HELP US MAKE GUIDES FOR POCKET RUMBLE

Wtf is Pocket Rumble?

No, it's an accessible fighting game: http://pocketrumble.com/

Wtf is this document?

This document is to keep track of and help with the creation of guides for the Pocket Rumble community. Articles we create will eventually be linked to on the (in-development) Pocket Rumble wiki.

Want to talk about this document?

The discussion thread for this document can be found here.

Want to get started?

Before writing an article, read the Info for people who want to write an article section.

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Before making a guide, read this What makes a good guide?

Examples of good guides:

General guides

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Matchup guides

Brief matchup info

BEFORE MAKING A GUIDE, READ THIS

What makes a good guide?

The #1 goal of making a guide is to help people get better at the game. Some tips to help you do that:

- Try to create guides in a way that even a new player who has never played fighting games before can understand it. I.e.
 - Use common language instead of lots of jargon that a new player will need to reference a terminology guide in order to understand (you shouldn't need a guide to understand a guide).
 - Don't use number notation (e.g. "3B"). Not everyone will play with keyboards, not all keyboards have a numpad (most people don't even know what a numpad is), and it's more abstract than just saying **DF+B** or showing **\(^1+B\)** (like it does in game). Everyone knows what an arrow pointing forward means (→), but saying "6" to imply "forward" is an unnecessary abstraction that will confuse new players. Arrow symbols can be copied from this website.
 - Don't say things like qcf+A when you could instead write [down+forward]+A or \(\frac{1}{2}+A \) This game has no joystick motions. Converting moves into joystick motions is an unnecessary abstraction.

- o Don't say "normals" when you can say "attacks." "Normals" is short for "normal attack" and differentiates it from "special" or "super" attack. But you can just say "attack", "special", or "super."
- o Try to use the terms the game uses for things rather than inventing your own or borrowing them from other games you've played.
- Mention what version of your game the guide relates to, or when it was updated. E.g. "For build 1.XXX" or "Last updated July 2017."
- Don't feel the need to make a guide just because 'no one else is doing it' try to bring a certain level of expertise to the table, but remember that you don't have to work alone; there are a lot of skilled players who can share feedback and contribute to your guide. Post a link to what you've got so far on <u>reddit</u> or <u>discord</u>. Hopefully we have a forum soon that we can use to collaborate.
- Keep it concise. If you need a guide on writing, read this:
 - Writing Well Part 1: Sensibilities
 - o Writing Well Part 2: Clear Thinking, Clear Writing
 - Writing Well Part 3: Origins of a Writer
- Don't like someone else's guide? Make your own, or suggest feedback for how it can be improved.

Examples of good guides

Written guides

- Reaction Speeds in Gaming
- 10 mistakes you're making with Jaina (it's for a competitive card game, but it's a good length and is pretty good)
- Choosing characters: General Start Guide By Xzanos | A n00b's look at Yomi characters
- Playing to Win (which is a book, but it shows how to lay something out well

Video guides

- Super SF2 Turbo Beginner Tutorial: Part 1 | Part 2 | Part 3
- <u>Understanding movement in fighting games</u>
- The Beginner's Incomplete Guide to KOF (by Dandy J)
- Street Fighter V 101: Basics Tutorial for Beginners with @gootecks Part I: Offense (Ryu)

GENERAL GUIDES

Beginner

Topic	Who is making it / helping	People who might be able to help and how we can contact them	Notes / Updates	Where can we find it? (link)	Completed? green = yes, red = no, yellow = in-progress)
Glossary	Bruce	Discord: Xzanos#1644	I've made fighting game glossaries before. I'll put one up on the wiki and people can add to it there.		
General Start Guide [game basics]	Xzanos			<u>link</u>	

General FAQ	By Jdude330		<u>link</u>	
Video guide series	Jaxof7	Discord: @JaxOf7#1508	Script (Jax wants feedback)	

Intermediate

Topic	Who is making it / helping	People who might be able to help and how we can contact them	Notes / Updates	Where can we find it? (link)	Completed? green = yes, red = no, yellow = in-progress)
Move priority	By JaxOf7			https://steamcommun ity.com/sharedfiles/fil edetails/?id=6194206 59	

Advanced

Topic	Who is making it / helping	People who might be able to help and how we can contact them	Notes / Updates	Where can we find it? (link)	Completed? green = yes, red = no, yellow = in-progress)

CHARACTER GUIDES

Topic	Who is making it / helping	People who might be able to help and how we can contact them	Notes / Updates	Where can we find it? (link)	Completed? green = yes, red = no, yellow = in-progress)
Tenchi	frig		This guide is nice, but it's not beginner friendly enough. We need a guide that's more beginner friendly.	Tenchi Tutorial	
Naomi	K00L4ID		We need a guide that's more beginner friendly.	Naomi Basics n Frame Data	
Keiko & Q					
	Death by Glamour		We need a guide that's more beginner friendly.	Keiko The Baes-icks	
Quinn					
June					

Hector				
Agent Parker		[user-friendly guide goes here]		
	Dragoomba	This guide is nice, but it's not beginner friendly enough. We need a guide that's more beginner friendly.	Pocket Rumble - Parker Combos and Setups	
	frig	This guide is nice, but it's not beginner friendly enough. We need a guide that's more beginner friendly.	Parker Primer	
Subject 11				



Brief matchup info

We'll use the wiki. Bruce is working on getting the templates up for that. There are some things to sort out first.

In-depth matchup guides

Topic	Who is making it / helping	People who might be able to help and how we can contact them	Notes / Updates	Where can we find it? (link)	Completed? green = yes, red = no, yellow = in-progress)