

Gameplay FAQ (UPDATED: 08.11.2015)

[Intro]

[Basic Mechanics]

Movement

W: Jump

D: Walk Forward / Backwards (depending on facing)

A: Walk Backwards / Forward (depending on facing)

S: Crouch

Dash / Run

Double tap forward or backwards to perform a Dash.

Some characters also have the ability to Run. You can only run forward, not backwards. To run, double tap as you would to dash, and hold the second forward press. The character will then begin running for as long as you keep the button held down.

Attacks

L: Light Attack (default J)

M: Medium Attack (default K)

H: Heavy Attack (default L)

Crossup: Crossup Aerial Attack (down + Heavy Attack, can only be done while jumping forward or up)

U: Special 1

I: Special 2

O: Special 3

Semi-colon (or h): Throw. Default is forward throw. Holding back + throw will do a different throw that sends the opponent behind you.

Spacebar: Overdrive (Requires full Overdrive meter)

Blocking

Blocking isn't as exciting as attacking, but mastering this system is crucial to your success. To block an incoming attack, you must hold away (in the opposite direction) from your opponent. So, if you are standing on the left, and the opponent is on your right, you will hold left (away) to block their attacks. You can block while standing (hold away), or crouching (hold down + away). You cannot block and attack at the same time.

--Most crouching attacks must be blocked while you are also crouching (down + away).

--Most standing attacks can be blocked while crouching (down + away) OR standing (away).

--Your enemy's jumping attacks must always be blocked while standing.

Special cases for blocking:

--Overheads: some characters have standing attacks that must be blocked while standing (not crouching). We call this kind of attack an Overhead. Not every character has an Overhead attack.

--Crossups: every character has a down+Heavy attack in the air. These attacks require you to block in the OPPOSITE direction of ordinary jumping attacks. As an example, imagine you were standing on the left, and Chel is on the right. If Chel jumps at you and attacks with a L, M, or H attack, you would stand and hold left (away) to block it. If she does a d+H Crossup attack, you must block that in the opposite direction (towards). In most cases, you can recognize that the Crossup attack will hit "from behind" you and you should feel natural holding away from it, but it is crucial to understand how this option works. Every character has a unique crossup attack animation, and it will be helpful to recognize them.

[Kinetic Modes]

Kinetic Advance

In this mode, most moves normal and special moves can be cancelled by a Dash (forward or backwards) or a Jump (up, back, or forward). Each cancel requires one charge of Kinetic meter and is accompanied by a special sound effect and blue trails. Up to two Kinetic Advance charges can be stored.

Most moves need to make contact with the opponent to be Kinetic Canceled (hit or block) but projectiles can be cancelled without making contact. Some throws can also be Advance Canceled (everyone can cancel their forward throw, except Crow, who can cancel his back throw).

When you cancel a move using Kinetic Advance, it will also reduce the time on all currently active cooldowns.

Note: In Advance Channel, meter is built primarily by connecting with attacks (hit or block). You do not build Advance meter for whiffing moves.

Kinetic Deflect

In this mode, players have access to a Kinetic Deflect. You can activate a Deflect by pressing any two Special Attack buttons at the same time. Kinetic Deflect can ONLY be activated while you are getting hit, or while you are blocking. On activation, your character will be surrounded by a blue armor. If the opponent strikes while you are in this armor, their next hit will be deflected, meaning it will cause no damage to you (and may potentially break the enemy's combo). The opponent will be knocked away, but Deflect does not do any direct damage. Kinetic Deflect can also be performed if you are being thrown. Up to two charges can be stored, but only one charge may be carried over between rounds.

Note: In Deflect mode, meter is built by taking hits and blocking hits. You do not get Kinetic meter for whiffing moves or attacking in this mode.

[Special Property Indicators]

You may notice the characters briefly flashing gold or blue as you play. These have meaning, and are there to help you understand the special properties associated with these colors.

Flashing Gold means that the character is invulnerable during this part of the move. It is commonly found on "uppercut"-style moves, and is also a brief part of each character's backdash.

Flashing Light Blue means that the character is currently armored. While Blue, they are able to absorb one hit of damage without being forced into their hit reaction. Hitting an armored move two times will break the armor and force them into reaction. As an example, Talos has a number of armored moves, including his towards+H Spartan Kick.

[Combo System]

Rising Thunder many familiar combo elements from other games and a few unique elements as well. Below are elements of the combo system.

Cancels ("2-1's)

Many basic attacks (J, K, L, known as "Normals") can be cancelled into Special Attacks by simply pressing the Special button the moment the basic attack connects.

Links

After striking with one move (typically a "Normal"), the hit-stun is enough that another move (typically another "Normal") will connect if timed properly.

Chain Combos

Some "normal" moves can be canceled directly into other normal moves. These are less common, but usually easy to perform. Most characters can chain their standing and crouching Light attacks (J) into additional light attacks.

Juggles

Certain moves launch the opponent into the air making them vulnerable to additional follow-up attacks.

When a character is launched, they can be hit up to 5 additional times while airborne before they become invulnerable and pop out. This limit can be broken by performing Kinetic Advance. Kinetic Advance reduces juggle count by 1 each time it is used. Some Overdrive and special attacks also reduce the juggle limit when hitting an airborne enemy. This is a very important mechanic to remember.

Ground Bounce

Certain attacks will bounce the opponent off the ground and allow a juggle opportunity. You can only use one ground bounce per combo.

Wall Bounce

Certain attacks will send the opponent flying into the wall where they then bounce back, leaving them vulnerable to a juggle opportunity. You can only use one wall bounce per combo.

Edge

A quick, versatile fighter, Edge can use either of his S1 variants to power up his S2 Uppercut. He can also dash at the opponent with S3 and use any of the 3 follow-ups to confuse his opponent.

f+M: Overhead

Leaping overhead that can be cancelled into any Special or Overdrive but will only combo with S2 (Thunderclap).

Chain Combos:

M(c)-H-H

M(f)-H

H(c)-H

H(f)-H

Special 1.1: Gathering Storm

Double-hitting sword slice. Adds 1 Charge on hit.

Special 2.1: Judgement

Rising uppercut that steps forward slightly. Button can be pressed additional times for each Charge gained (visible on Sword Hilt).

0 Charge: Basic Rising Uppercut

1 Charge: Second press adds 2 hits and knocks back.

2 Charge: Third press adds 1 more hit and sends opponent spinning.

3 Charge: Fourth press adds final hit which wall bounces opponent.

Special 3.1: Relentless Pursuit

Initial press causes Edge to sprint. During sprint, additional options are available.

B: Cancel Sprint

L: Slide (hits low)

M: Double Overhead (can cancel into Overdrive)

H: Power Slash (causes wall bounce)

S1: Special 1

S2: Special 2

S3: Power Slash (causes wall bounce - same as H)

Overdrive: Final Judgement

Dashes forward and stabs the opponent in the chest. Follows up with a pillar of electricity which launches the opponent. This Overdrive can "capture" opponents out of the air and still do full damage.

Dauntless

A straightforward brawler with lightning-fast attacks and excellent punishing ability. She can utilize her armored rush punches to blast through enemy attacks.

f+M-H: Overhead to Upper

Downward striking blow which chains into an uppercut. The initial f+M cannot be cancelled into a Special but can be cancelled into Overdrive and it will combo. Also bounces against airborne opponents. The second hit can be cancelled into Special or Overdrive.

Chain Combos:

M(c)-H

M(f)-H (Second hit causes knockback and cannot be cancelled)

Special 1.1: Cold Drill

A lunging double punch that strikes mid. Holding the button causes Dauntless to travel further (will go full screen). Gains 1 hit of armor when held. Does not travel as far in air. First hit can be canceled into Revolving Hook or Vandal Hook.

Special 1.2: Diesel Strike

Lunging uppercut blow that launches opponent into the air. Holding the button causes Dauntless to travel further (will go full screen). Gains 1 hit of armor when held. First hit can be canceled into Revolving Hook or Vandal Hook.

Note: In air, either S1 Variant will perform an aerial version of Cold Drill which does not go as far, but does gain armor if the button is held.

Special 2.1: Dust Breaker

Dauntless pounds the ground in front of her twice. Has invulnerability on startup but suffers from a long recovery frames.

Special 3.1: Revolving Hook

Dauntless spins backwards and then lunges forward with a powerful hook punch. The hook punch can be cancelled into Cold Drill without the use of meter. Holding S3 will prevent the hook from executing. Has invulnerability on startup.

Special 3.2: Vandal Hook

Dauntless spins forward into a powerful hook punch. The hook punch can be cancelled into Cold Drill without the use of meter. Holding S3 will prevent the hook from executing. Has invulnerability on startup.

Overdrive: Beatdown

Powerful dash punch forward that shifts into a sequence of hits on contact. Final hit launches. Does not "capture" airborne opponents and instead juggles up to 5 times.

Note: The first hit does the most damage in a juggle and is represented by a slight pause.

Chel

A very shoto-like combatant with excellent projectile pressure, Chel can keep opponents away, play a mean footsie game, or strike with strong and stylish combos.

Note: Chel can perform her throw in the air and can combo into it.

f+M: Hopkick

Leaping side kick which moves Chel forward. Can be cancelled into any Special or Overdrive but will not combo unless either Special 2.

f+H: Lunging Blades

Chel lunges in with her blade, stabbing two times and granting heavy frame advantage (H(c) can connect). Can be chained into f+M (Hopkick) which combos.

Special 1.1: Night Sun (Air Available)

Chel blasts a ball of energy from her hand cannon. Holding forward or backwards before pressing S1 will cause the projectile to move faster or slower, respectively.

Note: Hitting with the Night Sun will reduce the cooldown.

Special 2.1: Crush Breeze

Chel performs a rising uppercut which, on hit, is followed by a second downward-striking attack which bounces opponents off the ground allowing for easy combo follow-ups. On whiff or block, the second hit does not come out.

Special 2.2: Spiral Eclipse

Chel performs a quick rising uppercut that has no automatic built-in follow-ups. The cooldown is slightly shorter than Solar Flare.

Special 3.1: Dancing Wind

Chel lunges forward with a series of kicks that end with an upwards launching attack. The final attack can be crouched under. Also, Dancing Wind has some projectile invincibility after start-up.

Overdrive: Supernova

Chel charges and releases a massive multi-hitting energy ball that travels across the screen. Like Night Sun, Chel can hold forward or backwards to speed up or slow down the projectile.

Crow

An exceptionally tricky and elusive character, Crow excels at both mixing up the opponent and making it hard for them to advance. His primary weakness is that he has no consistent reversal.

f+M: Overhead

Crow leans forward and performs a short headbutt. Bounces airborne opponents. Cannot be cancelled into any Special but can be canceled into Overdrive, but it will not combo.

f+H: Leaping Disc

Crow leaps up and forward and strikes downwards at the feet of his enemy. Has lower body invulnerability. Launches on hit.

Chain Combos:

M(c)-M

Special 1.1: Devil's Halo

Crow tosses his Halo up into the air. Holding forward or backwards before throwing the Halo will change the arc to land closer or further from Crow. Holding the button down for a very brief time will cause the Halo to strike 3 times instead of 1. Also, being hit while the Halo is out does not cause it to disappear.

Special 2.1: Core Puncture

Crow leaps up and performs a downward-striking heel attack that slams the opponent to the ground.

Special 2.2: Soul Cleaver

Crow flips forward with an axe kick and follows with a powerful spinning kick. The first hit bounces against airborne opponents and the second hit causes a wall bounce.

Note: No matter which Special 2 is chosen, a Variant of Razor Slash can be performed in air. Crow strikes down and forward with his Halo and causes strong hit-stun allowing for combo follow-ups.

Special 3.1: Fog of War (Air Available)

Crow creates an invisibility field that causes most of his actions to be masked while he is inside it. The opponent will be unable to see any movement, though they can see when Crow throws a Halo.

Overdrive: Dead Ringer

Crow summons a massive multi-hitting version of his Halo and then sends it forward. While the initial hits pin the opponent, the last hit knocks the opponent back.

Talos

The ruthless grappling juggernaut, Talos imposes his will at close range through powerful armored attacks and throws. Talos is exceptionally tricky for a grappler and can lay down massive damage off any number of attack options.

Note: Talos can perform his throw in the air and can combo into it and out of it.

b+M: Magnetic Swipe

Talos strikes pulls the enemy towards him. Also pulls airborne enemies closer.

f+H: Spartan Kick

Talos sends a massive boot into the enemy's body. The Spartan Kick has 1 hit of armor upon activation and causes wallbounce.

air d+M: Butt Smash

Talos puts his best side forward and attacks with his rear!

Chain Combos:

H(c)... (can cancel into ANY Normal or Command Normal)

H(c)-H(f) (close range, H(c)-H(c)-H(f) is possible)

Special 1.1: Meteor Breaker (Kinetic Cancel Available)

Talos snatches his enemy and then slams them into the ground. If button is held, Talos will gain 1 hit of armor and begin magnetically pulling his opponent closer. If charged long enough (chest light flashes), bounces opponent into the air.

Special 1.2: Meteor Slam

Talos immediately grabs his opponent and tosses them into the air for a massive slam into the ground. Talos has 1 hit of armor the moment Meteor Slam is activated. Cannot be cancelled with Kinetic Advance.

Special 2.1: Titan Smash (Kinetic Cancel Available)

Talos reaches upwards and snatches his enemy, and then strikes with a vicious punch to the gut. If the button is held, Talos will gain 1 hit of armor and begin magnetically pulling his opponent closer.

Note: Meteor Breaker and Titan Smash charge cancelled with a dash (front or back).

Special 3.1: Magnetic Buster (Air Available)

Talos magnetically pulls his opponent closer. Ground version can be followed with S3 for a Clothesline attack which knocks opponent down.

Special 3.2: Spartan Rush (Air Available)

Talos charges forward with his shoulder. Ground version can be followed with S3 for a Clothesline attack which knocks opponent down.

Overdrive: Colossal Crush

Talos instantly grabs opponents in front of himself, slamming them repeatedly before taking the air for one final smash into the ground.

Vlad

A surprisingly agile bot, Vlad employs tricky mix-ups and flight cancels to break through the enemy's guard. Vlad is relatively safe and can do big damage if given an opportunity.

Note: While in the air, Vlad can enter flight mode by holding UP. This uses some fuel (meter appears when it is not completely full). It slowly recharges over time.

Note: Vlad can cancel all air basic attacks and ground H into flight if they make contact with an enemy (hit or block). Flight cancel costs a considerable amount of fuel.

f+M: Belly Bump

Vlad leaps forward and strikes the opponent with his belly.

Chain Combos:

M(c)-H

Special 1.1: Sputnik Torpedo (Air Available)

Vlad fires off a slow-moving rocket towards his enemy. Can be done in air. After being done in air at maximum height, Vlad can enter Flight.

Special 2.1: Cosmonaut Liftoff

Vlad activates his rockets and performs a powerful rising uppercut in place. Has invulnerability on startup. Can be charged. If charged, Vlad loses invulnerability until button is released. Charged version does more damage.

Special 3.1: Clobbering Rush

Vlad wildly flails his arms and then slams them both down.

Overdrive: Space Race

Vlad performs a powerful saluting uppercut that sends the opponent high into the air. Vlad follows-up by flying to them and slamming them to the ground. Final hit ground bounces. This Overdrive "captures" the opponent (if it hit's airborne, it will do the entire animation).