Y] (Field only)
- s[Y] (Field only)
- 6[Y] (Duel only)
- j8Y / j8[Y] (Duel only)

- Overheat (Duel only)

## **= Field Phase =**

Chandelure in Field Phase is most commonly known for her Laser. She typically prefers to keep opponents hostage in Field, abusing her superior options and granting herself a ton of Synergy. Once ready, she can easily shift with a Laser or a Shield Break, as 3 or 4 Lasers alone can break any Shield in Field Phase.

nY and sY are your main tools here, as they cover the field in tons of projectiles that do not Phase Shift, and Chandy can move while attacking with them to maintain spacing. Both of these moves can be canceled into anti-air options (Flame Burst and Beyblade) if the opponent tries to jump over your projectiles to get in. nY can also be canceled into Will-o-Wisp for a wide fireball that deals Chip Damage and a fair amount of Shield Damage. Smog Cloud keeps the opponent from landing a stray projectile on you.

Popups, Beyblade, and Flame Burst give her a ton of anti-air tools. Popups in particular can keep opponents away very easily, as it covers a huge range, and knocks the opponent far away if it lands.

Being in the air as Chandy is both her strength and her weakness. Air Laser can be angled in any direction, meaning she can always home in on the opponent, if aimed correctly. Combined with the aforementioned Shield Damage, Chandy can easily break Shields in this way. She can cancel Air Laser into any of her other Aerial options, including Pendulum Swing, which allows her to fire 2 Air Lasers before touching the ground again. However, she is most vulnerable in this position, as she has no safe way to land if the opponent is directly beneath her. If they are holding Block, they can easily wait and Block until you land. Learn to mixup your landing options when the opponent is directly beneath you.

## **= Duel Phase =**

In Duel Phase, Chandelure mostly plays around her mixup zone, which is based around Hex. 5Y, 2Y and Firewall keep the opponent from getting closer than that range. Laser, Charged Flame Burst, and Will-o-Wisp keep the opponent from feeling safe at maximum range.

Flame Burst and Helicopter keep the opponent from approaching from the air, and 5Y can catch out the startup of jumps at mid range.

If the opponent manages to get close, then 2X, 4Y, Smog, Pinwheel and Overheat are your close range options to get them off you, but don't neglect jumping over the opponent, or jumping or dashing away. Pinwheel is especially useful because you can move away or even towards the opponent while attacking.

Generally, Chandy will be poking the opponent and keeping the opponent in Hex range, waiting for them to hesitate or make a mistake, and react to the opponent if they try to do anything else, using reversals to keep them away.

## **5 ~ Supports and Cheers [WIP]**

## 6 ~ Players to Watch [WIP]

Twixie