

Hi! I've made this document after becoming more and more fed up with every newly found hidden mechanic in the game. I hope this list makes it easier for new people to quickly get into the game and learn about that not so obvious stuff (obvious too though).

Some of these are just **short summaries** - in case you don't understand, click the link and read its content.

Feel free to suggest new stuff or other formatting to make the file look neat for all of us. You can do it under this [tweet](#) or ask in the reddit thread [here](#). I'm also on at least two DBFZ related discords, so look for Chestnut. I've set sharing settings to 'view only' as people had a bit too much fun with the file. ;)

## Menu, UI and similar.

**Pressing triangle in the lobby list gets you into offline lobby. It's also in the tooltip at the bottom of the screen, but who reads these anyway.**

<https://twitter.com/Xpowaspa/status/956920679097622533>

**Square color says much about how much you win.**

<https://twitter.com/bandainamcous/status/959640513669349378>

**You can swap your point character before the match begins during the team loading screen by pressing either L1/L2 until a sound cue plays. You cannot re-switch again after picking a new lead. It has to be the physical L1/L2 button, A1/A2 doesn't count.**

<https://twitter.com/noomesis/status/958327906001809408>

**There's even hidden music in this game.**

<https://twitter.com/OnimariO1/status/959784608987525120>

**Press L2 on lobby and a quick menu pops up for teleporting to each mode instead of running around.**

**In training mode and arcade mode, before you select your characters, you can press Start to select your saved teams (the ones you have set under customize > edit team).**

### **The game does not support legacy controllers on PS4.**

As a side note: if you already haven't, then do look around the menus yourself and check what each option does.

# Bugs you should know about

A18 intro can cause desync - I'd recommend skipping all intros during online play just to be safe. (Namco has noted this bug, lemme know when it's fixed and I forgot to update)

<https://twitter.com/Soraalam1/status/960305620783194117>

Ginyu has a weird glitch which allows him to DHC without the required meter.

<https://www.youtube.com/watch?v=Rh5SP7UqZ6o&feature=youtu.be>

Glitched command grab interaction with any assist that goes forward, in the corner. Tien has no recovery frames and can immediately start a mixup.

<https://twitter.com/YearsOfMidna/status/959759736320266240>

Senzu Bug allows you to heal more than just blue HP

<https://www.youtube.com/watch?v=PuTVp8XUJ5A>

A follow up to @omgAyane Cell's Z-Change glitch - once the glitch is done, your super dash acts like Z Change.... to the same character!

<https://twitter.com/TRDJimmyBones/status/961691180898582529>

You better don't tell Chiaotzu to self-destruct while the enemy's assist is on screen. Unless you ain't scared of ghosts.

<https://twitter.com/Kogazor/status/960998548534890496>

If you tech dragon rush during jump backdash landing frames, you can fly. Xeno players btfo

<https://twitter.com/HiFightTH/status/962291545360687105/video/1>

If you thought training mode was free of issues - think again. In training mode options -> enemy settings, switch works the other way around - if you set up the dummy to stand, guard all and switch - **it actually won't switch and will get hit with your lows**. If you set it to don't switch it will guard every mixup.

The dummy also doesn't tech from SKD (Sliding KnockDown).

## Air shenanigans

After blocking an airdash or any other low block stun move in the air, you gain another air action (like a jump or airdash), even if you already used it. Blocking in the air also increases the blockstun for 2 frames (link would be appreciated).

<https://twitter.com/kataijin/status/958003146281881600>

You can affect your super jump by having up or down pressed - the former leads to a controllable float state, the latter to a faster fall down.

<https://twitter.com/Alione85/status/956835338877620224>

<https://twitter.com/GMcustom00/status/959663988060520448>

Jump cancelling a normal and pressing tag during jump startup allows you to combo off an air move into your next character.

[https://twitter.com/Kef\\_64/status/959953676210266112](https://twitter.com/Kef_64/status/959953676210266112)

Normal jump makes your character turn around after landing. Super jump makes them turn around right after you switch sides.

## Hidden Mechanics

Assists are not subjugated to damage scaling, so everything hits at full damage.

[https://twitter.com/SD\\_Toki/status/963180138392244226](https://twitter.com/SD_Toki/status/963180138392244226)

The game has cross up protection if you used an assist during a combo. Complete explanation under the links.

<https://twitter.com/GREATFERNMAN/status/956783713400115200>

<https://www.youtube.com/watch?v=TpeauRQXnMk>

Special attack groups A21 can steal from rest of the cast.

[https://twitter.com/the\\_buttface/status/956655419967004672](https://twitter.com/the_buttface/status/956655419967004672)

Your combos can't last more than 10 seconds.

<https://twitter.com/Fowztasia/status/957893510300127232>

If you get a grab, you can press or hold a button to make it deal more damage. Press Assist as late as possible to get the most out of it.

<https://twitter.com/tatsunical/status/957733488714596352>

[https://www.reddit.com/r/dragonballfighterz/comments/7uf0gt/how\\_to\\_maximize\\_snapback\\_damage/?st=JDAJOL13&sh=fb0139ed](https://www.reddit.com/r/dragonballfighterz/comments/7uf0gt/how_to_maximize_snapback_damage/?st=JDAJOL13&sh=fb0139ed)

**You can special cancel the last hit of your throw if you combo into it In this situation the throw wont pop them up automatically, you still have your "smash" and can continue the combo. (At least for Gotenks)**

<https://twitter.com/GFAnBi/status/957733385803390976>

**When in sparking, if you hold vanish after using it, the character doesn't attack and you can do whatever you want.**

<https://twitter.com/MusclesMurphy/status/958429718981701632>

**Any entering character has their blue hp removed. Eg. if you use snapback (press assist while dragon rush/grab), the snapbacked character has his blue health removed (if any existed). Same with KO.**

<https://twitter.com/ChestnutPepper/status/960590397700485121>

**Backdash is throw invincible**

<https://twitter.com/GREATFERNMAN/status/960217515090698241>

**If you're on your last character, then doing a guard cancel gives you a vanish-like alpha counter instead.**

<https://twitter.com/NakkielPNW/status/960458439905263616>

**Trunks can deflect projectiles with his sword**

<https://youtu.be/LvDs-XIID2g>

**While in Sparking, your assists start refreshing almost immediately, unlike normal where they don't start refreshing until your combo is finished, meaning it's possible to call the same assist twice in one combo.**

<https://gfycat.com/AnchoredFrenchKatydid>

**When in sparking, you can jump cancel on block. You can also airdash cancel and special cancel 6M**

**When you dash, you can hold 3 to dash and call an assist without tagging.**

## **Hitting, damaging and pushing buttons**

**Here's some numbers about HP, damage and scaling.**

[https://www.reddit.com/r/dragonballfighterz/comments/7t3fnc/damage\\_guide\\_v01/](https://www.reddit.com/r/dragonballfighterz/comments/7t3fnc/damage_guide_v01/)

**If you have a kamehameha - do try aiming it upwards. Or downwards in the air.**

<https://twitter.com/MechaShinOni/status/957311543242305536>

Any character with a multi-hit auto combo ender can tag before the last hit and save the smash property.

<https://twitter.com/winnie3s/status/958004600744960000>

You can combo dragon rush > tag when your opponent is out of characters.

<https://twitter.com/yohosiefgc/status/960245434793930752>

Grounded 6M being an overhead is universal. However, as far as I (we) can tell, there is no way way to combo off of it outside of sparking, but 6M can be comboed without assists if done from a certain distance against crouching opponents (consistent in the corner). Cell, Nappa, and Yamcha can take advantage of combo conversions midscreen.

<https://twitter.com/AlzarathEX/status/959874008656285696>

If you are hit with 6M, you can backdash. If you block 6M, you can jump back/up/backdash. 6M = +0F on block. 6M is a universal overhead for every character.

[https://twitter.com/Reiki\\_Kito/status/959569596696076290](https://twitter.com/Reiki_Kito/status/959569596696076290)

Auto-combo-based hits, especially in the air, keep the attacker as close to what they're hitting as possible. This means much more combo options are possible through using auto-combo chains of LM or LMH instead of just manual LM, such as Beerus's L-M-236 air combo, which is much harder to hit with if you do a manual LM in the air.

Every character's 2M (or crouching medium) is a launcher, and 2M5M (crouching medium to standing medium to jump) is a guaranteed and safe air combo if hit. The only character who can't do 2M5M is Majin Buu, due to how long his 5M's startup is (it's an overhead).

Jumping 2H (jumping down hard) is a modified launcher - most characters can use it to launch enemies straight up and continue a combo, others, such as Yamcha and Beerus, launch them in other directions. This means that while most characters can easily continue combos with it, some have to use completely different methods, such as vanishing.

Due to the way damage scaling works, a combo started with medium will deal almost 1k more damage than the same combo initiated with light attacks. **Adult Gohan is the exception** - his 2L 5L(2) 5M 2M 3H starter ends up doing more damage than just doing 2M 5M 3H.