

# FFF-101

## CONTROLS (GCN w Mayflash)

LEFT STICK – MOVE

A – JUMP

B / X / Y – VARIOUS ABILITIES ///

Some can be charged up /// Most can be aimed.

RT – SHIELD / EXTRA ABILITY (character dependent)

LT – TUMBLE (see more in FFF-201)

**More controls available on last page**

## CHARACTERS – BREEZY



### LETTUCE

Basic sword attacks with B / Y / X

### F22

Gun with B and bombs/missiles with X.

Hold Y to soar around up to 3 times / crash into the ground to die f a s t .

### POOPY

Bite with B (hold to charge).

Throw toy with X, fetch toy with Y.

### SUN

All abilities can be charged up!

Press/hold X to flare close-range.

Press/hold B to shoot orbs.

Press/hold Y to fly around and release a beam downward.

### CRAB

Basic attack with B (sideways and upward).

Hold X to go underground. Hold Y to shoot bubbles upward.

### BEE

Sting by hitting X repeatedly.

Press B to be a big bee.

Press Y to be a small bee.

# FFF-201

## TUMBLING

Press LT to induce a tumble.

Holding a direction will influence the character in that direction slightly.

Tumble cancels helpless state, allowing the recovery move (usually Y) to be used again without reaching the ground again.

## CHARACTERS – ROUGH



### THROB

Accumulate mass by holding X.

Attack with mass by pressing B.

Jettison masses with Y (can be used to fly around).

### OMEN

Hold B and flick the left stick to spin OMEN.

Press X to shoot orbs. Hold X to fire a beam.

Press Y (plus direction) to warm and release all your momentum.

### GOBLIN

Throw knives with B. Throw bomb with X / detonate with X.

Hold Y to ascend in a balloon.

### BUFFER

Press B/X/Y to add moves to BUFFER.

Press RT to release BUFFER (moves can be aimed during the attack).

B – Gun /// X – Punch /// Y – Lunge

### VANESZA

Press X to throw the ball. X can also detonate the ball.

While the ball is in play, hold B to charge a spike.

While charging, the ball will be magnetized to VANESZA.

Spike the ball by releasing B. Ball must be overlapping VANESZA to spike.

Warp with Y. This can also be used to spike the ball.

# FFF-301

## JITSUGYOKA R7-X.SPECIAL

## T%O% UNIT?ATMOSCRAFT



JITSUGYOKA's abilities rely on the marketplace. Hold RT to access it.

From here, shares can be BOUGHT and SOLD. CASH is displayed on the left (5.00 in the example below) and SHARES on the right (0.00 in the example) below.

CASH will not change value over the match, but SHARES will change value based on the trendline. The trendline is affected by enemy/friendly damage and KOs.



While holding RT, press Y to access the SHOP.

In the shop, players can use their funds to buy upgrades for JITSUGYOKA.

[GUN] equipment affects the GUN ability (B).

[BMB] equipment affects the BOMB ability (X).

[JMP] equipment affects JITSUGYOKA's jump effectiveness.

[SPC] equipment affects the SPECIAL ability (Y).

All purchases will take from CASH first, then SHARES when CASH has run out.

Consider investing your starting funds (5.00) for better profits, or immediately buying a starting upgrade when the match starts.

CONTROLS (N64 w Mayflash)

LEFT STICK – MOVE

A – JUMP

B / C(L) / C(D) – VARIOUS ABILITIES ///

Some can be charged up /// Most can be aimed.

RT – SHIELD / EXTRA ABILITY (character dependent)

Z – TUMBLE (see more in FFF-201)

CONTROLS (X360)

LEFT STICK – MOVE

A – JUMP

B / X / Y – VARIOUS ABILITIES ///

Some can be charged up /// Most can be aimed.

RB – SHIELD / EXTRA ABILITY (character dependent)

LB – TUMBLE (see more in FFF-201)

CONTROLS (KEYBOARD LEFT)

ENTER/RETURN - START

WASD - MOVE

SPACE - JUMP

H / U / I – VARIOUS ABILITIES ///

Some can be charged up /// Most can be aimed.

LSHIFT – SHIELD / EXTRA ABILITY (character dependent)

LCTRL – TUMBLE (see more in FFF-201)

CONTROLS (KEYBOARD RIGHT, req numpad, try toggling num lock)

NUM ENTER - START

ARROW KEYS - MOVE

NUM0 - JUMP

NUM4/8/9 – VARIOUS ABILITIES ///

Some can be charged up /// Most can be aimed.

RSHIFT SHIELD / EXTRA ABILITY (character dependent)

RCTRL – TUMBLE (see more in FFF-201)