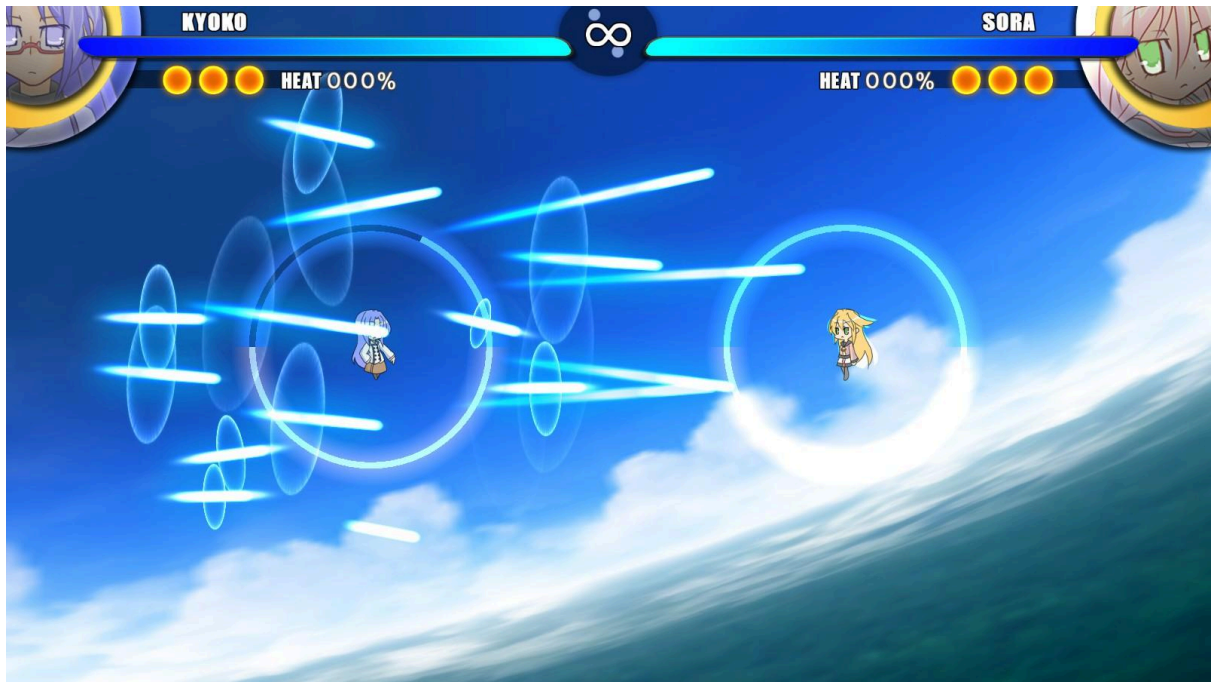# Kyoko

Attacks:

<u>Tap Weapon A</u>

Damage: 120 each

Heat Scaling: Yes

Meter: ~13 uses for 1 bar

Ammo: ~1,6 uses before you run out

Description:

Shoots out a barrage of 16 lasers.

<u>Hold Weapon A</u>

Damage: 100(projectile), 150(stationary)

Heat Scaling: No

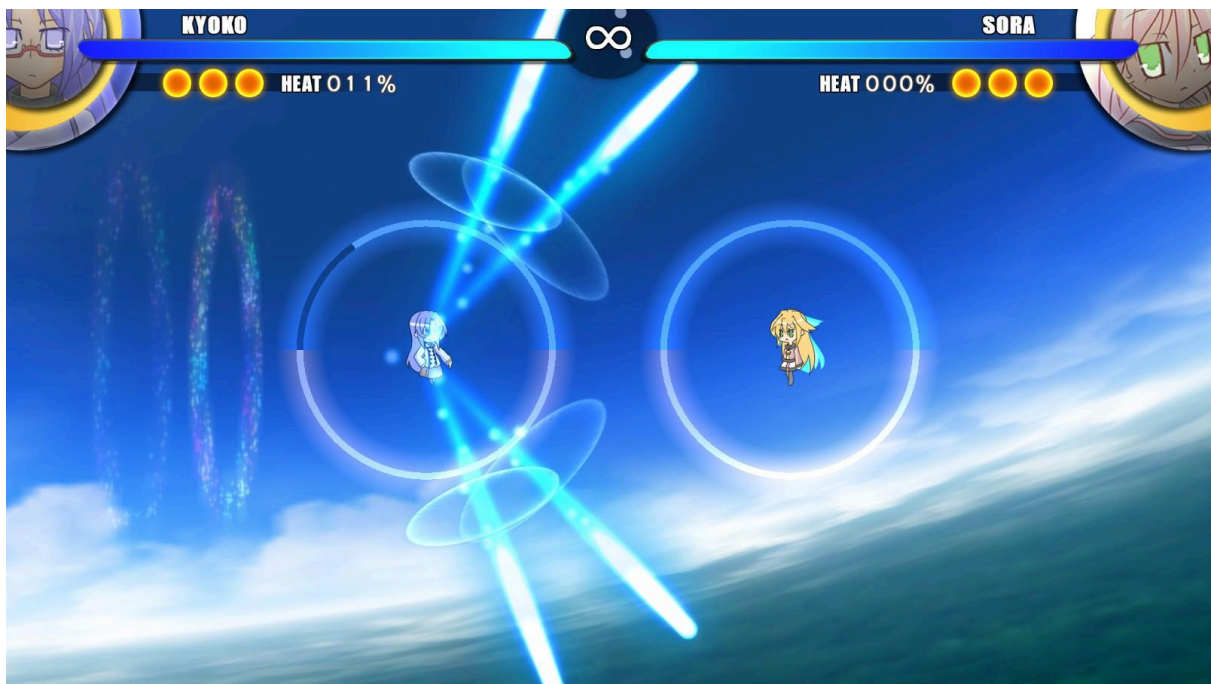Meter: ~6 uses for 1 bar

Ammo: ~2,3 uses before you run out

Description:

Shoots out 1-3 Snowflakes, Snowflakes will slowly travel forward until they either hit a wall, your opponent or take any damage. Once any of that happens they'll become stationary for ~12 seconds or until destroyed. Snowflakes are also semi aimed and can be aimed either up or down from your opponent's position, an example of aiming and stationary flakes is below:

Dash Weapon A

Damage: 240 each
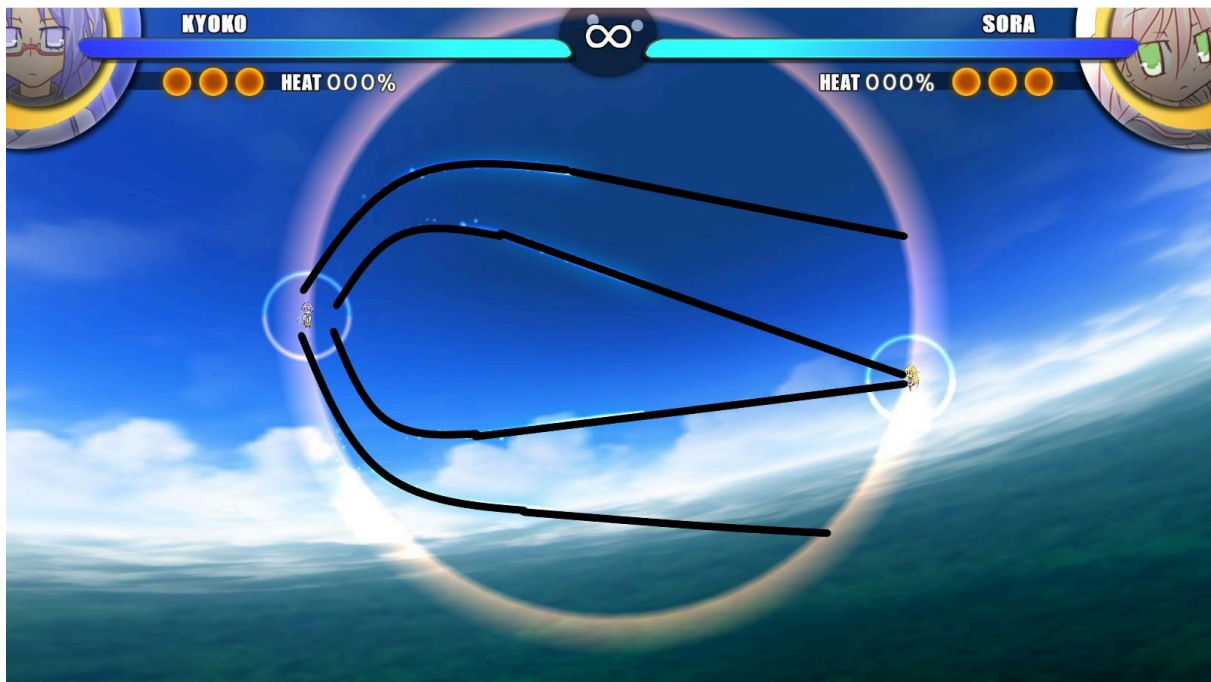
Heat Scaling: Yes

Meter: ~7 uses for 1 bar

Ammo: ~3,5 uses before you run out

Description:

Shoots out 4 beams, these beams are needed for activating Pylons(more on that on SPwB), Upon hitting a Pylon beams will redirect towards the opponent's exact position, the pattern in which beams fly out is: 2 in a straight line outside and 2 collapse on the inside, this pattern is visualized below:

Weapon B

Damage: 200 each

Heat Scaling: No

Meter: ~6 uses for 1 bar

Ammo: ~1,4 uses before you run out(can be used in short bursts too)

Description:

Summons 2-7 crystals in a random pattern around Kyoko, crystals home in on the opponent after a ~3 second delay

Special Weapon A(Ranged)

Damage: No contact dmg on barrier, beams deal 100 each

Heat Scaling: Yes(beams)

Meter: ~101 uses for 1 bar

Ammo: -(free)

Description:

Puts up a barrier in front of Kyoko, any laser type projectile hitting the barrier will be reflected back towards the opponent.

Special Weapon A(Close)

Damage: 80 each hit(400 in total on 5 hits)

Heat Scaling: Yes

Meter: -(no gain)

Ammo: -(free)

Description:

Shoots out 5 small icicles.

Special Weapon B

Damage: -(30 contact damage once activated)

Heat Scaling: Yes(contact damage)

Meter: ~10 uses for 1 bar

Ammo: ~2 uses before you run out

Description:

Summons a Pylon, Pylons despawn after ~12 seconds, Pylons always spawn in a diagonal line next to Kyoko, an example of this is shown below:

Upon hitting a Pylon with dwA it will activate, putting a shield around it that will protect your Pylon from any ballistic fire and also push away your opponent in addition to dealing 30 damage. dwA will as mentioned prior also reflect back at your opponent's position upon hitting a Pylon, an example of this is shown below:

Neutral Hyper
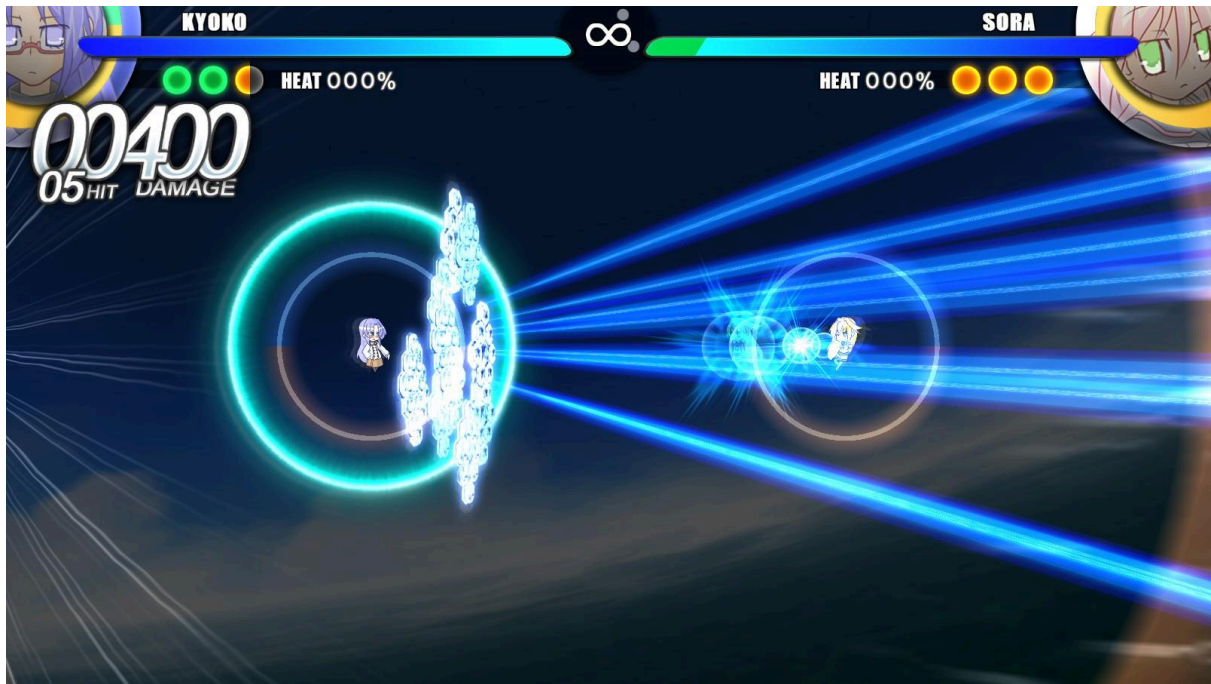
Damage: 80 each tick, 0 contact dmg on barrier, 100 dmg each for reflect beams

Heat Scaling: Yes

Description:

Deploys a huge barrier and fires multiple lasers, can tick up to ~30 times.
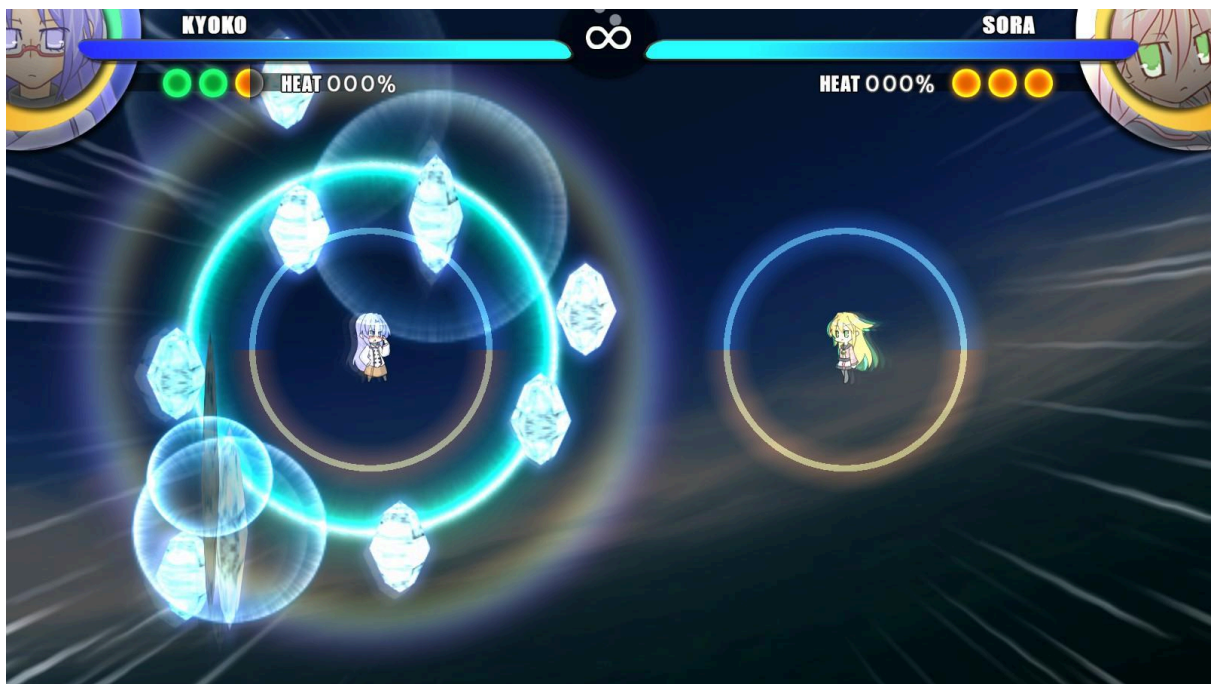
Dash Hyper

Damage: 100(projectile), 150(stationary)

Heat Scaling: No

Description:

Shoots out 6 Snowflakes.

B Hyper

Damage: 200 each

Heat Scaling: No

Description:

Summons 13 crystals in a random pattern around Kyoko, crystals home in after a ~3 second delay.
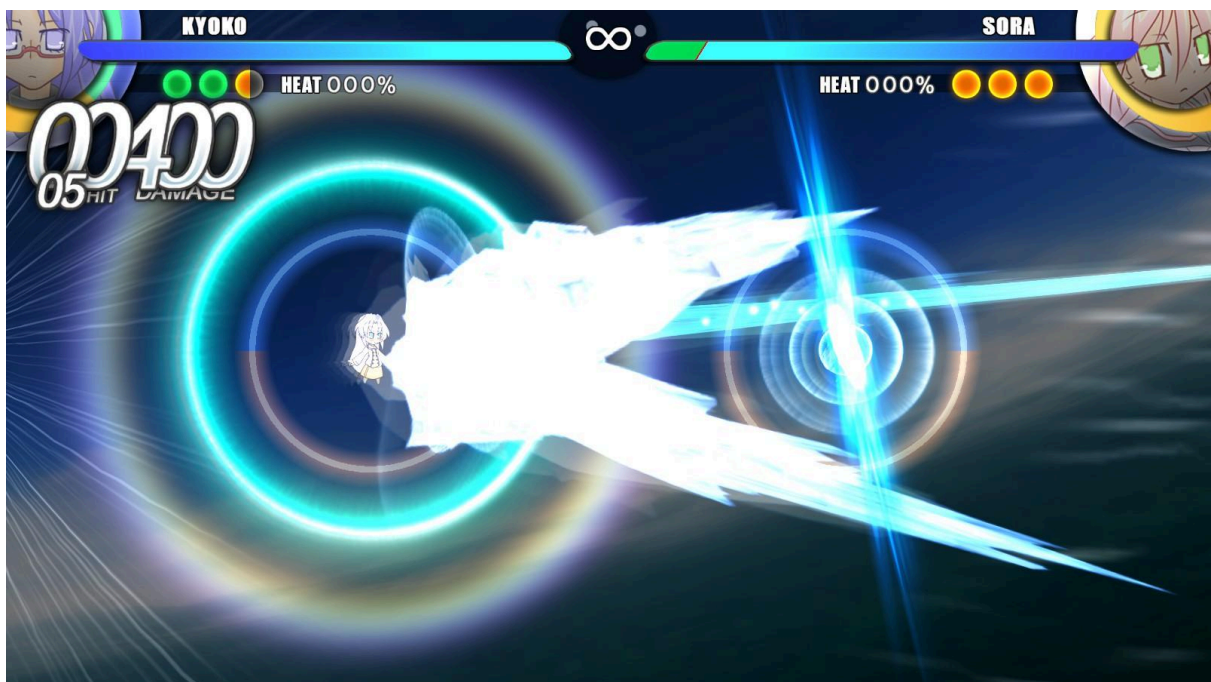

Special Hyper(Ranged)

Damage: 0 contact dmg, 100 on reflect beams

Heat Scaling: Yes(beams)

Description:

Summon a crystal barrier around Kyoko, any laser type attack hitting the barrier will be reflected back towards the opponent.

Special Hyper(Close)

Damage: 80 each tick(720 in total on 9 ticks)

Heat Scaling: Yes

Description:

Shoots out a giant icicle melee, can tick up to 9 times.

Accel Hyper

Damage: 180 each

Heat Scaling: Yes

Description:

Summons a storm of ~30 ice meteors

Combos:

Kyoko is not a character with a lot of combos and relies more on poke with her high damage normals and quick capitalization of single hits, though i'll go over some of the few combos she does have:

Non-Meter

Hold wA > dwA(Pylon)(Using Snowflakes to set up dwA hits)

Hold wB > Hold wA(Using snowflakes to catch someone with wB crystals, very inconsistent)

Meter

SP.Hyper(ranged) > SP.Hyper(close)(Using the hitstun from your barrier to stunlock someone for an easy melee hyper)(2 meter)

Gameplay(General gameplan, How to farm meter, etc.):

Farming Meter:
Kyoko's best meter gain is on her dwA, Hold wA and SPwB. You usually want to set up a few Pylons asap, activate them with dwA and then throw out occasional Snowflakes(Hold wa) and a bunch of dwA.

You usually want to throw your snowflakes out to cover a rather huge area so they deny a lot of space, the place of where you place you Pylons is very much matchup dependant, but generally you don't want to be super close to a wall and try to have some distance from it.

Playing Aggressive:
Kyoko, as mentioned before, is the most defensive character, therefore her aggro is almost non-existent. The very few things she can do to be more aggressive is to leave her fort and work with melee hyper(SP.Hyper(close)). Setting up some snowflakes or wB crystals to cage someone in can also help or using SP.Hyper(ranged) to try and close in on someone to set up a follow up.

Alternatively you can also try to set up Pylons to as a way to cage your opponent in, and get them to a point where they won't be able to avoid your SP.Hyper, Snowflakes or even wB crystals.

Playing Defensive:
Playing defensive however is where it's at for Kyoko, having a plethora of defensive tools to completely keep her opponent from ever touching her. You generally want to work with Pylons(SpwB), dwA, Hold wA and some occasional usage of wB.

The toughest part of playing Kyoko is surviving early in order to set up your fort, the best way to do this is to deny a possible engage from your opponent with either Tap wA, Hold wA or SPwA(ranged), once you have them in any way hitstunned for bit you want to quickly set up a Pylon and activate it with dwA(knowing the exact pattern of dwA can assist you greatly for this). Once you got your first one up you quickly want to add a few more.

Now that you have your fort up you can concentrate on grinding up meter and denying as much area as possible. For this you want to throw out Snowflakes and more dwA inbetween with some sparing use of wB as well. Once you have some meter you can use D.Hyper to speed up the process of covering the arena in snow, or work with SP.Hyper(close) to get some damage in, SP.Hyper(ranged)to deal with possible laser threats or help you engage or N.Hyper as a somewhat mediocre ranged option should you be unable to leave your fort without getting hit.