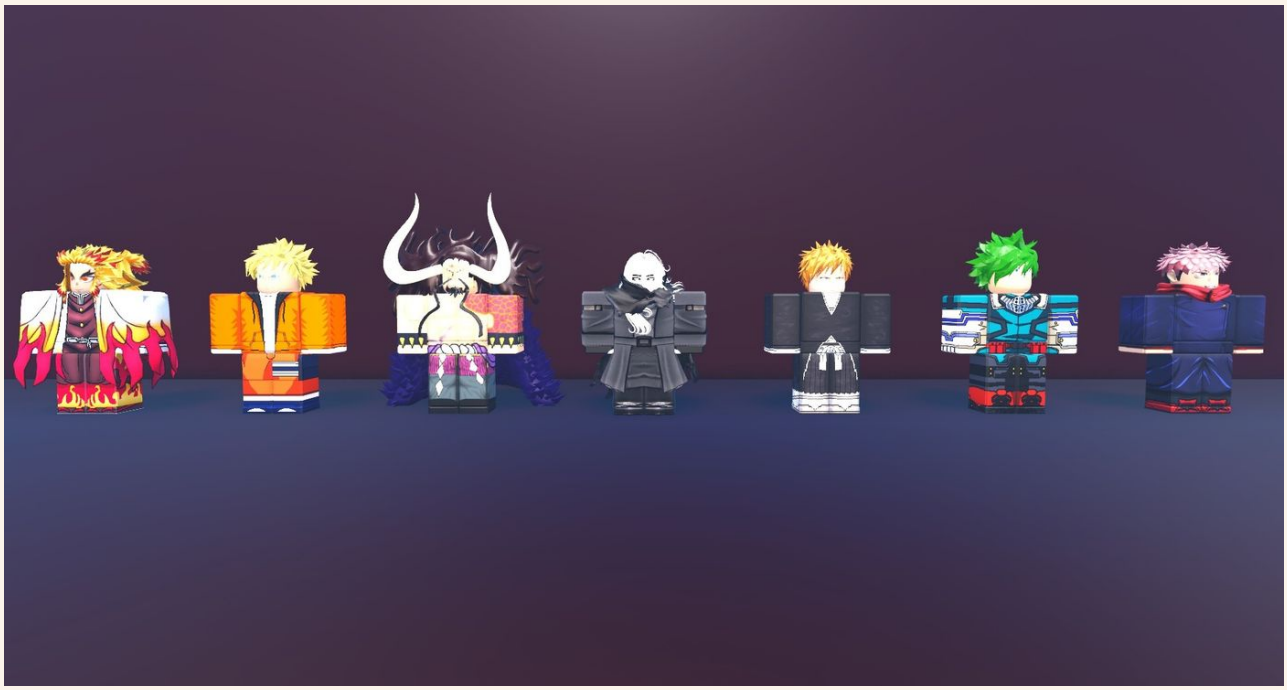
ANIME SMASH

Quick Start Guide



Everything a new player needs in the first week.

By Xory Studios · Public release 8 October 2026

All numbers come straight from the game data at launch. Check the online wiki for the latest values.

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Beginner's Guide

New to Anime Smash? This page takes you from your first login to your first Legendary.



1. Your first minutes

1. Press **PLAY** on the main menu to enter the lobby.
2. New players clear the **Training Dojo** first. It teaches moving, attacking, specials, shielding and KOs.
3. Clearing the dojo unlocks the **Welcome x10**: one free x10 summon on the Veil Summon (normal odds, the usual Epic+ guarantee).
4. You start with 500 Coins, 300 Gems, 1 Summon Ticket and three starter fighters: Itamori, Sanjiro, Aeng.

2. Play your first matches

Open **BATTLE** on the bottom bar. **1v1**, **2v2** and **Free-for-All** are always on; other modes rotate (see Game Modes). Turn on **Fill empty seats with CPUs** to start faster.

- Your **first win of the day** pays 60 Gems and 1 Summon Ticket.
- Every match gives Coins and XP. Wins, KOs and finishing in the top half give more (see Levels).

3. Collect your daily rewards

- **Rookie Road**: a 7-day track for new accounts. Claim one day each day you play (see Rookie Road).
- **Daily reward** (7-day login streak) and the **monthly calendar** (see Daily Rewards).
- **Quest Book**: 6 quests a day, plus a daily bonus for clearing them all (see Quest Book).
- **Playtime gifts**: six gifts that unlock as you play each session.

4. Summon fighters

Summons cost **100 Gems** (x10: **900 Gems**) or **1 Summon Ticket** each. Every summon also gives **1 Veil Point**: save 250 for a Legendary of your choice. Pity guarantees an Epic within 10, a Legendary within 70 and a Mythic within 200 summons. Full details: Summoning & Banners.

5. Get stronger

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- **Stars**: merge duplicate copies plus materials to raise a fighter up to 5 stars (see Stars & Materials).
- **Mastery**: play matches with a fighter to raise its Mastery to 10 for rewards and a Master title (see Mastery).
- **Ranked leagues**: every counted win moves you up from Bronze toward Mythic Smasher (see Leagues).

6. Free things to do in the lobby

- **Meditation Garden**: stand inside to earn 6 Coins + 1 Mastery XP per minute (up to 60 minutes a day).
- **Sky Trial**: a parkour course above the plaza. Your first clear each day pays 300 Coins + 10 Gems.
- **Training dummies** and the **dance floor**.

Beginner tips

- Damage % does not KO by itself: the higher a foe's %, the further your hits launch them. Finish with a strong special or your Ultimate.
- Use **Dash** to dodge and to break out of combos, and **Shield** to block.
- You get **2 extra jumps in the air** (Sky Step). Save one to get back to the stage.
- Do not spend Gems on single summons: x10 costs the same per summon and is faster.

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Controls

Press **H** in game (or the **?** button on touch) to open the controls panel. Keys can be changed in **Settings > Controls**.

Action	Keyboard (default)	Gamepad	Touch
Move	A / D	Left stick	Stick
Jump (2 more in the air = Sky Step)	Space	A	JUMP
Fast-fall / drop through a platform	S	Stick down	Stick down
Dash / dodge / combo breaker (air: Flash Step)	Q	LB	DASH
Shield (hold)	F	LT	BLOCK
Combo attack	Left mouse	X	HIT
Launcher	W + Left mouse	Up + X	Up + HIT
Spike (in the air)	S + Left mouse	Down + X	Down + HIT
Special 1 / 2 / 3 (hold to aim and power up)	1 / 2 / 3	Y / B / RB	1 / 2 / 3
Ultimate (meter full)	G	RT	ULT
Taunt	-	D-pad up	-
Emote wheel (lobby)	B	-	EMOTES
Controls panel	H	View / Select	?

The basic combo route (every fighter)

1 stuns, then **M1** hits, **2** traps and lifts the foe, jump and land air hits, then **3** to finish.

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Combat Basics



Anime Smash plays like a platform fighter: you do not drain a health bar, you **knock fighters off the stage**.

Damage % and knockback

- Every hit adds **damage %** to the target (shown on their card at the bottom of the screen).
- The higher the %, the further they fly. A foe at 100%+ can be launched off the stage by a strong hit.
- A fighter is **KO'd** when they cross the edge of the blast zone. They lose a **stock** (life).
- When all your stocks are gone you are out. If time runs out, the player or team with the most stocks left wins.

Stocks and time

Each mode sets the stocks and match time (see Game Modes). For example, 1v1 Duel is 3 stocks and 4:00.

Moves

Every fighter has the same layout (see each fighter's page for their exact moves):

- **M1 combo**: a 4-hit string. Hold **W** on the last hit to launch, **S** in the air to spike.
- **Special 1 / 2 / 3**: three specials on cooldowns (usually 5 to 7 seconds). Hold the key to aim and power them up.
- **Ultimate (G)**: a cinematic finisher that needs a full Ultimate meter. Landing hits and KOs charges the meter.

Defence and movement

- **Shield (F)**: hold to block hits.
- **Dash (Q)**: dodge, reposition, or break out of a combo (**Combo Breaker**).
- **Sky Step**: 2 extra jumps in the air. **Flash Step**: dash in the air.
- **Respawn**: after a KO you return on a revival platform with a short invulnerability.

Star power in ranked

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Starred fighters hit harder, but in ranked matches the bonus is capped at **+10% damage** and **+5% defence**, so skill always decides.

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Codes

Redeem codes from the **CODES** button on the lobby side rail. Each code works once per account. Codes are not case-sensitive.

Active codes

Code	Reward	Expires
SMASH	1,000 Coins, 100 Gems	No expiry
ALPHA	500 Coins, 1 Summon Ticket	1 December 2026

Upcoming codes

New codes unlock when the game reaches these visit milestones: **100K visits, 500K visits, 1M visits**. The CODES panel shows the next milestone.

Expired codes

None yet.

> *Codes are never tied to likes or favourites. Watch the Xory Studios group and the game page for new ones.*

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Summoning & Banners



Summon new fighters at the **Summon Shrine** in the lobby or from the **SUMMON** button.

Cost

	Gems	Tickets
Summon x1	100	1
Summon x10	900	10

Turn **USE TICKETS** on to spend Summon Tickets instead of Gems.

Odds

Rarity	Base odds	With Lucky Summoner (x1.5 Legendary & Mythic)
Uncommon	50%	48.5%
Rare	35%	35%
Epic	12%	12%
Legendary	2.5%	3.75%
Mythic	0.5%	0.75%

The exact odds you have right now (including the Lucky Summoner pass and **Lucky Summons** server events) are always shown in the summon menu under **ODDS & RULES**.

Pity (guarantees)

Guarantee	Within
Epic or better	10 summons
Legendary or better	70 summons
Mythic	200 summons

Pity counters carry over between summons and are shown at the bottom of the summon screen. When a banner has a Mythic you don't own yet, the guaranteed Mythic is one you don't own.

Veil Points

Every summon on any banner gives **1 Veil Point**. Spend them on a fighter of your choice:

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- **250 points**: any summonable Legendary
- **600 points**: any summonable Mythic

Battle Pass fighters, Secret and Endless cards can't be picked. Day 7 of the Rookie Road also gives 100 Veil Points.

Banners

Banner	Theme	Featured fighters	Details
Veil Summon	Every Fighter In The Game	Every summonable fighter (weekly spotlight)	The standard banner: any fighter can answer the call. This week's spotlight stands on the shrine.
Sea Warlords	Tyrants Of The Open Sea	Raido (Mythic), Jinbo (Epic), Magellon (Epic)	An oni warlord, a karate brawler of the tides and a venomous alchemist. Every Mythic and Epic here is one of them.
Demon Hunt	Flame · Thunder · The Moon Demon	Rengaku (Legendary), Zenetsu (Epic), Kokushiba (Rare)	A blazing swordsman, a lightning-fast draw and a twin-moon duelist. Every Legendary, Epic and Rare here is one of them.
Spirit Blades	Crescents · Ice · Cherry Petals	Ichiro (Mythic), Lukia (Epic), Hyakuya (Uncommon)	A crescent-wave cleaver, a frostblade ronin and a blossom-dancing noble. Every Mythic, Epic and Uncommon here is one of them.
Wild Trial	Aura · Lightning · A Gambler's Cards	Gan (Legendary), Hisaka (Rare), Killoa (Uncommon)	A wild boy with a rock-paper-scissors fist, his lightning-fast best friend and the card-sharp who hunts them both. Every Legendary, Rare and Uncommon here is one of them.
Shinobi Storm	Clones · Puppets · Gravity	Haruto (Mythic), Nagara (Legendary), Kenkuro (Epic)	A never-give-up fox ninja, a marionette maestro and a sorcerer who bends gravity. Every Mythic, Legendary and Epic here is one of them.
Mythic Spotlight	A New Mythic Every 2 Weeks	Deo, Tamoe, Jinsoo / Kafko, Asto, Simo / Toku, Einz, Shigeko (changes every 14 days)	A rotating Mythic star with a Legendary and an Epic partner. Every Mythic, Legendary and Epic here is one of them.

On a rate-up banner, when you roll one of the listed rarities you get one of that banner's featured fighters.

Banner bundles

Each themed banner has a **Banner Bundle** (499 Robux): 10 Summon Tickets plus a Devotee title for that banner.

Welcome x10

After clearing the Training Dojo, every new account gets one free x10 summon on the Veil Summon.

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Rookie Road

A 7-day track for new accounts (younger than 14 days). Open it from the **ROOKIE** icon on the lobby side rail.

Day	Reward
Day 1	3 Summon Tickets
Day 2	500 Coins, 50 Gems
Day 3	1 Summon Ticket, 6 Spirit Leaf
Day 4	100 Gems
Day 5	2 Summon Tickets
Day 6	an Epic fighter of your choice
Day 7 (Grand Prize)	3 Summon Tickets, 100 Veil Points

- Claim one day each day you play (UTC days). No skipping.
- The road stays open for 14 days from your first day.
- Day 7's 100 Veil Points count toward a Legendary of your choice (250 points) in the summon menu.

Welcome x10

Clearing the Training Dojo gives one free x10 summon on the Veil Summon.

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Fighter roster



Itamori
COMMON
Cursed Fist



Sanjiro
COMMON
Ember Blade



Aeng
COMMON
Gale Monk



Rokuto
UNCOMMON
Talisman Sorcerer



Killoa
UNCOMMON
Storm Kicker



Bango
UNCOMMON
Jade Dragon Fist



Hyakuya
UNCOMMON
Blossom Dancer



Axle
UNCOMMON
Street Comet



Kagomi
RARE
Radiant Archer



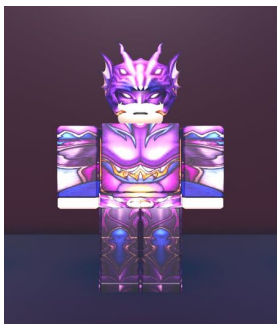
Takamoto
RARE
Silent Shopkeeper



Hisaka
RARE
High Roller



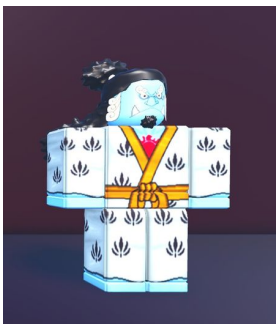
Wolfhood
RARE
Silver Sacrament



Kein
RARE
Azure Dragon Knight



Kokushiba
RARE
Twin Moon Duelist



Jinbo
EPIC
Tide Buccaneer



Lukia
EPIC
Frostblade Ronin

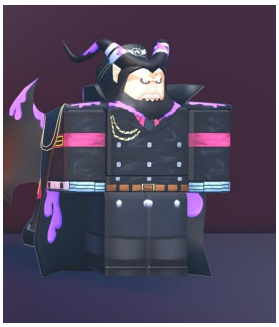
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Jinsoo
EPIC
Shadow Stalker



Teph
EPIC
Ironrock Titan



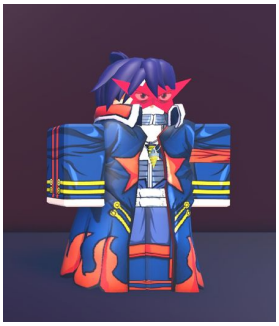
Magellon
EPIC
Venom Alchemist



Pawer
EPIC
Sanguine Hemomancer



Shigeko
EPIC
Quiet Esper



Simo
EPIC
Thruster Prodigy



Kenkuro
EPIC
Marionette Maestro



Alicard
EPIC
Crimson Nightblood



Zenetsu
EPIC
Lightning Draw



Nagara
LEGENDARY
Gravity Sovereign



Tamoe
LEGENDARY
Foxfire Priestess



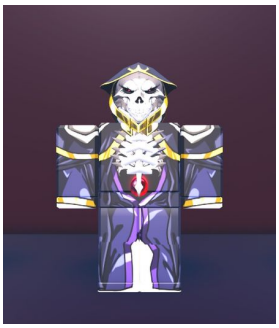
Kodachi
LEGENDARY
Veil Reaper



Frieden
LEGENDARY
Evergreen Archmage



Asto
LEGENDARY
Codex Knight

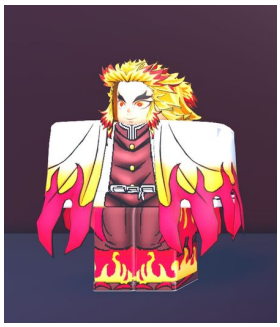


Einz
LEGENDARY
Grave Summoner



Izuka
LEGENDARY
Scarlet Vanguard

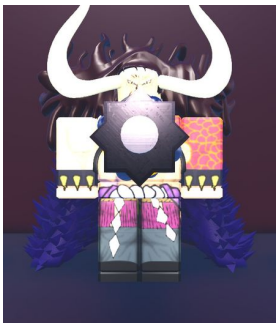
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Rengaku
LEGENDARY
Inferno Ronin



Gan
LEGENDARY
Rock Paper Scissors



Raido
MYTHIC
Crimson Oni Warlord



Deo
MYTHIC
Chrono Sovereign



Kafko
MYTHIC
Abyssal Behemoth



Toku
MYTHIC
Starborn Striker



Kairo
MYTHIC
Veil Monarch



Ichiro
MYTHIC
Crescent Cleaver



Haruto
MYTHIC
Wildfox Ninja

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