

Flowmotion Combinations! (The Flow-Chart)

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Sora's Side B, Flowmotion, is an incredibly diverse tool, as it traps your opponents in a strong combo of different input combinations. It can be used in many different ways.

This guide explains the many different combinations you can get when you input different directions while in the start-up of Flowmo. This is known as Flow-Cancelling.

A simple explanation of Flow-Cancelling can be stated as this:

The first frames of hitting your opponent allows you to input different combinations with your movement keys (WASD or whatever you have set).

Most of the Triple Input Combinations will send your opponent straight up if you don't delay the 3rd input instead of immediately after.

Quick Note: Each Flowmo input combination has its own timing. No two combinations will have the same timing. Some might not even rely on timing, but on the distance from when you started your Flowmo to the opponent.

Here's a short keycode for the inputs each combination uses to shorten things up:

N - Neutral

F - Forward

B - Back

U - Up

D - Down

Tip: The N in the middle of combinations acts as a delay between the first and next input.

Single Inputs

N - Sora wraps around the opponent and pops them up with hits similar to U-Air.

F - Sora dashes through opponent, sending them above you; can be used to combo into F-air if you have a jump

B - Sora grabs opponent, turning around them and strikes them, sending them with very little knockback above you; can be used to combo into B-air if you have a jump

U - Sora spins horizontally while rising into the air, hitting opponent multiple times and launching

opponent in front of him; can easily be used to combo into F-air (It connects better if you hold Up instead of just pressing Up)

D - Sora spins like a top very fast in a fixed position, hitting opponents multiple times and keeping them directly in front of you; can easily be used to combo into all aerals, Fire, and Freeze. (Can be SDI'd out of but it's very inconsistent as D-Flow doesn't stay out very long)

Double Inputs

UF - Sora rises while in F-Flow, leading into combos and extensions easier

FF - F-Flow comes out faster than waiting, allows Sora to act out faster and combo easier

UB - Rises while grabbing and throwing opponent, can mix up the follow-up attack, leading into various combo extensions; can chain into itself with bad opponent DI

UD - Rises while in D-Flow; can lead to a D-air string or fire at high %'s (Dependant on distance)

FD - Sora starts an F-Flow, then quickly changes to a D-Flow as he's moving forward in the air; Unknown use (Dependant on distance)

FU - Sora brings keyblade behind him as if he were doing F-Flow, but just does regular U-Flow instead while moving forward at an upward angle.

DD - Extra 1% of damage

UU - Extra 1% of damage

DF - Extra 1% of damage

BF - Sora does F-Flow passed the opponent without hitting them.

FB - Sora starts an F-Flow, launching the opponent like regular F-Flow would. He then moves forward with his opponent, doing a B-Flow and sending the opponent above instead of in front like a normal B-Flow.

Triple Inputs

FNU - Sora goes through opponent, rising and going forward at the same time, opponent launched into tornado for lots of horizontal distance

BBF - Sora starts moving backwards with the opponent and turns around, striking forward

BNF - Sora starts a B-Flow, but then immediately turns around and strikes forward. Has fixed knockback and always combos into F-Air

FNB - Sora does a B-Flow with the forward movement of F-Flow. This still makes this opponent go the opposite way the Flowmotion was started. Good for mind games.

BFB - Sora brings keyblade behind him as if he were doing F-Flow, but just does regular B-Flow instead

FBF - Slightly faster Version of F-Flow

Quad Inputs

FNBF - Instead of the grab of FNB, does another F-Flow to go further with less endlag, with your opponent right above you; true combos into F-Air at 25 on most characters

BNFB - Sora begins a F-Flow but faces the same direction, doing a forward facing B-Flow, moving forward in the B-Flow.