

ZWEI FRAME DATA:

Horizontals

Command	i	Dmg	Grd	Hit	CH	Notes
A	i14	12	-8	2	2	
AA	i14	26	-6	6	6	NC
[A]	i14	12/20	2~3	12~13	12~13	NCC; EIN
6A	i20	18	-14	2	STN(+18)	
3A	i23	16	-17	2	2	
3AA	i23	34	-4	6	6 CSTN	NC; DL[1-16]; 2HN[i7-i23]; (foe ~BT on Hit/CH)
3A{BE}	i23	36	-16	STN(+15)	STN(+15)	NC; (foe ~FC on Grd)
2A	i13	10	-6	8	8	~FC; TC[9-13]
1A	i42	35	-20	KND	KND	TC[33-42]
4A	i18	18	-16~-15	0~1	0~1	TC[5-15]; (spins foe on Hit/CH)
4{A}(short)	i18	18/20	8<	20<	25<	TC; DL[1-]; EIN
4{A}(max 1H)	i18	18	-28~-27	-11~-10	-11~-10	TC; EIN; (1st Hit only/ spins foe on Hit/CH)
FC 2A	i12	12	-6	8	8	~FC; TC[1-7]
WR A	i21	20	-8	4	4	TC[1-11]; (foe ~BT on Hit/CH)
JUMP A	i22	24	-5	7	7	TJ[7-22]
BT A	i15	12	-8	4	4	
BT 2A	i15	12	-6	8	8	~FC; TC[11-15]

Verticals

B	i15	14	-8	2	2	
BB	i15	32	-6	4	4	NC
[B]	i15	14/28	2~3	12~13	12~13 KND	NCC; EIN
6B	i14	12	-6	6	mSTN(+11)	
3B	i19	26	-16	LNC	LNC	
2B	i16	12	-12	-2	-2	~FC; TC[11-16]
1B	i21	18	-13	-6	CSTN	
1[B](short)	i21	18/20	3<	13<	STN(+25<)	NCC; DL[1-]; EIN
1[B](max 1H)	i21	18	-27	-17	CSTN	EIN (1st Hit only)
1[B]K	i21	18/42	-11	KND	KND	NCC; DL(ein)[1-](kick)[1-]; EIN
1[B]K(max/ no TC)	i21	18/37	-10~+26	KND	KND	DL[1-36]; (last 2H NC, can't TC Ein after K); EIN
4B	i17	12	-14	CSTN	CSTN	
4B{BE}	i17	26	-8	CSTN	CSTN	NC; DL[1-17]; 2HN[_-]
FC 2B	i15	16	-8	2	2	~FC; TC[1-2][9-15]
WR B	i23	36	-8	LNC	LNC	(~BT on Hit/CH); TC[1-6][15-20]
9*8B	i21	26/24	-8	2	2	TJ[7-21]
7B	i21	22	-10	0	0	TJ[7-21]
BT B	i17	16	-8	2	2	
BT 2B	i17	14	-13	-3	-3	~FC

Kicks

K	i13	14	-8	2	2	
6K	i20	30	-12	KND	KND	
3K	i14	15	-8	2	2	
2K	i15	16	-14	-2	-2	~FC; TC[11-15]
1K	i20	24	-16	-4	KND	(foe ~FC on Hit)
1K{BE}	i20	29	8	LNC	LNC	NC; (LNC vs DWN foes); EIN
4K	i15	12	-18	-8	-8	
4KB	i15	26	-16	CSTN	CSTN KND	NC
FC 2K	i14	16	-14	-2	-2	~FC; TC[1-2]
WR K	i15	18	-8	6	6	TC[1-7]
JUMP K	i19	24	-7	7	7	TJ[7-22]
BT K	i15	16	-8	2	2	
BT 2K	i17	14	-14	-2	4	~FC; TC[13-17]

Simultaneous Press						
Command	i	Dmg	Grd	Hit	CH	Notes
A+B	i19	40	-16	KND	KND	
6A+B	i7	40	-56(whiff)	GI: KND	GI: KND	IMP[7-18]; (GI's all Mid attacks); EIN
4A+B	i32	48	-24	KND	KND	DL[1-5]
4[A+B](max)	i38	60	-26	KND(roll)	KND(roll)	(foe ~FC on Grd)
8A+B	i24	42	-12	KND -2	KND -2	NC; TJ(after); (foe ~FC on Hit/CH of 2ND Hit)
BT A+B	i21	40	-18	KND	KND	
B+K	i25	28	-10~-9	STN(+17)	STN(+17)	TC[20-25~]; EIN
B+K{BE}	i84	56	-31(taunt)	KND	KND	SP; EIN; (forces FC foe into standing on Grd)
[B+K]{BE}	i104	56	-31(taunt)	KND	KND	SP; EIN; (forces FC foe into standing on Grd)
6B+K(2H)	i27	20		KND	KND	DL[1-]; 2HN[i22-i]; EIN
6[B+K](max 1H)	i27	20	-17	-3	-3	EIN
6B+KA(short 3H)	i27	34/20	0	KND	KND	DL(2H)[1-]; (first 2H NC, last 2H NCC); EIN
6[B+K]A(max 2H)	i27	20/14	-35	-26	CSTN	DL(2H)[1-]; (first 2H NC); EIN
6B+KB(2H/ 3H)	i27	55	-27 9	mLNC KND	mLNC KND	NC; EIN
BT B+K	i23	20	-6	LNC	LNC	~BT; TC[-]; EIN
8-Way Run						
66A	i25	26	-9	KND	KND	
33*99A	i35	28	-9	KND	KND	
66A{BE}	i24	57	30	KND	KND	NC; DL(2H)[1-17]; 2HN[i12-i29]; EIN
66[A{BE}](max 1H)	i24	26	-10	sSTN(+4)	sSTN(+4)	2HN[i29]; (spins foe on Hit/CH); EIN
22*88A	i37	24	-17	CSTN	CSTN	TLS
44*11*77A	i31/i41	18	-19	CSTN	CSTN	TBS
66B	i23	25	-12	CSTN	CSTN	TC[11-23]
66BA	i23	55	-10	KND	KND	NC; TC
33*99B	i33	21	-13	LNC	LNC	TC[17-30]
33*99B{BE}	i33	74	19	KND	KND	NC; TC; DL(BE)[1-]; 2HN[i25-i]; EIN
22*88B	i30	18	-16	2	2	
22*88BB	i30	18/20	-15	CSTN	CSTN	NCC; DL[1-10]; 2HN[i8-i18]
44*11*77B	i58/i68	51	13<	LNC	LNC	NC; GB; DL[1-18]; EIN
44*11*77B(2H only)	i58/i68	20	13<	STN(+17)	STN(+17)	GB; DL; EIN
44[B](max)	i77	59	KND -11	KND	KND	NC; GB; (foe ~FC on Grd of 2H); EIN
66*33*99K	i19/i29	16	-10	2	2	
22*88K	i28	24	-12	sSTN(+16)	sSTN(+16)	(spins foe on Hit/CH)
11*77K	i40	20	-19	-2	-2	~FC; TSS; TC[20-40]
44K	i28	32	-8	KND	KND	
66A+B	i31	52	6<	LNC	LNC	NC; DL[1-]; EIN
66[A+B](max 1H)	i31	28	-20	CSTN	CSTN	EIN
66B+K	i25	30	-25	CSTN	CSTN	~BT(G/H/CH); TC(after); sTJ[6-27]; (crossover)
44B+K	i57	63	U!	KND	KND	NC; (G~cancelable); EIN
RUN K	i60/i26	26	-22	KND	KND	TFS; TJ(i60)[42-56]; TJ(i26)[8-22]
Throws						
A+G	i17	16	T	18	18	A~break; (foe left standing on Hit/CH)
B+G	i17	54	T	GSTN	GSTN	B~break; DL(2H)[1-]; EIN
[B+G](max 2H)	i17	34	~+20>	KND	KND	B~break; (foe ~FC on Grd of 2nd Hit); EIN
(Left) Throw	i17	65	T	KND	KND	~BT(on Hit/CH); A*B~break; (crossover); EIN
(Right) Throw	i17	60	T	KND	KND	A*B~break; EIN
(Back) Throw	i17	70	T	KND	KND	A*B~break; EIN
Stance Attacks						
214~ST	ST	0	-20(S) -50(N)	~KF ~N	~KF ~N	TC[-]
KF A	i20	33	-14	KND	KND	TC[1-]; DL[1-20]
KF B	i16	35	5	mSTN(+10)	mSTN(+10)	GB; TC[1-]; DL[1-20]; (foe ~FC on Hit/CH)
Critical Edge						
236236A+B+K	i21/i24	36	-33	LNC	LNC	CE; AT; (projectile); EIN
END						

Frame Traps: (on Grd)

[A] – High~High(EIN)/ Horizontal~Horizontal/ +2~+3 on Grd

Followups:

- Back-Dash! – spacing
- (i16) 2B – interrupt at range/ TC under highs
- (i13) (nw)2A – interrupt/ pressure step
- (i19) (nw)3B – hit FC opponents
- (i15) (nw)2K – pressure Grd/ low poke
- (i17) (nw)Throw – pressure Grd/ pressure step

4[A] – High~Mid(EIN)/ Horizontal~Vertical/ +8< on Grd

Followups:

- (i20) 6A – pressure step/ interrupt
- (i19) A+B – interrupt/ pressure backstep/ heavy mid option
- (i23) 66B – pressure backstep/ TC under highs
- (i19) (nw)3B – interrupt/ hit FC opponents
- (i17) (nw)Throw – interrupt/ pressure Grd/ pressure step

[B] – Mid~Mid(EIN)/ Vertical~Vertical/ +2~+3 on Grd

Followups:

- Back-Dash! – spacing
- (i16) 2B – interrupt at range/ TC under highs
- (i13) (nw)2A – interrupt/ pressure step
- (i19) (nw)3B – hit FC opponents
- (i15) (nw)2K – pressure Grd/ low poke
- (i17) (nw)Throw – pressure Grd/ pressure step

1[B] – Mid~High(EIN)/ Vertical~Horizontal/ +3< on Grd

Followups:

- Back-Step! - spacing
- (i20) 6A – pressure step
- (i17) 4B – interrupt/ fear pressure
- (i23) 66B – pressure backstep/ TC under highs
- (i13) (nw)2A – interrupt/ pressure step
- (i19) (nw)3B – hit FC opponents
- (i15) (nw)2K – pressure Grd/ low poke
- (i17) (nw)Throw – pressure Grd/ pressure step

1K{BE} – Mid~Mid(EIN)/ Kick~Vertical/ +8 on Grd

Followups:

- (i20) 6A – pressure step/ interrupt
- (i19) A+B – interrupt/ pressure backstep/ heavy mid option
- (i23) 66B – pressure backstep/ TC under highs
- (i19) (nw)3B – interrupt/ hit FC opponents
- (i17) (nw)Throw – interrupt/ pressure Grd/ pressure step

6B+KA – High(EIN)~High~Mid(EIN)/ Vertical~Horizontal/Vertical/ +0< on Grd

Followups:

- Back-Dash! – spacing
- (i16) 2B – interrupt at range/ TC under highs
- (i13) (nw)2A – interrupt/ pressure step
- (i19) (nw)3B – hit FC opponents
- (i15) (nw)2K – pressure Grd/ low poke
- (i17) (nw)Throw – pressure Grd/ pressure step

6B+KB – High(EIN)~Mid~Mid(EIN)/ Vertical~Vertcial~Vertcial/ +9< on Grd

Followups:

- (i20) 6A – pressure step/ interrupt
- (i23) 3A – pressure step
- (i19) A+B – interrupt/ pressure backstep/ heavy mid option
- (i23) 66B – pressure backstep/ TC under highs
- (i19) (nw)3B – interrupt/ hit FC opponents
- (i17) (nw)Throw – interrupt/ pressure Grd/ pressure step

66A{BE} – High~Mid(EIN)/ Horizontal~Vertical/ +30< on Grd

Followups:

- (i31) 44A© - pressure Grd/ pressure step/ interrupt
- (i33) 33*99B – hit FC opponents/ interrupt
- (i40) 11*77K – pressure Grd/ low poke/ interrupt
- (i36) KF B – pressure Grd/ interrupt
- (i19<) D!~3B – hit FC opponents/ interrupt
- (i17<) D!~Throw – pressure Grd/ pressure step/ interrupt

44B – Mid~High(EIN)/ Vertical~Vertcial/ +13> on Grd

Followups:

- (i23) 3A – pressure step/ interrupt
- (i13) K – unblockable while close
- (i25) 66A – pressure step
- (i23) 66B – pressure backstep/ interrupt

66A+B – Mid~Mid(EIN)/ Vertcial~Vertcial/ +6< on Grd

Followups:

- (i20) 6A – pressure step/ interrupt
- (i19) A+B – interrupt/ pressure backstep/ heavy mid option
- (i23) 66B – pressure backstep/ TC under highs
- (i19) (nw)3B – interrupt/ hit FC opponents
- (i17) (nw)Throw – interrupt/ pressure Grd/ pressure step

KF B – Mid/ Vertcial/ Guard Break/ +5 on Grd

Followups:

- (i18) 4[A] – pressure step/ pressure Grd
- (i15) BB*[B] – interrupt/ hit FC opponents
- (i17) 4B – hit FC opponents/ fear pressure/ pressure backstep
- (i15) 2K – pressure grd/ low poke/ interrupt
- (i19) A+B – pressure backstep/ hit FC opponents/ heavy mid option
- (i17) Throw – pressure Grd/ pressure step
- (i19) (nw)3B – hit FC opponents

Frame Traps: (on Hit/CH)

A – High/ Horizontal/ +2 on Hit&CH

Followups:

- (i18) 4[A] – pressure sidestep/ pressure Grd
- (i15) [B] – interrupt/ spacing
- (i15) 2K – interrupt/ low poke vs Grd
- (i19) A+B – catch backstep/ hit FC opponents

AA – High~High/ Horizontal~Horizontal/ +6 on Hit&CH

Followups:

- (i20) 6A – pressure step
- (i17) 4B – interrupt/ fear pressure
- (i19) A+B – interrupt/ catch backstep/ hit FC opponents

[A] – High~High(EIN)/ Horizontal~Horizontal/ +12~+13 on Hit&CH

Followups:

- Back-Dash! – safe step into spacing situation
- (i23) 66A – pressure step primarily at close range
- (i23) 66B – pressure backstep/ interrupt

6A – High/ Horizontal/ +2~+3 on Hit

Followups:

- Back-Dash! – spacing
- (i16) 2B – interrupt/ pressure aggressive responses
- (i15) (nw)[B] – interrupt/ pressure Grd
- (i17) (nw)Throw – pressure Grd/ pressure step

3A – Mid/ Horizontal/ +2 on Hit&CH

Followups:

- (i14) [A] – pressure step/ interrupt
- (i15) [B] – interrupt/ hit FC opponents
- (i17) Throw – pressure Grd

3AA – Mid~High/ Horizontal~Horizontal/ +6 on Hit&CH/ opponent ~BT on Hit/CH

Followups:

- (i18) 4[A] – pressure step/ pressure Grd/ interrupt
- (i15) [B] – interrupt/ spacing
- (i17) 4B – fear pressure/ interrupt
- (i17<) D!~Throw – pressure Grd/ pressure step
- (i19) A+B*(nw)3B – hit FC opponents/ heavy mid options

2A*FC 2A*BT 2A – Special-Low/ Horizontal/ +8 on Hit&CH/ ~FC position

Followups:

- (i23) WR B – pressure back step/ hit FC opponents/ heavy mid option
- (i21) WR A – pressure step/ hit FC opponents
- (i17) Throw – pressure Grd/ pressure step/ interrupt
- (i14) FC 2K – interrupt/ low poke

4A – High/ Horizontal/ +0 on Hit&CH

Followups:

- (i14) [A] – pressure step/ interrupt
- (i13) 2A – interrupt
- (i15) [B] – spacing/ pressure Grd
- (i15) 2K – low poke/ pressure Grd

WR A – Mid/ Horizontal/ +4 on Hit&CH/ opponent ~BT on Hit&CH

Followups:

- (i18) 4[A] – pressure step/ pressure Grd
- (i15) [B] – interrupt/ spacing
- (i15) 2K – low poke/ pressure Grd
- (i17) Throw – pressure Grd/ pressure step

JUMP A – High/ Horizontal/ +7 on Hit&CH

Followups:

- (i20) 6A – pressure step
- (i21) 1B*1[B] – pressure spacing
- (i19) A+B – interrupt/ heavy mid

BT A – High/ Horizontal/ +4 on Hit&CH

Followups:

- (i18) 4[A] – pressure step/ pressure Grd
- (i14) 6B – interrupt
- (i17) 4B – fear pressure/ interrupt
- (i19) A+B – pressure back step/ heavy mid option

B – Mid/ Vertical/ +2 on Hit&CH

Followups:

- Back-Dash! - spacing
- (i14) [A] – pressure step/ spacing
- (i18) 4[A] – pressure step/ pressure Grd
- (i16) 2B – interrupt/ TC under highs

BB – Mid~Mid/ Vertical~Vertical/ +4 on Hit&CH

Followups:

- Back-Dash! - spacing
- (i18) 4[A] – interrupt/ pressure spacing
- (i17) 4B – fear pressure/ interrupt

[B] – Mid~Mid(EIN)/ Vertical~Vertical/ +12~+13 on Hit&CH

Followups:

- Back-Dash! – safe step into spacing situation
- (i23) 66A – pressure step primarily at close range
- (i23) 66B – pressure backstep/ interrupt

6B – High/ Vertical/ +6 on Hit

Followups:

- (i20) 6A – pressure step
- (i21) 1[B] – pressure spacing/ pressure Grd
- (i19) A+B – pressure backstep/ hit FC opponents/ heavy mid option
- (i17) Throw – pressure Grd/ interrupt

CH 6B – High/ Vertical/ +11 on CH

Followups:

- (i17<) D!~Throw – pressure Grd/ pressure step
- (i23) 3A – pressure step/ hit FC opponents
- (i25) B+K – interrupt/ hit FC opponents
- (i31) 66A+B – pressure Grd/ pressure backstep/ interruptable

2B – Mid/ Vertical/ -2 on Hit&CH/ ~FC position

Followups:

- (i12) FC 2A – interrupt/ pressure step
- (i15) FC 2B – hit FC opponents
- (i14) FC 2K – pressure Grd/ low poke

1[B] – Mid~High(EIN)/ Vertical~Horizontal/ +13< on Hit

Followups:

- (i25) 66A – pressure step
- (i23) 66B – pressure backstep/ interrupt
- (i18<) D!~4[A] – pressure step/ pressure Grd
- (i19<) D!~A+B – pressure backstep/ hit FC opponents

FC 2B – Mid/ Vertical/ +2 on Hit&CH/ ~FC position

Followups:

- (i12) FC 2A – interrupt/ pressure step
- (i20) 6A – pressure step/ interruptable/ heavy step-catching option
- (i14) FC 2K – pressure Grd/ interrupt/ low poke
- (i15) WR K – hit FC opponents/ interrupt

JUMP B – Mid/ Vertical/ +2 on Hit&CH/ (7B is +0 on Hit&CH)

Followups:

- (i14) [A] – interrupt/ pressure step/ spacing
- (i15) BB*[B] – hit FC opponents/ interrupt
- (i15) 2K – pressure Grd/ Low poke/ interrupt

BT B – Mid/ Vertical/ +2 on Hit&CH

Followups:

- (i14) [A] – interrupt/ pressure step/ spacing
- (i15) BB*[B] – hit FC opponents/ interrupt
- (i15) 2K – pressure Grd/ low poke/ interrupt

BT 2B – Mid/ Vertical/ -3 on Hit&CH/ ~FC position

Followups:

- Back-Dash! – spacing
- (i12) FC 2A – interrupt/ pressure step

K – High/ Kick/ +2 on Hit&CH

Followups:

- Back-Dash! – spacing
- (i14) [A] – interrupt/ pressure step/ spacing
- (i16) 2B – hit FC opponents/ TC under highs
- (i15) 2K – pressure Grd/ low poke/ interrupt

3K – Mid/ Kick/ +2 on Hit&CH

Followups:

- Back-Dash! – spacing
- (i14) [A] – interrupt/ pressure step/ spacing
- (i16) 2B – hit FC opponents/ TC under highs
- (i15) 2K – pressure Grd/ low poke/ interrupt

2K*FC 2K*BT 2K – Low/ Kick/ -2 on Hit&CH/ ~FC position/ (BT 2K is -2 on Hit only)

Followups:

- (i12) FC 2A – interrupt/ pressure step
- (i15) FC 2B – hit FC opponents
- (i14) FC 2K – pressure Grd/ low poke

WR K – Mid/ Kick/ +6 on Hit&CH

Followups:

- (i18) 4[A] – pressure step/ interrupt/ pressure Grd
- (i20) 6A – pressure step
- (i15) [B] – interrupt/ spacing
- (i21) 1[B] – pressure spacing/ interrupt
- (i19) A+B – pressure backstep/ hit FC opponents/ heavy mid option

JUMP K – High/ Kick/ +7 on Hit&CH

Followups:

- (i20) 6A – pressure step/ interrupt
- (i19) A+B – pressure backstep/ hit FC opponents/ heavy mid option
- (i23) 6B – pressure backstep/ TC under highs

BT K – High/ Kick/ +2 on Hit&CH

Followups:

- Back-Dash! – spacing
- (i14) [A] – interrupt/ pressure step/ spacing
- (i16) 2B – hit FC opponents/ TC under highs
- (i15) 2K – pressure Grd/ low poke/ interrupt

CH BT 2K – Low/ Kick/ +4 on CH/ ~FC position

Followups:

- (i18) 4[A] – pressure step/ pressure Grd
- (i14) FC 2K – pressure Grd/ low poke/ interrupt
- (i15) WR K – interrupt/ hit FC opponents

22*88B – Mid/ Vertical/ +2 on Hit&CH

Followups:

- (i14) [A] – pressure step/ interrupt/ spacing
- (i17) 4B – hit FC opponents/ fear pressure/ pressure backstep
- (i15) 2K – pressure Grd/ low poke/ interrupt
- (i17) Throw – pressure Grd/ pressure step

66*33*99K – Mid/ Kick/ +2 on Hit&CH

Followups:

- Back-Dash! – spacing
- (i14) [A] – interrupt/ pressure step/ spacing
- (i16) 2B – hit FC opponents/ TC under highs
- (i15) 2K – pressure Grd/ low poke/ interrupt

22*88K – High/ Kick/ +16 on Hit*CH

Followups:

- (i15) [B] – combo
- (i31) 66A+B – pressure Grd/ pressure backstep/ hit FC opponents/ heavy mid option
- (i17) Throw – pressure Grd/ pressure step

11*77K – Low/ Kick/ -2 on Hit&CH/ ~FC position

Followups:

- Back-Dash - spacing
- (i12) FC 2A – interrupt/ pressure step while close
- (i14) 6B – quick ranged poke
- (i15) FC 2B – hit FC opponents
- (i14) FC 2K – pressure Grd/ low poke

A+G – High/ Throw/ +18 on Hit&CH

Followups:

- (i18) 4[A] – combo
- (i17) 4B – combo
- (i31) 66A+B – pressure Grd/ pressure backstep/ interrupt/ hit FC opponents/ heavy mid option
- (i17<) D!~Throw – pressure Grd/ pressure step

KF B – Mid/ Vertical/ Guard Break/ +10 on Hit/ opponent ~FC on Hit&CH

Followups:

- (i23) 3A – pressure step/ interrupt/ hit FC opponents
- (i21) 1[B] – interrupt/ pressure spacing
- (i19) A+B – interrupt/ hit FC opponents
- (i25) B+K – hit FC opponents/ spacing
- (i17<) (DL)Throw – pressure Grd/ pressure step

Range Chart: (1 = 1 backstep)

A – 0.5

AA(2H) – 1

[A](2H) – 1.5

6A – 1

3A – 1.5

3AA(2H) – 2

3A{BE}(2H) – 2

2A – 0.5

1A – 2
4A – 1
4[A](2H) – 2<
4[A](max)(2H) – 3
FC 2A – 0.5
WR A – 1
9A – 1
8A – 0.5
7A – 0.5
BT A – 0.5
BT 2A – 0.5
B – 1
BB(2H) – 1.5
[B](2H) – 1.5
6B – 1
3B – 0.5
2B – 0.5
1B – 1.5
1[B](2H) – 2
1[B](max)(2H) – 4
1[B]K(3H) – 2
4B – 1
4B{BE}(2H) – 1.5
FC 2B – 0.5
WR B – 1.5
9B – 1
8B – 0.5
7B – 0.5
BT B – 1
BT 2B – 0.5
K – 1
6K – 1
3K – 0.5
2K – 0.5
1K – 1
1K{BE}(2H) – 1.5
4K – 0.5
4KB(2H) – 1
FC 2K – 0.5
WR K – 0.5
9K – 1
8K – 0.5
7K – 0.5
BT K – 1
BT 2K – 0.5
A+B – 1.5
4A+B – 1.5
4[A+B] – 1.5
8A+B(1H) – 0.5
8A+B(2H) – 1
BT A+B – 1
B+K – 1
B+K{BE} – 2

$[B+K]\{BE\} - 2$
 $6B+K(1H) - 0.5$
 $6B+K(2H) - 2$
 $6B+K(max)(2H) - 3$
 $6B+KA(2H) - 1.5$
 $6B+KB(2H) - 2$
 $BT\ B+K - 0.5$
 $66*33*99A - 1.5$
 $66*33*99A\{BE\}(2H) - 4$
 $22*88A - 1$
 $44*11*77A - 0$
 $66B - 2$
 $66BA(2H) - 3$
 $33*99B - 2$
 $33*99B\{BE\}(2H) - 3$
 $33*99B\{BE\}(3H) - 4$
 $33*99B\{BE\}(4H) - 5$
 $22*88B - 2$
 $22*88BB(2H) - 3$
 $44*11*77B(1H) - 1$
 $44*11*77B(2H) - 2$
 $66*33*99K - 1$
 $22*88K - 1$
 $11*77K - 1.5$
 $44K - 1$
 $66A+B(1H) - 2.5$
 $66A+B(2H) - 4$
 $66[A+B](max)(2H) - 5$
 $66B+K - 0.5$ (crossover)
 $44B+K - 1$
 $RUN\ K - \sim 9$
 $Throw - 0.5$
 $BT\ Throw - 0.5$
 $KF\ A - 1$
 $KF\ B - 1$
 $CE - 3$

Tracking of Attacks:

*(L = Left/ R = Right/ s = slightly)

*(Directions are to your Left & Right)

$A - L/R$
 $AA(2H) - L/R$
 $[A](2H) - sL/R$
 $6A - L/sR$
 $3A - L/R$
 $3AA(2H) - L/R$
 $3A\{BE\}(2H) - sL$
 $2A - L/R$
 $1A - L/R$
 $4A - L/R$
 $4[A](2H) - sR$
 $FC\ 2A - L/R$
 $WR\ A - L/R$

JUMP A – L/R
BT A – L/R
BT 2A – L/R
B – sR
BB(2H) – sL
[B](2H) – sL
6B – sL
3B – sL
2B – None
1B – sR
1[B](2H) – sL/R
1[B]K(3H) – sR
4B – sL
4B{BE}(2H) – sL
FC 2B – None
WR B – sR
JUMP B – sL
BT B – sR
BT 2B – None
K – None
6K – None
3K – None
2K – sL
1K – sL/sR
1K{BE}(2H) – sL
4K – L/sR
4KB(2H) – sL
FC 2K – sL
WR K – None
JUMP K – L/R
BT K – None
BT 2K – sL
A+B – sR
4A+B – sL
4[A+B] – sL
8A+B(1H) – sL
8A+B(2H) – sL
BT A+B – sR
B+K – sR
B+K{BE} – sL/sR
[B+K]{BE} – sL/sR
6B+K(1H) – None
6B+K(2H) – None
6B+KA(2H) – L/R
6B+KB(2H) – sL
BT B+K – sL
66*33*99A – L/R
66*33*99A{BE}(2H) – None
22*88A – L/sR
44*11*77A – L/R
66B – sR
66BA(2H) – L/R
33*99B – sL

33*99B{BE}(2H~4H) – None
 22*88B – sL
 22*88BB(2H) – sL
 44*11*77B(1H) – None
 44*11*77B(2H) – sL
 66*33*99K – sR
 22*88K – sL/R
 11*77K – sR
 44K – sL/R
 66A+B(1H) – sL
 66A+B(2H) – sL
 66B+K – None
 44B+K – None
 RUN K – sL/sR
 Throw – L/R
 BT Throw – L/R
 KF A – L/R
 KF B – sR
 CE – None

Natural Combo 1: (NC)

- AA = 26d.
- 3AA = 34d.
- 3A{BE} = 36d.
- BB = 36d.
- 4B{BE} = 26d.
- 1K{BE} = 29d.
- 4KB = 26d.
- 6A+B(GI) = 40d.
- 8A+B = 42d.
- 6B+KB = 55d.
- 66A{BE} = 57d.
- 66BA = 55d.
- 33B{BE} = 74d.
- 44B = 51d.
- 44[B](max) = 59d.
- 66A+B = 52d.
- 44B+K = 63d.

Natural Counter Combo 1: (NCC)

- [A] = 34d.
- [B] = 44d.
- 1[B](short) = 41d.
- 1[B]K = 59d.
- 22*88BB = 41d.

Natural Combo 2: (NC)

- 3A{BE}, [B] = 74d.
- 3A{BE}, CE, B+K, 4A+B = 100d.
- 1A©, FC 2K = 46d.
- 4[A](2H), A+B = 62d.
- 4[A](2H)©, 3B, 1K{BE}, A+B = 100d.

- $4[A](2H)@, 3B, 1K\{BE\}, 1K\{BE\}, A+B = 125d.$
- $4[A](2H)@, 3B, 1K\{BE\}, CE, B+K, 4A+B = 143d.$
- $3B, A+B = 56d.$
- $3B, 1K\{BE\}, A+B = 78d.$
- $3B, 1K\{BE\}, 1K\{BE\}, A+B = 104d.$
- $3B, 1K\{BE\}, CE, B+K, 4A+B = 129d.$
- $4B, 2K = 23d.$
- $4B\{BE\}, 66A+B = 56d.$
- $4B\{BE\}, 1K\{BE\}, A+B = 63d.$
- $4B\{BE\}, CE, B+K, 4A+B = 81d.$
- $WR B, BT B+K, BT A+B = 81d.$
- $6K@, 1[B] = 42d.$
- $1K\{BE\}, A+B = 60d.$
- $1K\{BE\}, 1K\{BE\}, A+B = 84d.$
- $1K\{BE\}, CE, B+K, 4A+B = 106d.$
- $6A+B(GI), (nw)2K = 51d.$
- $B+K@, BB = 56d.$
- $B+K, 1K = 46d.$
- $B+K, 4B\{BE\}, 66A+B = 78d.$
- $B+K, CE, B+K, 4A+B = 93d.$
- $6B+KB, (nw)A+B = 81d.$
- $BT B+K, BT A+B = 50d.$
- $66A\{BE\}, 1A = 78d.$
- $66A\{BE\}, CE, B+K, 4A+B = 112d.$
- $22*88A, 1[B] = 38d.$
- $22*88A, 1K = 42d.$
- $22*88A, 1K\{BE\}, A+B = 69d.$
- $22*88A, 1K\{BE\}, CE, B+K, 4A+B = 88d.$
- $44A, 1[B] = 31d.$
- $44A, 1K = 35d.$
- $44A, 1K\{BE\}, A+B = 62d.$
- $33B, 2K = 32d.$
- $33B, [A] = 43d.$
- $33B\{BE\}(last\ 3H), CE@, B+K, 4A+B = 172d.$
- $44B, A+B = 78d.$
- $44B(2H), 1K = 38d.$
- $44B(2H), BB = 52d.$
- $44B(2H), 4B\{BE\}, 66A+B = 71d.$
- $44B(2H), 4B\{BE\}, CE, B+K, 4A+B = 96d.$
- $44B, CE, B+K, 4A+B = 128d.$
- $22*88K, [B] = 60d.$
- $66A+B, 4A+B = 82d.$
- $66A+B, 4[A+B] = 89d.$
- $66A+B, KF B = 74d.$
- $66A+B, CE, B+K, 4A+B = 100d.$
- $RUN K, 2K = 38d.$
- $RUN K, (f)1K = 44d.$
- $RUN K, (f)1K\{BE\}, A+B = 85d.$
- $RUN K, (f)1K\{BE\}, CE, B+K, 4A+B = 130d.$
- $A+G, 4[A] = 34d.$

- A+G, 4B, 2K = 39d.
- A+G, 4B{BE}, 66A+B = 72d.
- A+G, 4B{BE}, CE, B+K, 4A+B = 97d.
- CE, B+K, 4A+B = 95d.
- CE, B+K{BE}, 1K, EIN(character-dependant), 66A+B = 119d.
- CE, B+K, CE, B+K, 4A+B = 131d.

Natural Counter Combo 2: (NCC)

- CH 6A, 66A+B = 60d.
- CH 6A, (nw)[B] = 63d.
- CH 6A, CE, B+K, 4A+B = 88d.
- CH 3AA(2H), 1[B] = 39d.
- CH 3AA(2H), 1K = 41d.
- CH 3AA(2H)©, 1K{BE}, A+B = 69d.
- CH 4[A](2H), 66BA = 80d.
- CH 4[A](2H), 3A{BE}, [B] = 99d.
- CH 1[B], 6A, 66A+B = 84d.
- CH 1[B], 6A, (nw)[B] = 86d.
- CH 1[B], 6A, 1K{BE}, A+B = 90d.
- CH 1[B], 6A, CE, B+K, 4A+B = 106d.
- CH 1[B], 3AA, 1[B] = 75d.
- CH 1[B], 3AA, 1K = 78d.
- CH 1[B], 3AA, 1K{BE}, A+B = 98d.
- CH 1[B], 3AA, 1K{BE}, CE, B+K, 4A+B = 121d.
- CH 1[B]©, 3B, A+B = 84d.
- CH 1[B], A+B = 73d.
- CH 1[B], CE, B+K, 4A+B = 96d.
- CH 1[B](f), 66A+B = 59d.
- CH 1[B](f), D!~1K{BE}, A+B = 79d.
- CH 1[B](f), D!~1K{BE}, CE stuff = 105d.
- CH 1[B](f)(2H), 66BA = 74d.
- CH 1[B](f)(2H), CE, B+K, 4A+B = 89d.
- CH 22*88BB, 1[B] = 54d.
- CH 22*88BB, 1K = 58d.
- CH 22*88BB, 1K{BE}, A+B = 84d.
- CH 22*88BB, (close)CE, B+K, 4A+B = 106d.

Wall Combo: (W!)

- 3A{BE}, W!, 1[B] = 45d.
- 4[A](2H), 3B, W!, 1[B], 3B, W!, 3AA, 1[B] = 124d.
- 4[A](2H), 3B, W!, 3B, W!, 1[B], 6A, [B] = 123d.
- 4[A](2H), 3B, W!, 3B, W!, 1[B], 6A, [B], CE, B+K, 4A+B = 168d.
- 3B, W!, 1[B], 3B, W!, 3AA, 1[B] = 103d.
- 3B, W!, 3B, W!, 1[B], 6A, [B] = 101d.
- 3B, W!, 3B, W!, 1[B], 6A, [B], CE, B+K, 4A+B = 147d.
- CH 1[B], 3B, W!, 3B, W!, 3AA, 1[B] = 102d.
- CH 1[B], 3B, W!, 3B, W!, 3A{BE}, [B] = 118d.
- CH 1[B], 3B, W!, 3B, W!, B+K, CE, B+K, 4A+B = 135d.
- 4B{BE}, W!, 3B, W!, 66A+B, 4A+B = 88d.
- 4B{BE}, W!, A+B, W!, [B] = 71d.

- $4B\{BE\}, W!, A+B, W!, [B], CE, B+K, 4A+B = 118d.$
- $6K, W!, [B] = 69d.$
- $6K, W!, [B], CE, B+K, 4A+B = 119d.$
- $9K, W!, 1[B], A+B, W!, [B] = 115d.$
- $9K, W!, 3B, W!, 1[B], 6A, [B] = 101d.$
- $9K, W!, 3B, W!, 1[B], 6A, [B], CE, B+K, 4A+B = 147d.$
- $A+B, W!, 66A+B, 1K = 89d.$
- $A+B, W!, [B] = 80d.$
- $A+B, W!, [B], CE, B+K, 4A+B = 130d.$
- $A+B(m\sim f), W!, 1[B], A+B, W!, [B] = 131d.$
- $4A+B, W!, 2K = 65d.$
- $4[A+B], W!, 2K = 79d.$
- $66A, W!, 1[B], A+B, W!, [B] = 114d.$
- $66A, W!, 3B, W!, 1[B], 6A, [B] = 100d.$
- $66A, W!, 3B, W!, 1[B], 6A, [B], CE, B+K, 4A+B = 146d.$
- $66A+B, W!, 3B, W!, 1[B], 6A, [B] = 120d.$
- $66A+B, W!, 3B, W!, 1[B], 6A, [B], CE, B+K, 4A+B = 166d.$
- $A+G, 4B\{BE\}, W!, 3B, W!, 66A+B, 4A+B = 103d.$
- $A+G, 4B\{BE\}, W!, A+B, W!, [B] = 87d.$
- $A+G, 4B\{BE\}, W!, A+B, W!, [B], CE, B+K, 4A+B = 133d.$
- $KF A(\text{left to wall}), W!, 1[B] = 49d.$
- $KF A(\text{left to wall}), W!, 1K\{BE\}, A+B = 81d.$

EIN Setup Combos:

- $4[A](\text{max}), KF B(\text{grd}), EIN, 66BA = 76d.$
- $4[A](\text{max}), KF B(\text{grd}), EIN, 3A\{BE\}, [B] = 95d.$
- $4[A](\text{max}), KF B(\text{grd}), EIN, 3B, 1K\{BE\}, 1K\{BE\}, A+B = 125d.$
- $4[A](\text{max}), KF B(\text{grd}), EIN, 3B, 1K\{BE\}, CE, B+K, 4A+B = 143d.$
- $4[A](\text{max}), KF B, EIN, 66BA = 98d.$
- $4[A](\text{max}), KF B, EIN, 3A\{BE\}, [B] = 106d.$
- $4[A](\text{max}), KF B, EIN, 3B, 1K\{BE\}, CE, B+K, 4A+B = 128d.$
- $4[A](\text{max}), 4KB, EIN, 66BA = 88d.$
- $4[A](\text{max}), 4KB, EIN, 3A\{BE\}, [B] = 96d.$
- $4[A](\text{max}), 4KB, EIN, 3B, 1K\{BE\}, CE, B+K, 4A+B = 121d.$
- $4[A](\text{max}), 66B+K, EIN, BT A+B = 93d.$
- $4[A](\text{max}), (nw)B+G, EIN = 46d.$
- $1[B](\text{max}), D!\sim 3A(EIN)A = 54d.$
- $1[B](\text{max}), 3A, EIN, A+B = 78d.$
- $1[B](\text{max}), 3A, EIN, 66BA = 91d.$
- $1[B](\text{max}), 3A, EIN, 3A\{BE\}, [B] = 110d.$
- $1[B](\text{max}), 44*11*77A, EIN, A+B = 70d.$
- $1[B](\text{max}), 44*11*77A, EIN, 66BA = 79d.$
- $1[B](\text{max}), 22*88A, EIN, A+B = 79d.$
- $1[B](\text{max}), 22*88A, EIN, 66BA = 89d.$
- $1[B](\text{max}), KF A, EIN, 66A+B = 68d.$
- $1[B](\text{max}), KF A, EIN, CE, B+K, 4A+B = 139d.$
- $1[B](\text{max}), EIN, KF B = 58d.$
- $1[B]K, EIN, 1A = 64d.$
- $1[B]K, EIN, CE, B+K, 4A+B = 115d.$
- $B+K\{BE\}, EIN, 66A+B = 77d.$

- B+K{BE}, EIN, 1A = 82d.
- B+K{BE}, AA, EIN, 66A+B = 103d.
- B+K{BE}, 6A, EIN, 66A+B = 95d.
- B+K{BE}, CH 6A, EIN, 66A+B = 101d.
- B+K{BE}, CH 6A, EIN, CE, B+K, 4A+B = 139d.
- B+K{BE}, 3A, EIN, 66A+B = 93d.
- B+K{BE}, BB, EIN = 88d.
- B+K{BE}, 1K, EIN, 66A+B = 103d.
- B+K{BE}, CH 1K, EIN, 66A+B = 91d.
- B+K{BE}, CH 1K, EIN, CE, B+K, 4A+B = 161d.
- B+K{BE}, B+K, BB, EIN, 66A+B = 110d.
- B+K{BE}, B+K, 4B, 2K, EIN = 77d.
- B+K{BE}, 44A, EIN, 66A+B = 89d.
- B+K{BE}, 44A, EIN, CE, B+K, 4A+B = 128d.
- B+K{BE}, 66B, EIN, 66A+B = 99d.
- B+K{BE}, 66B, EIN, CE, B+K, 4A+B = 138d.
- B+K{BE}, 66BA, EIN, D!~1B = 96d.
- B+K{BE}, 66BA, EIN, CE©, B+K, 4A+B = 128d.
- B+K{BE}, 11K, EIN = 78d.
- B+K{BE}, 66B+K, EIN, BT A+B = 121d.
- B+K{BE}, 66B+K, EIN, (G-turn)~CE, B+K, 4A+B = 151d.
- B+K{BE}, A+G, EIN, 1B = 85d.
- B+K{BE}, B+G(perfect-timing), EIN = 76d.
- B+K{BE}, KF A, EIN, 66A+B = 96d.
- B+K{BE}, KF A, EIN, CE, B+K, 4A+B = 165d.
- B+K{BE}, KF B(grd), EIN, 1B = 69d.
- B+K{BE}, KF B, EIN, 66A+B = 109d.
- B+K{BE}, KF B, EIN, CE, B+K, 4A+B = 148d.
- 6[B+K](2H), 1A+EIN = 58d.
- 44[B](max)(U!)(2H) = 36d.
- 66[A+B](max), 1K, EIN, 4[A+B] = 94d.
- 66[A+B](max), 1K, EIN, KF B = 75d.
- 66[A+B](max), 1K, EIN, CE, B+K, 4A+B = 126d.
- 66[A+B](max), 33K, EIN, 4[A+B] = 87d.
- 66[A+B](max), 33K, EIN, KF B = 66d.
- 66[A+B](max), 33K, EIN, CE, B+K, 4A+B = 117d.
- 66[A+B](max), 11K, EIN, 66BA = 85d.
- 66[A+B](max), 11K, EIN, CE, B+K, 4A+B = 122d.
- 66[A+B](max), KF B(grd), EIN, A+B = 54d.
- 66[A+B](max), KF B, EIN, A+B = 84d.

EIN Setup Combos w/ W!:

- 4[A](max), KF B(grd), EIN, 3B, W!, 1[B], 3B, W!, 3AA, 1[B] = 124d.
- 4[A](max), KF B(grd), EIN, 3B, W!, 3B, W!, 1[B], 6A, [B] = 123d.
- 4[A](max), KF B(grd), EIN, 3B, W!, 3B, W!, 1[B], 6A, [B], CE, B+K, 4A+B = 168d.
- 4[A](max), KF B, EIN, 3B, W!, 1[B], 3B, W!, 3AA, 1[B] = 138d.
- 4[A](max), KF B, EIN, 3B, W!, 3B, W!, 1[B], 6A, [B] = 145d.
- 4[A](max), KF B, EIN, 3B, W!, 3B, W!, 1[B], 6A, [B], CE, B+K, 4A+B = 191d.
- 4[A](max), 4KB, EIN, 3B, W!, 1[B], 3B, W!, 3AA, 1[B] = 128d.
- 4[A](max), 4KB, EIN, 3B, W!, 3B, W!, 1[B], 6A, [B] = 135d.

- $4[A]_{\text{(max)}}, 4KB, \text{EIN}, 3B, W!, 3B, W!, 1[B], 6A, [B], \text{CE}, B+K, 4A+B = 181d.$
- $1[B]_{\text{(max)}}, 3A, \text{EIN}, 3B, W!, 1[B], 3B, W!, 3AA, 1[B] = 139d.$
- $1[B]_{\text{(max)}}, 3A, \text{EIN}, 3B, W!, 3B, W!, 1[B], 6A, [B] = 137d.$
- $1[B]_{\text{(max)}}, 3A, \text{EIN}, 3B, W!, 3B, W!, 1[B], 6A, [B], \text{CE}, B+K, 4A+B = 183d.$
- $1[B]_{\text{(max)}}, 44*11*77A, \text{EIN}, 3B, W!, A+B, W!, [B] = 103d.$
- $1[B]_{\text{(max)}}, 44*11*77A, \text{EIN}, 3B, W!, A+B, W!, [B], \text{CE}, B+K, 4A+B = 149d.$
- $1[B]_{\text{(max)}}, 22*88A, \text{EIN}, 3B, W!, A+B, W!, [B] = 109d.$
- $1[B]_{\text{(max)}}, 22*88A, \text{EIN}, 3B, W!, A+B, W!, [B], \text{CE}, B+K, 4A+B = 155d.$
- $4B\{BE\}, W!, 3B, W!, B+K\{BE\}, 2A = 47d.\sim(\text{EIN}+\text{Throw})$
- $A+G, 4B\{BE\}, W!, 3B, W!, B+K\{BE\}, 2A = 62d.\sim(\text{EIN}+\text{Throw})$
- $B+K\{BE\}, 6A, \text{EIN}, W!, D!\sim 3B, W!, 1[B], 6A, [B] = 154d.$
- $B+K\{BE\}, 6A, \text{EIN}, W!, D!\sim 3B, W!, 1[B], 6A, [B], \text{CE}, B+K, 4A+B = 200d.$
- $B+K\{BE\}, CH\ 6A, \text{EIN}, W!, (DL)A+B, W!, 1[B], 3AA, 1[B] = 158d.$
- $B+K\{BE\}, CH\ 6A, \text{EIN}, W!, (DL)A+B, W!, 1[B], 3A\{BE\}, 66A+B, 1K = 180d.$
- $B+K\{BE\}, 3A, \text{EIN}, W!, 3B, W!, 1[B], 6A, [B] = 152d.$
- $B+K\{BE\}, 3A, \text{EIN}, W!, 3B, W!, 1[B], 6A, [B], \text{CE}, B+K, 4A+B = 198d.$
- $B+K\{BE\}, 4KB, \text{EIN}, W!, A+B, W!, [B] = 134d.$
- $B+K\{BE\}, 4KB, \text{EIN}, W!, A+B, W!, [B], \text{CE}, B+K, 4A+B = 180d.$
- $B+K\{BE\}, 66B, \text{EIN}, W!, A+B, W!, [B] = 134d.$
- $B+K\{BE\}, 66B, \text{EIN}, W!, A+B, W!, [B], \text{CE}, B+K, 4A+B = 180d.$
- $B+K\{BE\}, 11K, \text{EIN}, W!, 66BA = 129d.$
- $B+K\{BE\}, 11K, \text{EIN}, W!, WR\ B, BT\ B+K, BT\ A+B = 145d.$
- $B+K\{BE\}, 11K, \text{EIN}, W!, (RCC)A+B, W!, [B], \text{CE}, B+K, 4A+B = 187d.$
- $B+K\{BE\}, KF\ B, \text{EIN}, W!, A+B, W!, [B] = 145d.$
- $B+K\{BE\}, KF\ B, \text{EIN}, W!, A+B, W!, [B], \text{CE}, B+K, 4A+B = 191d.$

Character Dependant Combos:

- $6K, \text{CE}, B+K, 4A+B = 120d.$

*6K, CE works on:

Aeon/ Astaroth/ Cervantes/ Dampierre/ Ezio/ Maxi/ Mitsurugi/ Nightmare/ Raphael/ Siegfried/ Voldo(©-only)/ Zwei

*6K, CE is range dependant at times and hits these characters from 6K max range:

@Patroklos/ Algol/ Edge Master/ Elysium/ Hilde/ Ivy/ Kilik/ Natsu/ Omega Pyrrha/ Patroklos/ Pyrrha/ Tira/ Viola/ Xiba/ Yoshimitsu

*(6K, CE will not work on Leixia at all).

- $\text{CE}, B+K\{BE\}, 1K, \text{EIN}, 66A+B = 119d.$

*CE, B+K{BE}, 1K, EIN works on:

Aeon/ Algol/ Astaroth/ Dampierre/ Natsu/ Nightmare/ Tira/ Voldo/ Zwei

Tech Traps: (T!)

CH 6A:

- $1A - F/B/L/G - R = \text{Force-Block}(-20)$

CH 3AA(2H):

- $66A+B - F/B/G - L*R = (-19)$
- $\text{CE} - F/B/L/R/G\text{©} - G(f) = (-?(unsafe))$

1A:

- $66B - F/B/L\text{©} - L(f)*R = (-11)/\ G = (-9)$
- $66A+B - G(\text{only}) - F*B = \text{Force-Block}(+6<)/\ L*R = (-30)$

CH [B](2H):

- $3A - F/L/R - B = (-18)/\ G = (-14)$
- $66B - F/B/L/R - G = (-11)$

CH 1[B](1H):

- $\sim K - F/B\odot/G - B(f) = (-14)/L^*R = (-9)$

1[B]K:

- $2K - F/G - B = (-9)/L^*R = (-4)$

1[B]K, EIN:

- $(DL)1A - ALL$

6K:

- $66A+B - F/B\odot/G - B(f) = \text{Force-Block}(+6<)/L^*R = (-21)$
- $(nw)B+K - F/B/L/G - R = (-2)$

CH 1K:

- $2A - F/L/R - B = (-6)/G = (-6)$
- $2K - G(\text{only}) - F/B/L/R = \text{Force-Block}(-14)$

4B:

- $3A - F/B\odot/L - B(m\sim f) = (-19)/R = (-14)/G = (-23)$
- $1[B](1H)(DL\sim EIN) - F/G - B = -27/L^*R = (-23)$
- $1K - F/G - B = (-21)/L^*R = (-16)$
- $66B - F/B/L - R = (-11)/G = (-20)$

6A+B(GI):

- $1B - F/G - B = (-14)/L^*R = (-9)$

4A+B:

- $1[B](1H)(DL\sim EIN) - F/G - F = \text{Force-Block}(-27\sim\text{taunt}/+3\sim\text{EIN})/B = (-35)/L^*R = (-30)$

4A+B(nw):

- $2A - F/L - B = (-4)/R = (+1)/G = (-1)$
- $2K - F/B/G - L^*R = (-5)$
- $1K - F/B/G - F^*B = \text{Force-Block}(-16)/L^*R = (-24)$

B+K:

- $44A - F/B\odot/L/R\odot - B(f) = (-15)/R(f) = (-10)/G = (-20)$
- $33B - F/B/R - L = (-16)/G = (-26)$

B+K{BE}, EIN:

- $(DL)1A - ALL$

B+K{BE}, BB, EIN:

- $D!\sim 66A+B - F/G - B = (-30)/L^*R = (-25)$

B+K{BE}, B+K, 4B:

- $\sim EIN - F/B/L/G - R = ($

B+K{BE}, B+K, 4B, 2K, EIN:

- $66A+B - F/G - B = (-25)/L^*R = (-20)$

B+K{BE}, B+K, (DL)1K:

- $\sim EIN - F/B/L/R - G = (+18)$

B+K{BE}, B+G(perfect-timing), EIN:

- $2K - F/R/G - L = (+1)/B = (-5)$

B+K{BE}, KF B(grd), EIN:

- $3A - F/B/L/R - G = (-5)$
- $66A+B - F/B/G - F^*B = \text{Force-Block}(-20)/L^*R = (-25)$
- $CE - F/B/L/R - G = (-27)$

66A:

- $2K - F/G - B = (-6)/L^*R = (-1)$
- $A+B - F/B - L^*R = (-14)/G = (-24)$

66A{BE}:

- $(DL)1A - ALL$

22*88A:

- (close/ fd-hf)B+K – ALL
- (far)B+K – F(only) – B = (-10)/ L*R = (-4)/ G = (-14)

44*11*77A:

- 66A+B – F/B/L(angle)/G – L*R = (-17)/ G = Force-Block(+6<)

66B:

- 3A – F/B©/L – B© = Force-Block(-17)/ B(f) = (-21)/ R = (-15)/ G = (-25)
- 1K – F/G – B = (-23)/ L*R = (-18)
- A+B – F/B – L*R = (-12)/ G = (-20)

66BA:

- 2K – F/B/L/G – R = (+0)
- A+B – F/B – L*R = (-13)/ G = (-20)

CH 22*88BB:

- 66A+B – F/B/G – L*R = (-20)/ G = Force-Block(+6<)

66A+B(Ground):

- (DL)EIN(2H) – ALL/ L(character-dependant) = (-?(unsafe))
- 3A – F/B©/L/R – B(m-f) = (-18)/ G = (-23)
- 1B – ALL
- (nw)1K – ALL
- CE – F/B/L/R/G© – G(m-f) = (-38)

[B+G](Perfect-DL):

- 1K – F/B/G – F*B = Force-Block(-16)/ L*R = (-22)

CE, B+K, 4A+B:

- 2A – F/L/R – B = (-3)/ G = (-1)
- 1[B](1H)(DL~EIN) – F/B/G – F*B = Force-Block(-27~taunt/ +3~EIN)/ L*R = (-30)
- 4B – F/B/R – L = (-10)/ G = (-12)
- 1K{BE} – F/G – F = Force-Block(+8)/ B = (-22/ EIN – i23)/ L*R = (-17/ EIN – i18)
- 2K – ALL (character dependant) – R(escape) = (-4)

Wake-Up/ Okizemi:

*(Spacing is an option for. all wake-up situations)

1A:

- 66B – F/B/L/R
- 11*77K – F/L/R/G
- 66A+B – F/B/G (T!)
- D!(1~2 steps)~66A+B – F/B/L/R/G(F/B/R-rolls)

1A(Ground):

- FC 2K – F/G(F/L/R-rolls)
- 66B – F/B/L/R
- 66A+B – F/B/L/R/G(F/BR/-rolls)(steppable vs. F*B tech)

4[A](max), (nw)B+G, EIN:

- 1K – ALL
- KF B – F/B/L/R (interruptable)
- D!(1 step)~[B] – F/B/L/R
- D!(1 step)~4B – F/B/L/R
- D!(1 step)~2K – ALL
- D!(1 step)~Throw – F/B/L/R

CH [B](2H):

- D!(1~2 steps)~2K – F/G
- D!(2~3 steps)~66B – F/B/L/R
- D!(2 steps)~33B – F/B©/L/R
- D!(3 steps)~Throw – F/B©/L/R
- D!(1 step)~KF B – F/L/R

CH 1B:

- D!(1 step)~66B – F/B/L/R
- D!(2~3 steps)~Throw – F/B©/L/R

1B(Ground):

- D!(1 step)~2K – F/L/R/G
- 66B – F/B/L/R
- 66A+B – F/B©/L/R/G(F/B/R-rolls)(steppable vs. F*B tech)

1[B](Ground):

- ~K(followup) – F/G(Force-Block vs. F tech)
- D!(1~2 steps)~3A – F/B©/L/R(no D! near walls*edges)
- (nw)A+G – F/B/L/R

1[B](max)(Air-Hit):

- ~K(followup) – ALL(uninterruptable)
- 3A – F/B/L/R(i24 vs. wake-up)
- 22*88A – F/B/L/R(i38 vs. wake-up)
- 11*77A – F/B/L/R(i42 vs. wake-up)
- 44A – F/B/L/R(i32 vs. wake-up)
- A+G – F/B/L/R(i18 vs. wake-up)
- 2A – F/B/L/R(i14 vs. wake-up)

1[B]K:

- 2K – F/G(T!)
- 22*88B – F/B/L/R
- KF B – F/B©/L/R

4B:

- 1[B] – F/B/G(T!)
- D!(1 step)~66A+B – F/B/L/R/G(F/B/R-rolls)
- *B+K{BE}~setup = F(+7)/B(+13)/L*R(+17)/G(+8)
- B+K{BE}~3A – F/L/R(i23~N)
- B+K{BE}~1K – F/L©/R©/G(i20~N)
- B+K{BE}~66B – F/B/L/R(steppable vs. F*B tech) (i23~N)
- B+K{BE}~KF B – F/L/R(steppable vs. ALL tech) (i36~N)

2K*FC 2K*BT 2K(Ground):

*(advantage vs tech): F(+16)/B(+21)/L*R(+26)/G(+16)

- 66A+B – F/B/L/R/G(F/B/R-rolls)(steppable vs. F*B tech)(i31~N)
- 66B – F/L/R(steppable Right only vs. F tech)
- (nw)FC 2K – F/B/G
- (nw)4[A] – F/B/L/R
- (nw)66B – F/B/L/R

CH 1K:

- 2K – F/B/L/R/G(T!)(Force-Block vs. F/B/L/R tech)
- 2A – F/L/R(T!)
- B+K – F/B/G
- 44A – F/L/R
- 66A+B – F/B/R/G(F/B/R-rolls)
- *B+K{BE}~setup = F(-3)/B(+2)/L*R(+7)/G(+2)
- B+K{BE}~6A – F/B/L/R(step-guarded vs. F tech/ back-dashed vs. B tech) (i20~N)
- B+K{BE}~BB – F/L/R(stepnable vs. ALL tech) (i15~N)
- B+K{BE}~2K – F/L/R/G(i15~N)

1K(Ground):

- 1B*1[B] – F/L/R/G(F/B/L-rolls)
- 66B – F/B/L/R
- 66A+B – F/B/L/R/G(F/B/R-rolls)(steppable vs. F*B tech)

4KB*CH 4KB(2H):

- B+K – F/B/G
- 66A+B – F/B/R/G(F/B/R-rolls)(steppable vs. F tech)
- KF B – F/L/R

A+B:

- B+K – F/G
- D!(1 step)~66B – F/B/L/R
- 66A+B – F/B©/L/R/G(F/B/R-rolls)(steppable vs. F*B tech)

A+B(Air-Hit):

- D!(1~2 steps)~66B – F/FL/FR/B/BL/BR/L/R(Air-Control)

6A+B(GI):

- 1B – F/G(T!)
- (nw)2K - combo
- D!(2~3 steps)~4B – F/B/L/R
- D!(2~3 steps)~2K – F/B©/L/R/G
- D!(2~3 steps)~A+B – F/B/L/R
- D!(2~3 steps)~Throw – F/B©/L/R

4A+B:

- 1B*1[B] – F/G(T!)
- (nw) 2A – F/L(T!)
- (nw)2K – F/B/G(T!)
- (nw)1K – F/B/G(T!)(Force-Block vs. F*B tech)
- (nw)KF B – F/B/L/R
- D!(2 steps)~66B – F/B/L/R
- D!(1 step)~66A+B – F/B©/L/R/G(F/B/R-rolls)(steppable vs. F*B tech)
- D!(2~3 steps)~Throw – F/B©/L/R

4[A+B]:

- (nw)1K – ALL
- (nw)KF B – F/B/L/R
- D!(4 steps)~66B - F/B/L/R
- D!(4 steps)~Throw – F/B/L/R

8A+B:

- 66A+B – F/B/L/R/G(F/B-rolls)
- D!(1 step)~1K – F/B/L/R/G(F/L/R-rolls)
- D!(1 step)~Throw – F/B/L/R
- D!(1 step)~[B] – F/B/L/R

B+K:

- 44A – F/B©/L/R©(T!)
- *B+K{BE}~setup – F(+19)/B(+24)/L*R(+30)/G(+20)
- B+K{BE}~B+K – F/B/G(F/B rolls)(Left-step vs. F/B tech)
- B+K{BE}~11K – ALL(Right-step vs. ALL tech)(interruptable vs. F/B tech)
- B+K{BE}~KF B – F/B/L/R(Left-step vs. ALL tech)(interruptable vs. F/B tech)

B+K(Ground):

- (Spacing) *(important vs. tech in this situation)
- (nw)1K – ALL©/F/B/L©/R©/G
- (nw)66B – F/B/L/R
- (nw)KF B – F/B©/L/R(stepable vs. F*B tech)

B+K{BE}, BB, EIN:

- D!(3~4 steps)~4B – F/B/L/R
- D!(3~4 steps)~2K – ALL
- D!(2~3 steps)~66B – F/B©/L/R
- D!(3~4 steps)~Throw – F/B©/L/R

B+K{BE}, 11K, EIN:

- D!(3~4 steps)~4B – F/B/L/R
- D!(3~4 steps)~2K – ALL
- D!(1~2 steps)~66B – F/B©/L/R
- D!(3~4 steps)~Throw – F/B©/L/R

B+K{BE}, B+G(perfect-timing), EIN:

- 2K – F/R/G(T!)
- D!(2~3 steps)~4B – F/B/L/R
- D!(2~3 steps)~2K – ALL
- D!(1~2 steps)~66B – F/B/L/R
- D!(2~3 steps)~Throw – F/B©/L/R

6B+KB:

- 66B – F/B/L/R
- D!(2~3 steps)~Throw – F/B/L/R
- D!(2~3 steps)~A+B – F/B/L/R

6[B+K](max), EIN+1A:

- WR B – F/B/L/R
- FC 2K – F/B/L/R/G(F/L/R-rolls)
- KF B – F/B/L/R(i23 vs. wake-up)

66*33*99A:

- 2K – F/G(T!)
- B+K – F/G
- 33*99B – F/B/L/R
- 11*77K – F/L/R/G

66B:

- 66A+B – F/B/G(F/B/R-rolls)
- 11*77K – F/L/R/G
- *B+K{BE}~setup = F(+5)/B(+10)/L*R(+16)/G(+6)
- B+K{BE}~3A – F/L/R(i23~N)
- B+K{BE}~1K – F/L/R/G(F/L/R-rolls)(steppable vs. F/L/R tech)(i20~N)
- B+K{BE}~KF B – F/L/R(double-step vs. ALL tech)

66BA:

- 2K – F/B/L/G(T!)
- 66A+B – F/B/G(F/B/R-rolls)
- (DL)KF B – F/L/R
- *B+K{BE}~setup = F(+4)/B(+10)/L*R(+14)/G(+6)
- B+K{BE}~3A – F/L/R(i23~N)
- B+K{BE}~1K – F/L/R/G(F/L/R-rolls)(steppable vs. F/L/R tech)(i20~N)
- B+K{BE}~KF B – F/B©/L/R(double-step vs. ALL tech)

33*99B:

- B+K – ALL
- 44A – F/B/L/R
- 66A+B – F/B/L/R/G(F/B/R-rolls)
- KF B – F/B/L/R

33B, [A]:

- D!(3~4 steps)~[B] – F/B/L/R
- D!(3~4 steps)~4B – F/B/L/R
- D!(3~4 steps)~2K – ALL
- D!(2~3 steps)~66B – F/B/L/R
- D!(3~4 steps)~Throw – F/B/L/R

33B{BE}:

- D!(3~4 steps)~[B] – F/B/L/R
- D!(3~4 steps)~4B – F/B/L/R
- D!(3~4 steps)~2K – ALL
- D!(3 steps)~66B – F/B/L/R
- D!(3~4 steps)~Throw – F/B/L/R

11K(Ground):

- (Spacing) *(important vs. tech in this situation)
- 66B – F/L/R(steppable vs. F tech)
- WR B – F/L/R(steppable vs. F tech)
- WR A – F/L/R

44K:

- B+K – F/L/R/G
- 66B – F/L/R/B
- KF B – F/L/R

66A+B(Ground):

- 3A – F/B©/L/R(T!)
- 1B*1K – G(combo)
- CE – F/B/L/R(T!)/ (nw)combo
- D!(1~2 steps)~44A – F/L/R
- D!(1~2 steps)~33B – F/B/L/R
- D!(1 step)~KF B – F/L/R

66B+K:

- (Spacing) *(important vs. tech in this situation)
- BT 2K – F/G(F/L/R-rolls)
- (G~turn)~A+B – F/L/R
- (G~turn~step)~Throw – F/L/R

44B+K:

- 4[A] – F/L/R
- 3A – F/L/R
- 1K*1K{BE} – F/L/R/G(steppable vs. F tech)
- 66B – F/B/L/R(steppable vs. F*B tech)

RUN K:

- 2K – combo
- (m~f hit)1K*1K{BE} – combo
- B+K – ALL
- 44A – F/B/L/R
- KF B – F/B/L/R
- *B+K{BE}~setup = ALL(+6)(foe ~BT on wake-up)
- B+K{BE}~1K – F/B/L/R/G(F/L/R-rolls)
- B+K{BE}~A+G – F/B/L/R

B+G:

- 2K – F/G(T!)
- KF B – F/B/L/R(stepable vs. F*B tech)

[B+G](Perfect-DL):

- 1K – F/B/G(T!)
- KF B – F/B/L/R

(Left) Throw:

- 66B – F/B/L/R
- D!(1 step)~2K – F/B/L/R/G(F/L/R-rolls)
- D!(1 step)~[B] – F/B/L/R
- D!(1 step)~4B – F/B/L/R

(Right) Throw:

- 1B*1[B] – F/B/L/R/G(F/B/L-rolls)
- B+K – F/B/L/R/G(F-rolls)
- 66B – F/B/L/R
- D!(1 step)~2K – ALL
- D!(1 step)~[B] – F/B/L/R
- D!(1 step)~4B – F/B/L/R

(Back) Throw:

- 66B – F/B/L/R
- D!(1~2 steps)~2K – F/B/L/R/G(F/L/R-rolls)
- D!(1~2 steps)~[B] – F/B/L/R
- D!(1~2 steps)~4B – F/B/L/R

KF A:

- (Spacing) *(important vs. tech in this situation/ F~D! is recommended)
- B+K – F/L/R/G
- KF A – F/L/R(interruptable vs. ALL tech)
- KF B – F/L/R(stepable vs. ALL tech)

KF B(Air-Hit):

- 1K*1K{BE} – ALL
- B+K – F/B/L/R/G(F/B/L-rolls)
- 44A – F/B/L/R(interruptable vs. wake-up)
- Throw – F/B/L/R

CE, B+K, 4A+B:

- $2A - F/B(T!)$
- $1B - F/B/G(T!)$
- $1K - F/G(T!)$
- $4B - F/B(T!)$
- $44A - F/L/R$
- $33B - F/B/L/R$
- $66A+B - F/B/G$
- $*B+K\{BE\} \sim \text{setup} = F(+0)/B(+6)/L*R(+10)/G(+8)$
- $B+K\{BE\} \sim AA - F/L/R(i14 \sim N)$
- $B+K\{BE\} \sim 3A - F/B/L/R(\text{back-dashed vs. B tech})(i23 \sim N)$
- $B+K\{BE\} \sim 1K - F/L/R/G(F/L/R\text{-rolls})(\text{steppable vs. ALL tech})(i20 \sim N)$
- $B+K\{BE\} \sim KF B - F/L/R(\text{steppable vs. ALL tech})(\text{interruptable vs. wake-up})(i36 \sim N)$

vs. Guard Guage Study: (SCD)

*(Command/ Grd Dmg/ Advatnage on Break/ Followups on Break)

*(Listed only effective moves)

$[A] - 14\textcircled{R}$

$6A - 13\textcircled{R}/15(B) > (+34) > 66A+B, 4[A+B] = 89d.$

$3A - 20\textcircled{R}$

$3AA - 10.5\textcircled{R}$

$3A\{BE\} - 10.5\textcircled{R}$

$1A - 9\textcircled{R}/11(B) > (+27) > WR B, BT B+K, BT A+B = 81d.$

$4A - 13\textcircled{R}/15(B) > (+33) > 66A+B, 4[A+B] = 89d.$

$4[A] - 9\textcircled{R}/11.5(B) > (2H) \sim 66BA = 76d.$

$WR A - 17\textcircled{R}$

$BB - 13.5\textcircled{R}$

$[B] - 11\textcircled{R}$

$3B - 10\textcircled{R}/12(B) > (+36) > 66A+B, 4[A+B] = 89d.$

$2B - 17\textcircled{R}$

$1B - 10\textcircled{R}/12(B) > (+33) > 66A+B, 4[A+B] = 89d.$

$1[B] - 7\textcircled{R}/8.5(B) > (2H) \sim 66BA = 70d.$

$1[B]K - 5.3\textcircled{R}/6.3(B) > (\text{Last } 2H) \sim \text{combo} = 46d.$

$1[B]K, EIN(\text{Last } 2H) - 10.5\textcircled{R}$

$4B - 17\textcircled{R}$

$4B\{BE\} - 13.5\textcircled{R}$

$FC 2B - 169R)$

$WR B - 8\textcircled{R}/10(B) > (+35) > 66A+B, 4[A+B] = 89d.$

$BT B - 15\textcircled{R}/18(B) > (+38) > 66A+B, 4[A+B] = 89d.$

$6K - 9\textcircled{R}/11(B) > (+35) > 66A+B, 4[A+B] = 89d.$

$1K - 10\textcircled{R}/12(B) > (+27) > 1[B], 3AA, 1[B] = 75d./ 1[B], 3A\{BE\}, [B] = 83d.$

$1K\{BE\} - 8\textcircled{R}/9.5(B) > (2H) \sim A+B = 50d./ \sim CE, B+K, 4A+B = 110d.$

$4KB - 18\textcircled{R}$

$WR K - 13\textcircled{R}/16(B) > (+35) > 66A+B, 4[A+B] = 89d.$

$A+B - 9\textcircled{R}/11(B) > (+33) > 66A+B, 4[A+B] = 89d.$

$4A+B - 6\textcircled{R}/7(B) > (+19) > 3B, A+B = 56d./ 3B, 1K\{BE\}, A+B = 78d./ 3B, 1K\{BE\}, CE, B+K, 4A+B = 122d.$

$4[A+B] - 5\textcircled{R}/6(B) > (+14) > [A] = 32d.$

$8A+B - 8.5\textcircled{R}/9.5(B) > (2H) = 24d. \sim (\text{Zwei at } -2).$

$6B+K - 14\textcircled{R}$

$6B+KA - 9.3\textcircled{R}$

$6B+KB - 8.3\textcircled{R}$

$66*33*99A - 10\textcircled{R}/12(B) > (+38) > 66A+B, 4[A+B] = 89d.$

$66A\{BE\} - 6.5\textcircled{R}/7.5(B) > (2H) \sim 3B, A+B = 56d./ 3B, 1K\{BE\}, A+B = 78d./ 3B, 1K\{BE\}, CE(\text{etc}) = 122d.$

66[A]{BE} – 6.5@/7.5(B) > (2H)~66B(EIN)A = 80d. *(special held setup)
 22*88A – 11@/13(B) > (+30) > 66BA = 55d./ 66A{BE}, 1A = 78d.
 44*11*77A – 17@
 66B – 9@/11(B) > (+35) 66A+B, 4[A+B] = 89d.
 66BA – 5.5@/7.5(B) > (2H) = 30d.
 33*99B – 9@/11(B) > (+27) > 1[B], 3AA, 1[B] = 75d.
 33*99B{BE} – 4.75@/5.25(B) . (Last 3H)~66A+B = 101d./ ~CE, B+K, 4A+B = 172d.
 22*88B – 11@/13(B) > (+35) > 66A+B, 4[A+B] = 89d.
 22*88BB – 7@/8.5(B) > (2H)~1[B] = 32d./~1K{BE}, A+B = 63d.
 44*11*77B – 4@/4.5(B) > (2H)~4B, 2K = 44d./ ~4B{BE}, 66A+B = 71d.
 66*33*99K – 13@/15(B) > (+38) > 66A+B, 4[A+B] = 89d.
 22*88K – 13@/15(B) > (+34) > 66A+B, 4[A+B] = 89d.
 11*77K – 20@
 44K – 10@/12(B) > (+35) > 66A+B, 4[A+B] = 89d.
 66A+B – 5.5@/6.5(B) > (2H)~4[A+B] = 69d./ ~CE, B+K, 4A+B = 101d.
 66B+K – 7@/8(B) > (+23)~BT > BT A+B = 40d.
 KF A – 17@
 KF B – 7@/9(B) > (+33) > 66A+B, 4[A+B] = 89d.
 CE – 8@/10(B) > (+?) > (nothing garaunteed)
 ^Frame Trap Guard Damage: (SCD)
 [A], (nw)BB – 6.75@
 4[A], EIN, 66B – 4.3@/5.3(B) > (2H)~66BA = 76d.
 4[A](max), 4KB, EIN, 66B – 5@/6(B) > (+35) > 66A+B, 4[A+B] = 89d.
 4[A](max), 66B+K, EIN, BT A+B – 3.6@/4.3(B) > (2H)~BT A+B = 62d.
 [B], (nw)BB – 6@
 1[B], EIN, 6A – 4.3@/6.3(B) > (2H)~66BA = 70d.
 1[B], EIN, 4B – 5@/6.3(B) > (2H)~66BA = 70d.
 1[B], EIN, A+B – 4@/5(B) > (+33) > 66A+B, 4[A+B] = 89d.
 1[B](max), 3A, EIN, 66B – 5@/6(B) > (+35) > 66A+B, 4[A+B] = 89d.
 1[B](max), 22*88A, EIN, 6B – 6@/7.3(B) > (2H)~66BA = 70d.
 1[B](max), KF A, EIN, AA – 7.25@
 1[B](max), EIN, KF B, 4[A], EIN, 6A – 2.8@/3.4(B) > (+33) > 66A+B, 4[A+B] = 89d.
 1[B](max), EIN, KF B, 4[A], EIN, 66B – 2.4@/3(B) > (+35) > 66A+B, 4[A+B] = 89d.
 1[B](max), EIN, KF B, [B] – 3.75@/4.5(B) > (+33) > 66A+B, 4[A+B] = 89d.
 1[B](max), EIN, KF B, 4B – 4.6@/5.6(B) > (+33) > 66A+B, 4[A+B] = 89d.
 1[B](max), EIN, KF B, A+B – 3.6@/4.6(B) > (+33) > 66A+B, 4[A+B] = 89d.
 1[B]K, EIN, 3A – 8.3@
 1[B]K, EIN, A+B – 5@/7(B) > (+33) > 66A+B, 4[A+B] = 89d.
 1[B]K, EIN, 66B – 5@/7(B) > (+35) > 66A+B, 4[A+B] = 89d.
 1[B]K, EIN(perfect DL), KF B, 4[A], EIN, 6A – 2.48@/3(B) > (+34) > 66A+B, 4[A+B] = 89d.
 1[B]K, EIN(perfect DL), KF B, 4[A], EIN, 66B – 2.48@/3(B) > (+35) > 66A+B, 4[A+B] = 89d.
 1[B]K, EIN(perfect DL), KF B, [B] – 2.6@/3.6(B) > (+33) > 66A+B, 4[A+B] = 89d.
 1[B]K, EIN(perfect DL), KF B, 4B – 3.75@/4.75(B) > (+33) > 66A+B, 4[A+B] = 89d.
 1[B]K, EIN(perfect DL), KF B, A+B – 3@/3.75(B) > (+33) > 66A+B, 4[A+B] = 89d.
 1K{BE}, 6A – 5@/6(B) > (+34) > 66A+B, 4[A+B] = 89d.
 1K{BE}, A+B – 4@/5(B) > (+33) > 66A+B, 4[A+B] = 89d.
 1K{BE}, 66B – 4@/5(B) > (+35) > 66A+B, 4[A+B] = 89d.
 B+K{BE}, AA, EIN, 66B – 5@/6(B) > (+35) > 66A+B, 4[A+B] = 89d.
 B+K{BE}, 6A, EIN, 66B – 4.3@/5.3(B) > (2H)~66A+B = 75d./ ~CE, B+K, 4A+B = 146d.
 B+K{BE}, 3A, EIN, 66B – 5@/6(B) > (+35) > 66A+B, 4[A+B] = 89d.
 B+K{BE}, BB, EIN, 66B – 5@/6(B) > (+35) > 66A+B, 4[A+B] = 89d.
 B+K{BE}, 1K, EIN, 66B – 4@/5(B) > (+35) > 66A+B, 4[A+B] = 89d.
 B+K{BE}, 1K, EIN, 3A – 5.3@/6.3(B) > (2H)~66A+B = 75d./ ~CE, B+K, 4A+B = 146d.

B+K{BE}, B+K(hit), BB(miss timing), EIN, $66B - 6.5\textcircled{R}/8(B) > (+35) > 66A+B$, $4[A+B] = 89d$.
 B+K{BE}, 44A, EIN, $66B - 5\textcircled{R}/6(B) > (+35) > 66A+B$, $4[A+B] = 89d$.
 B+K{BE}, 44A, EIN, $3A - 7\textcircled{R}$
 B+K{BE}, $11*77A$, EIN - $11\textcircled{R}$
 B+K{BE}, $11*77A$, EIN, $6B - 7\textcircled{R}$
 B+K{BE}, 66BA, EIN - $5.3\textcircled{R}/6.3(B) > (\text{Last } 2H)\sim D! \sim 1B = 84d./ \sim CE\textcircled{C}$, B+K, $4A+B = 149d$.
 B+K{BE}, $11*77K$, EIN - $12.5\textcircled{R}$
 B+K{BE}, 66B+K, EIN - $5.5\textcircled{R}/6.5(B) > (2H)\sim BT$ A+B = 84d.
 B+K{BE}, KF A, EIN - $10.5\textcircled{R}$
 6B+KB, $6A - 5\textcircled{R}/6(B) > (+34) > 66A+B$, $4[A+B] = 89d$.
 6B+KB, $66B - 4\textcircled{R}/5(B) > (+35) > 66A+B$, $4[A+B] = 89d$.
 66A{BE}, EIN, $D! \sim 3B - 4\textcircled{R}/5(B) > (+36) > 66A+B$, $4[A+B] = 89d$.
 66A{BE}, EIN, KF B, $4[A]$, EIN, $6A - 2.16\textcircled{R}/2.48(B) > (+33) > 66A+B$, $4[A+B] = 89d$.
 66A{BE}, EIN, KF B, $4[A]$, EIN, $66B - 2\textcircled{R}/2.48(B) > (+33) > 66A+B$, $4[A+B] = 89d$.
 66A{BE}, EIN, KF B, $[B] - 2.6\textcircled{R}/3.2(B) > (2H)\sim 3B$, A+B = 56d. (+ other combos)
 66A{BE}, EIN, KF B, $4B - 2.75\textcircled{R}/3.25(B) > (2H)\sim 3B$, A+B = 56d. (+ other combos)
 66A{BE}, EIN, KF B, A+B - $2.5\textcircled{R}/3(B) > (+33) > 66A+B$, $4[A+B] = 89d$.
 33*99B{BE}, EIN, $D! \sim 66B - 3\textcircled{R}/4(B) > (+35) > 66A+B$, $4[A+B] = 89d$.
 44B, $6A - 3.3\textcircled{R}/4.3(B) > (2H)\sim 4B$, $2K = 44d./ \sim 4B\{BE\}$, $66A+B = 71d$.
 44B, $3A - 3.3\textcircled{R}/4.3(B) > (2H)\sim 4B$, $2K = 44d./ \sim 4B\{BE\}$, $66A+B = 71d$.
 44B, $66B - 3\textcircled{R}/3.3(B) > (2H)\sim 4B$, $2K = 44d./ \sim 4B\{BE\}$, $66A+B = 71d$.
 66A+B, EIN, $6A - 4\textcircled{R}/5(B) > (+34) > 66A+B$, $4[A+B] = 89d$.
 66A+B, EIN, $66B - 3.3\textcircled{R}/4.3(B) > (2H)\sim 4[A+B] = 69d./ \sim CE$, B+K, $4A+B = 101d$.
 KF B, $4[A]$, EIN, $6A - 3\textcircled{R}/3.5(B) > (3H)\sim 66BA = 70d$.
 KF B, $4[A]$, EIN, $66B - 2.5\textcircled{R}/3.25(B) > (+33) > 66A+B$, $4[A+B] = 89d$.
 KF B, $[B] - 4.3\textcircled{R}/5.3(B) > (+33) > 66A+B$, $4[A+B] = 89d$.
 KF B, $4B - 5\textcircled{R}/6.5(B) > (+33) > 66A+B$, $4[A+B] = 89d$.
 KF B, A+B - $4\textcircled{R}/5(B) > (+33) > 66A+B$, $4[A+B] = 89d$.

Attacks vs. JG: (safety after being JG'd)

A - (-15)
 AA(2H) - (-13)
 [A](2H) - (-9)
 6A - (-22)
 3A - (-25)
 3AA(2H) - (-18)
 3A{BE}(2H) - (-30)
 2A - (-11)
 1A - (-30)
 4A - (-24)
 4[A](2H) - (-1<)
 FC 2A - (-11)
 WR A - (-19)
 JUMP A - (-11)
 BT A - (-13)
 BT 2A - (-11)
 B - (-15)
 BB(2H) - (-13)
 [B](2H) - (-9)
 6B - (-11)
 3B - (-22)
 2B - (-18)
 1B - (-23)

1[B](2H) – (-6<)
1[B]K(3H) – (-19)
4B – (-19)
4B{BE}(2H) – (-19)
FC 2B – (-15)
WR B – (-22)
8*9B – (-13)
7B – (-15)
BT B – (-16)
BT 2B – (-18)
K – (-15)
6K – (-22)
3K – (-15)
2K – (-14)
1K – (-30)
1K{BE}(2H) – (+0)
4K – (-26)
4KB(2H) – (-27)
FC 2K – (-14)
WR K – (-18)
JUMP K – (-16)
BT K – (-15)
BT 2K – (-14)
A+B – (-24)
4A+B – (-36)
4[A+B] – (-42)
8A+B(2H) – (-18)
BT A+B – (-27)
B+K – (-18)
6B+K(1H) – (-24)
6B+KA(2H) – (-18)
6B+KA(3H) – (-7<)
6B+KB(2H) – (-22)
6B+KB(3H) – (+2<)
BT B+K – (-16)
66*33*99A – (-18)
66*33*99A{BE}(2H) – (+13<)
22*88A – (-26)
44*11*77A – (-24)
66B – (-22)
66BA(2H) – (-19)
33*99B – (-30)
22*88B – (-22)
22*88BB(2H) – (-24)
44B(1H) – (-30)
44B(2H) – (-10)
66*33*99K – (-15)
22*88K – (-23)
11*77K – (-25)
44K – (-22)
66A+B(1H) – (-32)
66A+B(2H) – (-3<)
66B+K – (-37)

44B+K – (-42)
RUN K – (-25)
KF A – (-24)
KF B – (-23)
CE – (-54)

EIN Taunt-Cooldown Whiff Safety:

[A] > G = -27/ H = -27/ CH = -19
4[A] > G = -28/ H = -11/ CH = -11
[B] > G = -32/ H = -27/ CH = -18
1[B] > G = -27/ H = -17/ CH = CSTN
1K{BE} > G = -26/ H = KND/ CH = KND
6A+B > (whiff) = -56
B+K > (whiff) = -58
B+K{BE} > (whiff) = -31
[B+K]{BE} > (whiff) = -31
6B+K > (whiff) = -67
6B+KA(2H-alone) > G = -35/ H = -26/ CH = CSTN
6B+KB(2H-alone) > G = -27/ H = KND/ CH = KND
BT B+K > (whiff) = -54
66A{BE} > G = -10/ H = sSTN(+4)/ CH = sSTN(+4)
33B{BE} > G = -66/ H = KND/ CH = KND
44B > G = -11/ H = KND/ CH = KND
66A+B > G = -20/ H = CSTN/ CH = CSTN
44B+K > G = U!/ H = KND/ CH = KND
B+G > G = T!/ H*CH = KND/ Dmg = 30d.

EIN Setups & Strategy: (w/ explanation)

[A] = pressure step, pressure Grd, spacing. > G = (+2~+3)
[B] = pressure Grd, spacing. > G = (+2~+3)
A*B, 2A = interrupt crouching opponenets.
A*B, 2B = hit FC opponents.
A*B, 2K = pressure Grd.
4[A](max), 4KB, EIN = pressure delayed responses, slightly pressure step. > G = (+7>)
4[A](max), 66B+K, EIN = pressure 2A*2K*Throw interrupts and delayed responses. > G = (+8>~BT)
4[A](max), KF B, EIN = pressure Grd and unsure decissions. > G = U!
4[A](max), (nw)B+G, EIN = pressure Grd and step. > G = U!
4[A](perfect DL) > Cannot be stepped with 1H on hit. G = [+8~+18]
1[B](max), 3A, EIN = pressure step, hit FC opponents. > G = (+18>)
1[B](max), 22*88A, EIN = pressure step, hit FC opponents. > G = (+1>)
1[B](max), 44*11*77A, EIN = pressure step, pressure Grd. > G = (-19)
1[B](max), A+G, EIN = pressure Grd and step. > G = U!
1[B](max), KF A, EIN = pressure step primarily, mix with KF B. > G = (+1>)
1[B](max), EIN, KF B = pressure Grd primarily, mix with KF A. > G = (+5)
1[B]K, EIN(perfect DL) = Cannot duck EIN after K is blocked. > G = [-10~+26]
1[B](perfect DL) = Cannot be ducked with 1H on hit (jail). > G = [+3~+6]
B+K{BE}, AA, EIN = interrupt (i14), pressure step. > G = (+17>)
B+K{BE}, 6A, EIN = pressure step. > G = (+24>)
B+K{BE}, 3A, EIN = pressure step, hit FC opponents. > G = (+18>)
B+K{BE}, BB, EIN = interrupt opponents (i15), hit FC opponents. > G = (+14>)
B+K{BE}, 1K, EIN = hit rolling opponents, hit FC opponents. > G = (+15>)
B+K{BE}, B+K = hit FC opponents, pressure sleeping opponents. > G = (-10~-9)
B+K{BE}, B+K(hit), BB(miss timing), EIN = missed timing for combo. > G = (+28)

B+K{BE}, 44A, EIN = pressure step©, pressure standing opponents. > G = (+10>)
 B+K{BE}, 11*77A, EIN = pressure step©, pressure standing opponents. > G = (-1>)
 B+K{BE}, 66B, EIN = pressure backstep, hit FC opponents. > G = (+21>)
 B+K{BE}, 11*77K, EIN = pressure standing opponents, hit rolling opponents. > G = (+0>)
 B+K{BE}, 66B+K, EIN = interrupt by jumping certain attacks. . G = (+2>)~BT
 B+K{BE}, A+G*B+G = pressure Grd and step. > G = U!
 B+K{BE}, KF A = pressure step, mixup with KF B. > G = (+0>)
 B+K{BE}, KF B = pressure Grd, hit FC opponents, mixup with KF A. > G = U!
 6[B+K], 1A+EIN = pressure step and Grd (perfect timing). > G = U!/ 1A = (-20 on Grd)
 66[A+B](max), 1K, EIN = hit rolling opponents, hit FC opponents. > G = (+7>)
 66[A+B](max), 33*99K, EIN = hit FC opponents. > G = (+13>)
 66[A+B](max), 11*77K, EIN = pressure standing opponents, hit rolling opponents. > G = (-9>)/ 11K = (-19 on Grd)
 66[A+B](max), KF B, EIN = pressure Grd (tricky timing). > G = U!
 66[A+B](perfect DL) = Cannot be stepped on Grd. > G = [+6~+9]
 [B+G](perfect DL) = Allows for 1K trech trap. > (combo)