

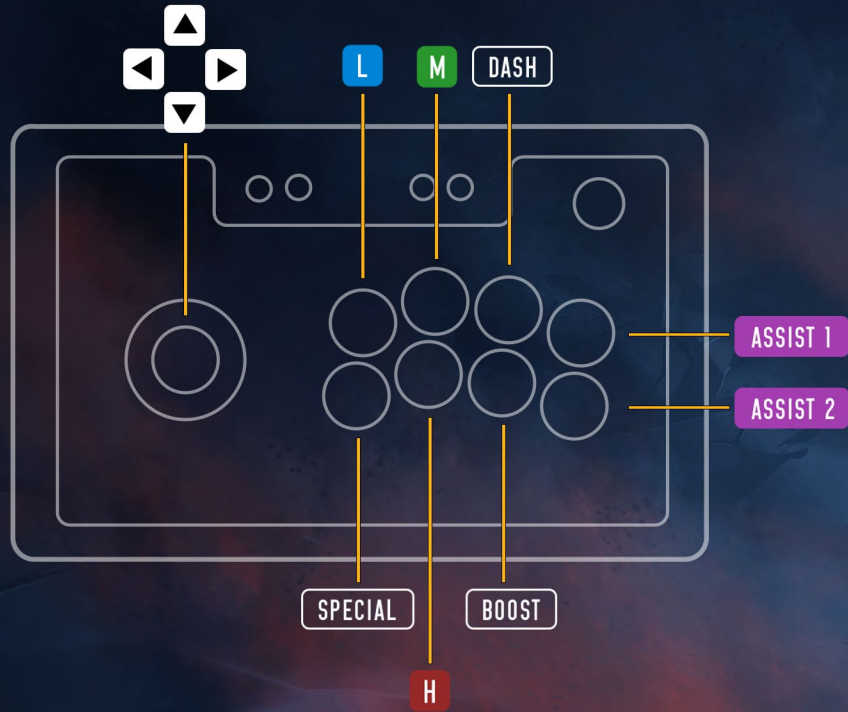


EVO 2025

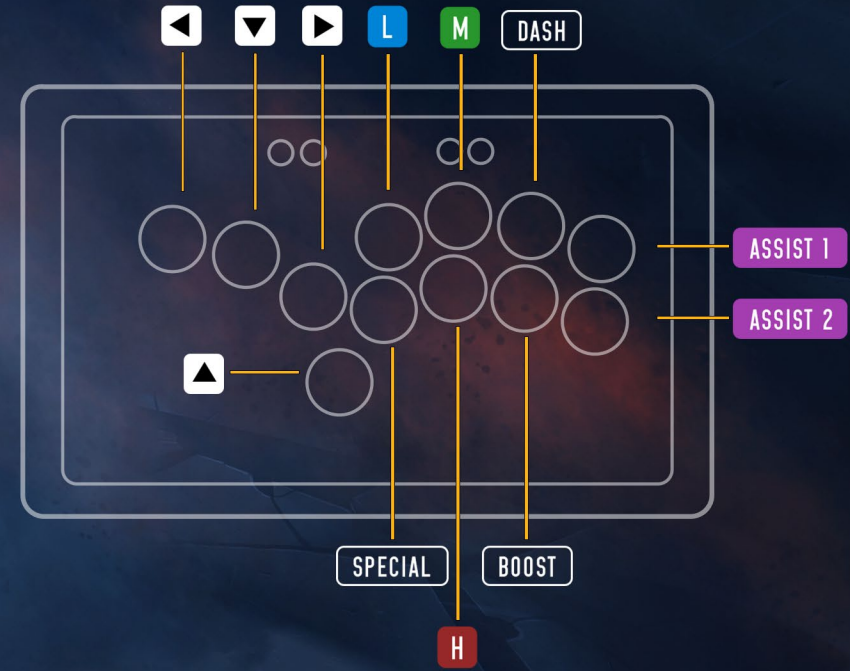
# INVINCIBLE **VS**



## STICK



## LEVERLESS



## GAMEPAD

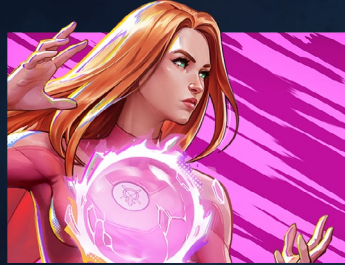


# PLAYABLE CHARACTERS

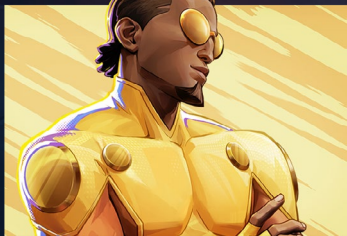
INVINCIBLE **VS**



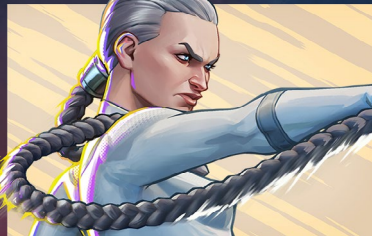
INVINCIBLE



ATOM EVE



BULLETPROOF



THULA



REX SPLODE



BATTLE BEAST

## UNIVERSAL MECHANICS/INPUTS

### OFFENSIVE

Throw	Quick and damaging grapple	<b>L + S</b>
Snapback	Attack that swaps out current opponent: Toward for assist 1, Away for assist 2	<b>← / → + M + H</b>
Assist 1	Calls in a teammate for a quick attack	Tap <b>(A1) + Direction</b>
Assist 2	Calls in a teammate for a strong attack	Tap <b>(A2) + Direction</b>
Active Assist	Calls in a teammate to continue your combo	While hitting opponent: Tap <b>(A2)</b>
Tag	Switch places with available teammate	Hold <b>(A1) / (A2)</b>
Active Tag	Switch places with available teammate to continue your combo	While hitting opponent: Hold <b>(A1) / (A2)</b>
Active Tag: Heavy/Feint	Change up the timing of your Active Tag to throw off your opponent!	During Active Tag: <b>H</b> for delay, Tap <b>(A1) / (A2)</b> for Feint
Super	<b>S + H + ← / →</b>	Ultimate <b>S + H + BOOST</b>

### DEFENSIVE

Pushblock	Pushes your opponent away while blocking their attack	While blocking: <b>DASH MACRO</b>
Heroic Strike	Counter Attack while blocking an incoming attack (has Super Armor)	While blocking: <b>M + H</b>
Assist Breaker	Calls in an Assist to disrupt your opponents combo	While being hit: <b>BOOST + (A1) / (A2)</b>
Recovery Roll	Roll towards or away from your opponent after being knocked down	After knockdown: <b>← / →</b>
Quick Get Up	Quickly get to your feet after being knocked down	After knockdown: <b>BOOST</b>
Taunt	Add a little salt to your opponent's wounds	<b>L + H</b>

# INVINCIBLE



"HIT ME, AND LET ME PROVE YOU WRONG."

- BALANCED CHARACTER WITH RUSHDOWN OPTIONS
- GREAT MOBILITY AND DYNAMIC MOVEMENT
- CAN EASILY CONVERT ON NEARLY ANY HIT INTO FULL COMBO

## BIO

**REAL NAME** Mark Grayson

**PROFILE** Mark was a senior at a normal American high school—until he began to inherit superpowers from his father, the most powerful superhero in the universe. But that's only the beginning of Mark's problems...

**FIRST APPEARANCE** Invincible #1 (2003)

**GOALS** Our goals when playing as Mark are to bully players into the corner and use Mark's pressure to land big damage. Mark is a great "point" character.

## NORMAL ATTACKS

### STANDING

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo.	L, L, L
↵ Light Attack 2	Can cancel into other attacks	
↵ Light Attack 3		
Medium Attack	Lunging punch. Can be charged for additional range/damage	M
Heavy Attack	Heavy Two Handed punch. Launches opponent backwards	H

### CROUCHING

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo	↓ + L
Medium Attack	Low, sliding kick	↓ + M
Heavy Attack	Uppercut. Launches opponent. Press up or hold button to follow up	↓ + H

### IN AIR

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo	L
Medium Attack	Flying knee	M
Heavy Attack	Heavy Two Handed punch. Launches opponent backwards	H
Medium Attack	Quick downward stomp with both feet. Can hit cross up	↓ + M
Heavy Attack	Heavy downward smash. Causes ground bounce	↓ + H

## SPECIALS

Geyser	Leaping Uppercut which hits twice on impact. Boost to add I-frames on startup and includes a follow up down smash	↓ + S
Invincible Punch	Long range, dashing punch. Boost to perform a multi hit follow up attack!	← + S
Meteor	Dynamic flip kick which hits overhead and causes a ground skid. Boost to hit multiple times and causes ground bounce	S

## SUPERS

Viltrumissile	A series of flying strikes that juggle the opponent, followed by an overhead stomp. Invulnerable after activation.	← + S + H
Perfect Landing	Multi-hit, rushing uppercut, followed by an overhead that drives the opponent down to the ground. Invulnerable after activation	← + S + H

## ULTIMATE

Meeting of the Minds	Invincible launches the opponent high into the air, spikes them back down to the ground and follows it up with a brutal headbutt.	BOOST + S + H
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# ATOM EVE



*"TRY TO KEEP UP."*

- MID RANGE ZONING CHARACTER
- UTILIZES CONSTRUCTS TO CONTROL SPACE
- INCREASED MOBILITY OPTIONS WITH HER "HOVER" ABILITY.

## BIO

**REAL NAME** Samantha Eve Wilkins

**PROFILE** The subject of a top secret government experiment, Eve Wilkins was born with the ability to manipulate matter at a subatomic level. But young Eve would be nobody's weapon, breaking free and forging her own path as independent humanitarian hero Atom Eve.

**FIRST APPEARANCE** Invincible #2 (2003)

**GOALS** Eve excels at keeping opponent's at a distance and maintaining constant pressure with her ranged attacks. Eve is great as a "point" or "mid" character.

## NORMAL ATTACKS

### STANDING

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo.	L, L, L
↵ Light Attack 2	Can cancel into other attacks	
↵ Light Attack 3		
Medium Attack	Sweeping strike with a sawblade construct. Can be charged	M
Heavy Attack	Powerful horizontal blast of energy. Knocks opponent back	H

### CROUCHING

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo	↓ + L
Medium Attack	Hurls a sawblade forward at her opponents feet. Can be charged	↓ + M
Heavy Attack	Uppercut. Launches opponent. Press up or hold button to follow up	↓ + H

### IN AIR

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo	L
Medium Attack	Flying roundhouse kick	M
Heavy Attack	Powerful horizontal blast of energy. Knocks opponent back	H
Medium Attack	Downward divekick. Can be charged to cause hop back on hit	↓ + M
Heavy Attack	Downwards blast of energy. Knocks opponent back	↓ + H

## SPECIALS

Hover	Allows Eve to hover for a limited time. Boost adds l-frames and hits multiple times on activation	↓ + S
Roadblock	Launches a wave of energy towards her opponent. Boost amplifies the size, damage and knockback of the projectile	← + S
Shatter	Creates a crystal construct a set distance in front of Eve which knocks her opponent back. Boost to create a group of piercing crystals	S

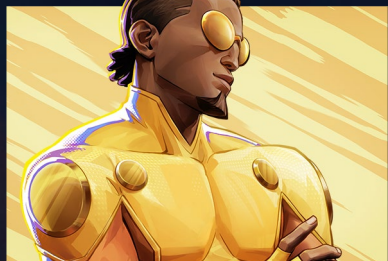
## SUPERS

Maelstrom	Creates a hail of construct shards to rain down in front of her	← + S + H
Drill	Forms a construct drill around her and she propels herself forwards. Has Super Armor	← + S + H

## ULTIMATE

Rebirth	Eve collapses after emitting a burst of energy, rising again in a powered up form before releasing a massive surge of searing power	BOOST + S + H
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# BULLETPROOF



"I MAKE THIS SUPER HERO STUFF LOOK GOOD."

- CLOSE RANGE MIXUP CHARACTER
- USES "REKKA" STYLE SPECIAL ATTACK
- APPLIES PRESSURE THROUGH A CONSTANT BARRAGE OF ATTACKS

## BIO

**REAL NAME** Zandale Randolph

**PROFILE** Zandale Randolph gained the powers of flight and near-invulnerability while being experimented on by his twin brother... but at a tragic cost. Soon after, he assumed the moniker of Bulletproof, balancing his family's expectations with his role as an active member of the Guardians of the Globe.

**FIRST APPEARANCE** Invincible #9 (Cameo, 2004)  
Invincible #14 (Full Appearance, 2004)

**GOALS** Once able to close the gap with his opponent, Bulletproof can maintain pressure and break them down with his tricky high/low mixups and dynamic combos. Bulletproof is great in the "point" or "mid" positions.

## NORMAL ATTACKS

### STANDING

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo.	L, L, L
↳ Light Attack 2	Can cancel into other attacks	
↳ Light Attack 3		
Medium Attack	Lunging kick. Can be charged for additional range/damage	M
Heavy Attack	Uppercut followed by heavy punch. Causes ground skid.	H

### CROUCHING

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo	↓ + L
Medium Attack	Quick low hitting sweep. Can be charged for additional attack	↓ + M
Heavy Attack	Uppercut which launches opponent. Press up or hold button to follow up	↓ + H

### IN AIR

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo	L
Medium Attack	Flying roundhouse kick. Can be charged for additional attack	M
Heavy Attack	Heavy flying knee	H
Medium Attack	Downwards axe kick. Can crossup	↓ + M
Heavy Attack	Downwards diving attack. Causes ground bounce	↓ + H

## SPECIALS

Beatdown	Lunging hook	⊖ + S
↳ Beatdown 2	Lunging hook	S, S
↳ Beatdown 3-Knuckles	Heavy backfist, causes wall bounce. Boost to crossup attack.	S, S, S
↳ Beatdown 3-Sweep	Quick leg sweep. Boost to add additional sweep	S, S, ↓ + S
↳ Beatdown 3-Top Rope	Leaping elbow, hits overhead. Boost to add additional hit	S, S, ⊖ + S
Bulletproof	Double flying knee strikes (anti air). Boost to perform additional strikes.	↓ + S
Hookshot	Leaping Cannonball attack. Can be cancelled into dropkick. Boost to hit multiple times and adds divekick option as well.	S

## SUPERS

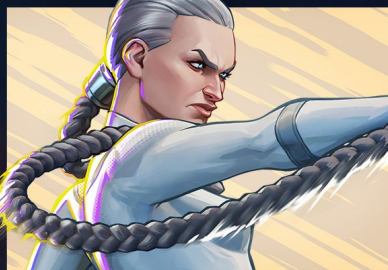
Reverb	A series of fast and brutal strikes, ending with a powerful kick.	⊖ + S + H
Trainwreck	Powerful anti-air, which launches opponent, followed by a series of strikes and ending with a heavy stomp.	⊖ + S + H

## ULTIMATE

Crash Test Dummy	Short ranged strike, leading to a quick and brutal combo, ending with a car landing on the opponent.	BOOST + S + H
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# THULA

# INVINCIBLE VS



"THEN HE DESERVED HIS FATE."

- USE MED/LONG RANGE ATTACKS TO CREATE OPENINGS FOR BIG COMBOS.
- USE SPECIAL AND CHARGED ATTACKS TO PULL OPPONENTS INTO RANGE.

## BIO

### REAL NAME

Thula

### PROFILE

She is a Viltrumite warrior of the Viltrum Empire, dedicated to aiding in the Viltrumite Mission to make it the only empire in the universe.

### FIRST APPEARANCE

Invincible #75 (2010)

### GOALS

Thula will attempt to keep her opponent at a safe distance with her pokes and slashing attacks, waiting for an opportunity to capitalize on any opening she sees. Thula has some quick and brutal attacks, but does not lean into extended combos, preferring to stay controlled and concise.

## NORMAL ATTACKS

### STANDING

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo. Can cancel into other attacks	L, L, L
↵ Light Attack 2		
↵ Light Attack 3		
Medium Attack	RANGED SPEAR ATTACK. Can be charged to pull opponents in from range	M
Heavy Attack	Lunging stab	H

### CROUCHING

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo	↓ + L
Medium Attack	Ranged low attack. Can be charged to cause ground bounce	↓ + M
Heavy Attack	Double uppercut. Launches opponent. Press up or hold button to follow up	↓ + H

### IN AIR

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo	L
Medium Attack	Blade kick. Can be charged for follow up kick	M
Heavy Attack	Whip slash	H
Medium Attack	Quick ranged attack at a downwards angle. Charge to drag opponent back	↓ + M
Heavy Attack	Powerful downwards attack. Causes ground bounce	↓ + H

## SPECIALS

Grind	Defensive spin. Boosted version ends in powerful strike	S
First strike	Ranged upwards whip strike that knocks opponent forward. Boosted version performs additional follow up attacks.	↵ + S
Whiplash	Arcing whip strike that knocks back. Can be jump cancelled. Boosted version performs additional follow up attacks	↓ + S

## SUPERS

Blade flurry	Series of ranged whip strikes. Causes a ground bounce	↵ + S + H
Viltrumite Pinata	Leaping upward slash that launches the opponent, followed by a series of slashes.	↵ + S + H

## ULTIMATE

Hair flip	Mid range attack that leads into a brutal air throw leading to massive damage	BOOST + S + H
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# REX SPLODE



"I DON'T KNOW WHAT JUST HAPPENED, BUT I THINK I SPEAK FOR EVERYONE HERE WHEN I SAY I NEVER WANT IT TO HAPPEN EVER AGAIN!"

- BE THE ASSHOLE REX IS: USE DELAYED EXPLOSION PROJECTILES AS TRAPS!
- CONTINUE BEING THE ASSHOLE REX IS: USE YOUR MOBILITY TO STAY BACK WHILE THROWING PROJECTILES TO PREVENT OPPONENTS FROM REACHING YOU. OR RUN TOWARDS THE OPPONENT FOR A LOW/OVERHEAD MIXUP

## BIO

### REAL NAME

Rex Sloan

### PROFILE

With a turbulent childhood, Rex was abandoned by his family and sold to the government. There he trained in acrobatics and combat exercises while receiving injections and surgeries to enhance himself. Eventually this leads to Rex becoming a member of the Guardians of the Globe.

### FIRST APPEARANCE

Invincible #2 (2004)

### GOALS

Use Rex's mobility and projectiles to keep opponents away until you can find a hard knock down. Utilize hard knock-downs to charge up projectiles for delayed explosions as a trap. Once you have a combo opening, other projectiles can explode on impact and be used in the air to extend combos.

## NORMAL ATTACKS

### STANDING

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo.	L, L, L
↵ Light Attack 2	Can cancel into other attacks	
↵ Light Attack 3		
Medium Attack	Lunging kick. Causes crumple on counter. Can be charged for follow up (has Super Armor)	M
Heavy Attack	Rex fires his wrist cannon at the opponent at close range	H

## CROUCHING

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo	↓ + L
Medium Attack	Sweep that causes a hard knockdown. Used to set up traps.	↓ + M
Heavy Attack	Explosion that launches the opponent. Press up or hold button to follow up	↓ + H

## IN AIR

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo	L
Medium Attack	Spinning roundhouse kick. Can be charged for follow up coin explosive.	M
Heavy Attack	Overhead stomp. Can hit cross up.	H
Medium Attack	Rex blasts the opponent with his wrist cannon at close range.	↓ + M
Heavy Attack	Rex throws a shortrange explosive. Causes ground bounce.	↓ + H

## SPECIALS

Flip Kick	Overhead kick flip. Can combo into normal. Boosted version has follow up attacks.	S
Boom Stick	Long range projectile. Press up or down during start up to aim. Boost to throw multiple projectiles that will land as ground traps.	← + S
Heads up	Rex flips into the air and throws a charged coin down at the opponent. Rex can follow up attack after this move. Boosted to throw multiple projectiles and attack on start up.	↓ + S

## SUPERS

Rexplosive barrage	Rex throws a barrage of exploding batons. This can be aimed up or down during start up from the ground or air.	← + S + H
Bombs away	Rex performs a knee strike before spinning away dropping bombs that juggle the opponent. Rex can continue to combo after the hits.	← + S + H

## ULTIMATE

Salute	Rex elbows the opponent in the face and plants several charges on their body, blasting them with a fully charged wrist cannon and "special ordinance".	BOOST + S + H
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# INVINCIBLE VS

# BATTLE BEAST



"THERE IS NO HONOR IN KILLING WEAKLINGS, BUT FOR YOU I MIGHT MAKE AN EXCEPTION."

- SLOW MOVEMENT WITH GREAT ATTACK RANGE
- USE MOVES WITH SUPER ARMOR TO POWER THROUGH YOUR OPPONENTS' ATTACKS
- PRESSURE YOUR OPPONENT DOWN, CAUSING THEM TO JUMP, WHERE THEY'RE VULNERABLE TO BEAST'S ANTI-AIR SUPER!

## BIO

### REAL NAME

Thokk

### PROFILE

Battle Beast is a fearsome warrior whose thirst for battle with a formidable opponent is insatiable. He travels across the universe in search of adversaries who might finally prove worthy of his attention.

### FIRST APPEARANCE

Invincible #19 (2004)

### GOALS

Beast makes up for his slower movement with great attack range and Super Armor. He excels at bullying his opponents, forcing them to make mistakes. Beast is a great "anchor" character.

## NORMAL ATTACKS

### STANDING

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo.	L, L, L
↵ Light Attack 2	Can cancel into other attacks	
↵ Light Attack 3		
Medium Attack	Upper swing with his mace. Can be charged for follow up (has Super Armor)	M
Heavy Attack	Heavy two handed mace swing. Launches opponent backwards	H

### CROUCHING

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo	↓ + L
Medium Attack	Low claw swipe. Can be charged for follow up overhead	↓ + M
Heavy Attack	Shoulder charge, followed by uppercut. Launches opponent. Press up or hold button to follow up	↓ + H

### IN AIR

Light Attack	Quick Attack. Press repeatedly for Light/Auto combo	L
Medium Attack	Horizontal mace swing. Can be charged for follow up claw swipe	M
Heavy Attack	Two handed mace swing. Launches opponent backwards	H
Medium Attack	Quick downward swipe with mace. Can hit crossup. Can be charged for follow up stomp	↓ + M
Heavy Attack	Heavy downward smash. Causes ground bounce	↓ + H

## SPECIALS

Ambush	Gains temporary Super Armor before performing a heavy overhead smash. Boost to perform a brutal series of armored strikes	S
Pounce	Lunge forward and perform a heavy back handed swing with mace. Boost to gain Super Armor and hit multiple times	← + S
Headhunter	Quick uppercut followed by a heavy downward strike (on hit). Boost to perform additional heavy attack which triggers wall bounce	↓ + S
Headhunter (In Air)	Heavy diving attack with mace. Boost to perform additional heavy attack which launches (on hit)	↓ + S

## SUPERS

Rampage	A series of flying strikes that juggle the opponent, followed by an overhead stomp. Invulnerable after activation	← + S + H
Blood Craze	High flying air grab which sends his opponent and hurling to the ground. Super Armor on startup, throw causes ground bounce	← + S + H

## ULTIMATE

Mercy	Beast rends his opponent with his claws multiple times before hurling them through the air, the comes crashing down with his mace to their head	BOOST + S + H
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# INVINCIBLE VS

# INVINCIBLE VS

3v3 TEAM-BASED  
FIGHTING GAME

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