



Spectators Guide to Blazblue

By [Ebonic Plague](#)

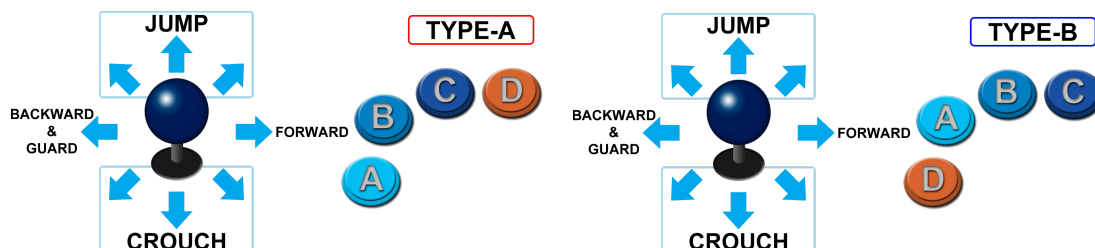
Introduction

Blazblue is at Evo again this year, but this time we're a Sunday finals game! This guide is heavily influenced by the ["Guide to UMvC3" by LolRaid](#) and can be used to catch up the average viewer or returning player on what's going on. With Central Fiction's launch and its announcement as one of the main games in the Evolution 2017 lineup, the scene has made a steady comeback at majors and looks to replicate the [raw emotion and excitement that the 2014 Evo finals](#) brought once again. Look through this guide when you see something you're not sure you understand or if you want to learn more about specific mechanics as you decide to play. Either way, I hope this guide explains well enough!

System Mechanics/Common Terms

Button Layout

The button layout in BBCF is very straightforward as there are only four total buttons. These are the two types of button layouts in the arcade, but as always, use whatever layout is most comfortable for you! A = "Light" B = "Medium" C = "Heavy" D = "Drive". Drive is a character specific button that we'll go into more later.



Number Notation

In most Anime games, the community uses number notation. Numbers correspond to the direction that a player inputs (shown below) and is always written assuming the player is on player 1 side. For example, “236” is a Quarter Circle Forward motion known for producing fireballs such as “hadoukens” in Street Fighter.

7	8	9	Corresponds to:	↖	↑	↗
4	5	6		←	●	→
1	2	3		↙	↓	↘

Drive

A “Drive” is a special mechanic or resource unique to each character. Normally you use this mechanic using the “D” button shown in the Button Layout. These will be covered under each character.

Heat Gauge (Super Meter)



The Heat gauge is similar to traditional “super meter” in other fighting games. It’s used to perform super attacks, and several important mechanics to be covered below. You gain Heat gauge by hitting the opponent or by getting hit. When your health gets below 35%, you will slowly gain Heat automatically. Simply referred to as “Meter”

Rapid Cancel (RC)

Press A+B+C to cancel any attack that does not whiff and bring yourself to a neutral state. This cancel costs 50 Heat.

Instant Blocking (IB)

A block timed within 8 frames an attack connecting. A successful Instant Block is shown by the defender flashing white. Instant blocking has three functions that make it incredibly important:

- Recover from blockstun 3 frames faster (6 frames for air IB)
- Gain extra Heat Gauge
- Reduced the amount of pushback, leaving you closer to the opponent

Barrier Block/Barrier Gauge



Similar to Faultless Defense in Guilty Gear, Barrier Block is Blazblue’s special blocking mechanic that requires a resource. Unlike Guilty Gear, however, Barrier Block consumes the “Barrier Gauge” under your health bar. Barrier Block is performed by holding A+B while holding a backwards direction. (Ex: 4A+B) It’s functions are as follows:

- Prevents chip damage
- Increases pushback on opponent
- Increases blockstun by 1 frame
- Can be used in the air to block air unblockable attacks



- Prevents being guard broken
- Stops your own run momentum

Instant Barrier

A combination of Instant Blocking and using Barrier Block. When both are used at the same time, you get the same effects as with IB and Barrier Block, but now the pushback against your opponent is much further. Decreases blockstun by 2 frames.

Crush Trigger/Guard Break

Crush Trigger is a universal mechanic that can only be used by spending 25 meter and is activated by pressing A+B while in neutral (Ex: 5A+B). If blocked normally, a Crush Trigger will guard break the opponent and leave them helpless, and thus, must be Barrier Blocked. When Barrier Blocked, Crush Trigger drains a large amount of Barrier gauge from the person who blocked it. Crush Trigger can also be charged to increase the amount of hitstun/guard break stun. Hitting with a Crush Trigger, mid-combo or in neutral, will cause quite a lot of hitstun in most cases, but some characters have Crush Triggers that cause a ground bounce or a hard knockdown making them very useful combo tools.

Counter Assault (Guard Cancel)

Much like V-Reversal in Street Fighter V or Dead Angle in Guilty Gear, Counter Assault is a 50 meter, no damage mechanic that can shove your opponent off you and full screen. Performing Counter Assault costs 50 meter and performed by pressing forward and A+B (Ex. 6A+B) while blocking.

Burst

Burst in Blazblue has two functions: the first function is that Burst can be used to break out of an opponent's combo and blast them back almost full screen. To do this, press A+B+C+D while in hitstun and with a full Burst gauge. Once used as such, the Burst gauge must be recovered before you can use it again. You start the match with full Burst gauge, but it does not fully replenish between rounds and instead carries over from where it was.

Overdrive (OD)

Overdrive is the secondary function of Burst and can be activated by having a full Burst gauge and pressing A+B+C+D in neutral, mid-combo, or during blockstun. If you cancel into Overdrive mid-combo or during blockstun, your Overdrive time will be cut in half. When Overdrive is activated, it puts the character into a powered up mode specific to that character. For example, Jin's C normals freeze the opponent/enhance his freeze abilities, while Ragna's increases his life stealing properties.

Overdrive activation is fully invincible so it's useful as a reversal, or to make a high recovery move whiff and leave the opponent open for a punish. Any combo done during Overdrive locks out the opponent's ability to Burst. After Overdrive ends, you're refunded a portion of your Burst

gauge. Lastly, Overdrive can last longer depending on how much health you have, below is a table showing the totals based on health percentage ([Source: Dustloop wiki](#))

Health	100-91%	90-82%	81-73%	72-63%	62-54%	53-45%	44-35%	34-1%
Overdrive time	240 Frames	270 Frames	300 Frames	330 Frames	360 Frames	390 Frames	420 Frames	480 Frames

Exceed Accel (EA)

Exceed Accel is a universal super that can be done in neutral or mid-combo and is only available to the player while they're in Overdrive. Activating this immediately after Overdrive results in a faster startup of Exceed Accel. Players can activate this super by pressing 5A+B+C+D while in Overdrive and startup is fully invincible.

- Does not cost any Heat
- Exceed Accel immediately ends Overdrive once used
- Is safe on block so you can block before the opponent can retaliate
- Does 2000 damage, 4000 if already in active flow depending on damage scaling.

If you successfully hit the opponent with Exceed Accel, you immediately gain Active Flow state, making this a powerful tool to end your Overdrive state.



Active Flow

After performing several specific actions in a row such as landing throws, breaking the opponent's guard, etc, the game will grant the player a state called Active Flow. Active Flow is a mechanic that increases your damage dealt by 10% and rapidly increases your Burst regeneration. You can only go into Active Flow once per round, but if you have used a Burst at any point during the round, you cannot go into Active Flow until the next round. This state lasts 14 seconds but Active Flow will end immediately if you Burst during this state. You can tell when a character is in Active Flow state by the purple glow effect around their Burst gauge.



Throw/Purple Throw

In Blazblue, there are two types of throws: Regular Throw, and Purple Throw. Regular Throws are unblockable attacks that are used to beat an opponent who is blocking. Purple Throw is when you input a throw while the opponent is in hit or blockstun and can be used to slightly extend combos. You can tell which throw is being performed by the exclamation points that appear above the opponent when being thrown. Green exclamation points is Regular Throw and can only be teched within 15 frames. Two purple exclamation points is Purple Throw and the throw tech window is increased to 27 frames. You can perform both a Regular and Purple Throw by inputting 5B+C.

Throw Counter/Throw Reject Miss (TRM)

Throw Counter is a throw that happens when the opponent is in counter-hit state. When this happens a large red "X" will appear and the person in counter-hit state won't be able to throw tech. If you input throw break before you are thrown, you won't be able to throw break again for a certain amount of time, even if it's a Purple Throw. This state is called "Throw Reject Miss" or "TRM".

Fatal Counter

Fatal Counter is similar to Crush Counter in Street Fighter 5. Fatal Counter is a counter-hit that can only happen if either player is counter-hit with a specific move. Fatal Counter extends hitstun 3 frames longer, but unlike Street Fighter V, this hitstun extends to every move in the combo allowing combos that would otherwise be impossible.

Who to look out for at Evo 2017

Evo 2017 is shaping up to be quite possibly the strongest BBCF tournament since it's release. An incredible number of players are coming from Japan and NA is showing up in full force. As such, listing every single notable player would take up the whole guide so I'll leave a brief list.

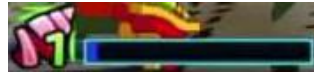
- **Fenrich** (JP) - Considered by many to be the strongest in the world. Fenrich, while young, has dominated the BB scene for some time now with his signature pink Jin. He is one of the favorites to win any tournament he attends so far.
- **Monster** (JP) - Just like his name implies, Monster destroys most, if not all opponents he comes across. Previously a Ragna main, he has since switched to Izanami with the ability to play Nine at about the same level and rivals Fenrich in ability.
- **Ryuusei** (JP) - Known for his unrelenting pressure with Carl, Ryuusei has beaten many of the best and shows no signs of slowing. [Coming off a close loss to Fenrich at Evo Japan -Sai-](#), Ryuusei looks to get revenge and take home the title.
- **SKD** (NA) - The nutboy with inhuman reactions, SKD has championed over JP players and won many tournaments here in NA. With Izayoi as his main he recently has pulled out victory after victory while he trains for Evo.

- **brkrdave** (NA) - Having defeated almost every top player in NA and recently at Anime Ascension defeating SKD, brkrdave has proven himself to be one of NA's finest. Previously having dropped Arakune for Rachel, he has come back to his roots and continues to be a force with a character that's harder than college.
- **Kizzie Kay** (NA) - No longer shook, Kizzie won three majors back to back with dominating performances in all three. While also playing Jin, Kizzie shows to be his own type of beast different from Fenrich and will no doubt prove it once again come July.

The Characters



Amane Nishiki



A character with far reaching normals that has access to a plethora of options to chip the opponent once he gets started. Amane builds his resource by hitting his opponent with or forcing his opponent to block his drills. Once drills are leveled up, they do massive chip and barrier damage.

Ease of use: Average

Notable players: Inagi (JP), Sendatsu (JP), Arukemi (JP), Eshi (NA), Woocash (NA)



Arakune



Arakune, before acquiring his "Curse" meter, acts as a zoning type character to get you into spots advantages enough to build his resource. Once his resource is built, he boasts one of the strongest offensive pressure and mixup in fighting games as bugs cover his approach.

Ease of use: Difficult

Notable players: Souji (JP), Kitsune (JP), VER (JP), brkrdave (NA), Skye (NA)



Azrael



Everyone's favorite gorilla, Azrael is offense personified. His Drive, "The Terror", allows him to inflict weak points onto his opponent using the D button. When activated, these weak points amplify the properties of the same moves that apply them.

Ease of use: Easy

Notable players: Dogura (JP), Tochigin (JP), Ikamen (JP), Zexo (JP), Kiabui (JP), Kinkuli (EU)



Bang Shishigami



The man with the shounen heart, Bang is a character with strong mobility options and a projectile that can have various uses to combo or get you in on the opponent. While not having the strongest knockdown setups, he still has good stagger pressure and armor on several of his “D” moves that can be canceled into either a teleport, or an advantageous explosion.

Ease of use: Average

Notable players: Dora (JP), Fukku (JP), Peach (JP), Ikegami (JP), Huey253 (NA), GreekAngel5A (NA)



Bullet

A level-up type rushdown character, Bullet has a diverse set of tools that open up more as you charge her “Heat”, not to be confused with super meter, mechanic. You can have up to three levels of Heat, and the more levels of Heat you have the stronger your special moves become.

Ease of use: Easy to average

Notable players: Asai (JP), Dekuno (JP), Upa (JP), MechaOni (NA)



Carl Clover



Much like Zato-1 in Guilty Gear, Carl is a doll-type character whose goal is to sandwich the opponent in between him and his puppet, completely suppressing their options. His only weakness is low health, which is quickly offset by the almost immaculate pressure that he and his doll bring to the table.

Ease of use: Difficult

Notable players: Ryuusei (JP), Itou Sae (JP), Chiri (JP), Esuke (JP), Kinji (JP), Grover (NA)



Celica A. Mercury

Celica is a character that also has a doll, but, unlike Carl, her doll is “attached” to all of her options and does not act independently of Celica. Celica has easy chainable combos and a recoverable health mechanic that allows you to choose to recover health, or spend it to use stronger specials.

Ease of use: Easy

Notable players: Dsmoove (NA), Shikkoku (JP), Ronitta (JP)



Es

An all rounder with large normals and a fast run speed, Es attempts to make you uncomfortable with her zoning and, before you know it, is rushing you down. Es has fast and slow projectiles alike to compliment her high mobility, but for what she makes up in zoning she lacks in damage. Due to her versatile toolset she can hang with stronger characters, but her mixup is weak leaving her just short of being a huge threat.

Ease of use: Easy

Notable players: Tetsuwo (JP), Eruo (JP), Ronitta (JP), Minami (JP), Blair (JP)



Hakumen



Hakumen is a defensive character that has the potential for explosive damage. He also boasts a different meter than other characters, called Magatama, and it gradually increases over time. To go with his gradually increasing meter, Hakumen's specials cost a portion of his meter that varies depending on the move. He also has counters that, when connected, build more meter.

Ease of use: Average

Notable players: Gackt (JP), Poropiccho (JP), Camelia (JP), Film (JP), Spark (NA), CMSORA (NA)



Hazama



Hazama is a character that appears to be a zoner at first with his chains that extend full screen, but he has very strong pressure up close. Not only do his chains act as a great zoning tool, but they also give Hazama strong mobility. When his chains are used, Hazama can dash, teleport or swing around to their endpoint making him hard to catch and difficult to keep off you.

Ease of use: Average to Difficult

Notable players: J Anson (JP), Benzo (JP), Asaha (JP)



Hibiki Kohaku

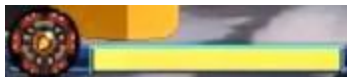
Hibiki is a rushdown/mixup type character that can use clones as either projectiles, or mobility options, offsetting his normally short range. What he lacks in damage before activating Overdrive, he makes up in strong knockdown situations and mobility.

Ease of use: Easy

Notable players: Tamai (JP), Dango (JP), Kogatan (JP), Mato (JP), Nezu (JP), Lich (NA)



Iron Tager



A grappler that uses magnetism to deal with that pesky weakness known as “mobility”, Tager can force you to be in his most advantageous position on hit or block with one of his Drive attacks. If his opponent is magnetised, they aren’t safe on ground or in the air as he will just pull them with his 360 command grab on ground or in air.

Ease of use: Average

Notable players: Grandia (JP), Tiku (JP), Barrel (JP), Hage (JP), Brice (CA)



Izanami

If you’ve ever heard someone talk about knock down being strong in anime games, this is the character that proves it. Izanami sets out to oppress her opponent if you ever let her breathe. With the ability to activate a shield making her strike invulnerable, and a stance allowing her to shoot delayed projectiles, she has all the tools necessary to control space and her opponent.

Ease of use: Difficult

Notable players: Monster (JP), Rikutoe (JP), Minami (JP), Sadie (JP), Tenchi (JP), Nano (NA), Tinkle (SG), SCHOW (CA), Koopa_Klawz (NA)



Izayoi



Izayoi is a high mobility rushdown character that gains “stocks” from connecting special attacks on hit or block. She can use these stocks by switching to her secondary form that allows her to teleport cancel her specials in exchange for stocks. When switching to her second form, she also has a hover dash akin to Morrigan or I-No.

Ease of use: Average to difficult

Notable players: Tennti (JP), Kaichou (JP), Fin (JP), Koreru (JP), SKD (NA)



Jin Kisaragi

A well-rounded footsie based character that excels in neutral, has strong damage and more than his fair share of mixup potential. Jin’s Drive allows him to freeze the opponent and use meter to enhance his special moves. He’s a fairly straight forward character to start, with fireballs, and invincible reversals.

Ease of use: Average

Notable players: Fenrich (JP), Yutta (JP), Miya (JP), Batako (JP), Zarbon (JP), Kizzie Kay (NA)



Kagura Mutsuki

As a charge-based stance character, Kagura has the tools and high damage to take charge of the moment given the chance. However, his movement is quite poor.

Ease of use: Average

Notable players: Eruo (JP), Inunyako (JP), Hayashi (JP), Seo (EU), Ruka (NA)



Kokonoe



A character full of interesting setups and oppressive magnetism, Kokonoe brings strong knockdown pressure to the table in a way that differs from most characters. Along with staggered pressure, she has gadgets that allow her to continue setting up different situations to hold her opponent in place.

Ease of use: Average to difficult

Notable players: Matoi (JP), Kasugai (JP), Suzuki (JP), BananaKen (NA)



Lambda-11 (Λ-11)

Lambda shares a lot of similarities with Nu-13 in terms of zoning with full screen projectiles. Where she differs is that Lambda has more rushdown options than Nu and is meant to be sort of a hybrid zoner/rushdown.

Ease of use: Average

Notable players: Meister (JP), Iwashii (JP), Iwashii (JP), Taihenna (NA)



Litchi Faye-Ling

Litchi is an offensive pressure character with strong neutral, whose moves change depending on if she has her signature staff with her or not. Litchi has the ability to set her staff places, use it as a projectile, or jump to where the staff has been set.

Ease of use: Difficult

Notable players: Galileo (JP), Koike (JP), Kikuchiyo (JP), Air (JP), Geroshabu (JP)



Mai Natsume

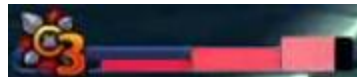
As one of the newest characters in Blazblue, Mai is a character with fairly balanced traits in that she can play patiently or rushdown. She was designed to be a fairly easy character to play, but maintains strong damage, corner carry, and fairly good range.

Ease of use: Easy

Notable players: Jona (NA), Saki (JP), Akira (JP), Momoiro (JP), Nakao (JP)



Makoto Nanaya



Makoto is another pure rush-down character in Blazblue with fairly good mobility. Her Drive allows her to charge up her special attacks to different levels. To do this, the players has to hold and release the “D” button after inputting a special attack until the desired level is reached.

Ease of use: Easy

Notable players: Goro (JP), Matsu (JP), OmniScythe (NA)



Mu-12 (μ-12)

A hybrid zoning character with strong options for space control and high damage capability. Utilizing Mu's Drive, she can place steins in 4 fixed positions relative to herself that act like "turrets" and need to charge up before they can fire on their own, however they can also be used for special abilities immediately upon deployment. One of Mu's greatest strengths lies in her ability to apply pressure without committing herself to any particular action via properly timed steins shots or specials.

Ease of use: Difficult

Notable players: Nanase (JP), Abarenja (JP), Nuka (JP), Nemesis (NA), TectalEastside (NA)



Naoto Kurogane

Naoto is a character with fairly strong pressure and the ability to guard break with his Drive. While looking similar to Ragna, his execution barrier is a little higher due to the fact that his specials become enhanced while Naoto is dashing. He also has access to an invincible “Sway” that he can counter attack or dash cancel afterwards.

Ease of use: Average to difficult

Notable players: Kaqn (JP), Kamikaze (JP), Emilio (JP)



Nine The Phantom



Nine is a character whose main ability is to use her normals on hit or block to build more powerful spells that can be used in different ways depending on the spell. Her normals can be very long range and fairly active, while having no hurtbox to counter-poke or whiff punish. She only has a wakeup option if she has a spell in her Drive slot.

Ease of use: Average to Difficult

Notable players: DISA (JP), Monster (JP), Fumi (JP), Monster (JP), Ryota (JP), LUEshi (NA), MastaStef (NA), MattComa (NA)



Noel Vermillion

Noel is a character that uses her quick speed and unique Drive to overwhelm the opponent. Her Drive starts with whichever move inputted then can be followed up 4 times with other Drives and can be special canceled at any point. Even though mobility is her strength, she has a projectile to help her with zoning as well.

Ease of use: Easy gameplan, slightly difficult combos

Notable players: Shino (JP), Rein (JP) L0n1eR (MX), Sacred Azure (Spain), Dsmoove (NA)



Nu-13 (v-13)

The original robot and oppressive zoner of Blazblue, Nu overwhelms the opponent with projects encompassing all angles. Nu has access to a gravity ability to keep her opponent at bay while she tries to find an opening with her projectiles.

Ease of use: Average

Notable players: Flux (NA), Yoshiki (JP), Gato (JP), Pinose (JP), Gentarou (JP)



Platinum The Trinity



Platinum is mostly a rushdown RNG based character similar to Faust. Luckily with Platinum, you always know what item you're going to pull next thanks to the icons just above her meter. While whatever item she has can alter her approach slightly, her game plan remains straightforward.

Ease of use: Easy

Notable players: Daiwa (JP), Minazuki (JP), Maven (JP), Koteru (JP), Terurin (JP)



Rachel Alucard



Rachel can do just about everything with excellent results. Her Drive “Sylpheed” allows her to control the wind, pushing or pulling both players, and certain moves from Rachel, in whatever direction she chooses. She can throw projectiles that later plant themselves and be used to call lightning down. One of her strongest tools is George the 13th, a slow moving frog that once he gets close, puts the opponent in a good amount of blockstun by emitting lightning.

Ease of use: Difficult

Notable players: Tetsuwo (JP), N-O (JP), Makki (JP) TheArm (NA), LPT (NA), MILK_KAICHOU (NA)



Ragna The Bloodedge

Our protagonist and “starter” character, Ragna’s design aims to teach the basics of Blazblue by being a well-rounded footsies character. His Drive, Soul Eater, steals life from the opponent when connected. He excels at playing a midrange game to slowly catch his opponent making mistakes.

Ease of use: Easy

Notable players: Iwashii (JP), Denpo (JP) Betadood (NA), Doza (NA)



Relius Clover



Relius is the second puppet character of the game. However his doll is less clunky and much easier to control. Much like Carl, Relius’ pressure is strong with the doll, but he is more than capable of holding it down by himself.

Ease of use: Average

Notable players: Mokemoke (JP), Mabukapu (JP), Lich (NA), Beautifuldude (NA)



Susano'o



The secret boss character of Blazblue, Susano'o's Drive allows him to unlock the locked specials that he has. You start with only one of his specials and must unlock the others by using his Drive on hit or block. To compliment his rushdown style, Susano'o has quite possibly the best run speed in the game, but before it becomes that, it has several frames of startup. Luckily,

he boasts some of the stronger normals in the game to offset his poor mobility.

Ease of use: Average

Notable players: Fukku (JP), Uma No Hone (JP), Spark (NA), Poropiccho (JP), Fame (NA)



Taokaka

Taokaka has strong mobility with straightforward pressure options. Her Drive allows her to fly across the screen with an attack that has enough hitstun to combo after. Taokaka bullies her opponents with fast buttons and attempts to make it difficult for them to catch her.

Ease of use: Average

Notable players: EGO (JP), Mugi (JP), Mikun (JP)



Tsubaki Yayoi



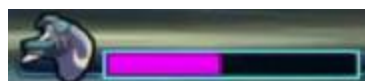
Tsubaki boasts strong pressure and good rushdown due to her run speed and attacks that can be canceled on hit, block, or whiff. Her Drive allows her to charge her meter that can be spent to enhance her specials.

Ease of use: Easy

Notable players: Konan (JP), Wara (JP), Usagi (JP), Nakkiel (NA)



Valkenhayn R. Hellsing



Mixup personified into an old man with way too much mobility, Valkenhayn has quite possibly the strongest mixup potential in the game due to his wolf form that can create difficult to react to 50/50 situations.

Ease of use: Average to difficult

Notable players: Uma no Hone (JP), Suyu (JP), Shiro (JP) ArmorKiba (EU), Jona (NA)



Yuuki Terumi (Terumi)

The main villain of Blazblue and meter usage king, Terumi's gimmick is that he builds a lot of meter and spends it incredibly quickly as well. With the character functioning around meter gain, having strong movement and the tool set he possesses, it becomes quite apparent he is meant to be on the offensive often. The opponent does not build meter when being hit by any of Terumi's Drive attacks.

Ease of use: Average

Notable players: Mitsurugi (JP), J Anson (JP), Kurenai (JP), R-2 (JP), Fame (NA)

Frequently Asked Questions

1. Why should I learn this game?

You should learn Blazblue if you're interested in a large and diverse cast of characters that allow you to play a variety of styles. Blazblue is a game of character specific mechanics so finding a character that fits you should be fairly easy.

2. I keep hearing the term "Gorilla", what does that mean?

"Gorilla" is a term the community uses to describe characters that can just flail around pressing buttons and have good advantage for doing so.

3. Are the top tiers too powerful?

You will see the higher tier characters in this game more often than most for sure, but like other games, player skill factors into it more than character strength. Susano'o is considered to be one of the worst in the game, [but was in Grand Finals of a major](#) recently. There is also a good amount of diversity in the top 8s of majors with the majority so far having 8 different characters.

4. Alright, I'm interested, where can I buy the game?

Blazblue Central Fiction is available for Playstation 4, Playstation 3, and Steam.

Useful Links

- [Gunframe - Frame Data App](#)
- [Keeponblaz.in - Match video database](#)
- [Jourdal's Youtube channel](#)
- [Blazblue General Discord](#)
- [Dustloop wiki - Frame Data, in-depth mechanics explanation & more](#)

Special Thanks

[Ruka](#)

[Dsmoove](#)

[Shtkn](#) & [Dustloop](#)

[Kyros](#)

[ajs_](#)

[keeponrock.in](#)

[Raine](#)

[Samifish](#)

[Fame96](#)

[Jourdal](#)