

# 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?**

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 ↘+**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 ↘+**A**. This game has no joystick motions. Converting moves into joystick motions is an unnecessary abstraction.

- 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."
- 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 [reddit](#) or [discord](#). 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](#)
  - [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](#)
- [Understanding movement in fighting games](#)
- [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	<b>Discord:</b> Xzanos#1644	I've made fighting game glossaries before. I'll put one up on the wiki and people can add to it there.		Yellow
General Start Guide [game basics]	Xzanos			<a href="#">link</a>	Green

General FAQ	By Jdude330			<a href="#">link</a>	Green
Video guide series	Jaxof7	Discord: @JaxOf7#1508		<a href="#">Script</a> (Jax wants feedback)	Yellow
					Red
					Red
					Red
					Red

### 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			<a href="https://steamcommunity.com/sharedfiles/filedetails/?id=619420659">https://steamcommunity.com/sharedfiles/filedetails/?id=619420659</a>	Green
					Red
					Red


## 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)

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# 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.	<a href="#">Tenchi Tutorial</a>	Green
					Red
Naomi					Red
	K00L4ID		We need a guide that's more beginner friendly.	<a href="#">Naomi Basics n Frame Data</a>	Green
Keiko & Q					Red
	Death by Glamour		We need a guide that's more beginner friendly.	<a href="#">Keiko The Baes-icks</a>	Red
Quinn					Red
June					Red

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.	<a href="#">Pocket Rumble - Parker Combos and Setups</a>	
		frig	This guide is nice, but it's not beginner friendly enough. We need a guide that's more beginner friendly.	<a href="#">Parker Primer</a>	
Subject 11					

# MATCHUP GUIDES

## 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.



