Spawn Stuff

I recommend you use the second variation for Spawn (move to the right once); this has a special move that’s very useful for combo extension when meter burned (more on that later), so if you want to hit hard up close, this is your go-to.

Universal moves are still applicable (back 4 for sweep, down 2 for uppercut, etc.).Standing and crouching 1 are your fastest moves; both are 6f startup, but crouching is preferable to poke out of situations as standing 1 can be ducked.

# Basic Strings

**1 1** - first hit high, second hit mid. Can be special cancelled or string finished with 2 for a knockdown.

Hold back and 2 for a charged last hit; built in frame trap that gives a krushing blow on counterhit

**Back 1 2** - first hit is an extension of Spawn’s cape, very long hitbox, punishable close range. Second hit is an overhead that causes a bounce on hit, high damage combos start with this

**2 4** - first hit is a high, second is a mid. Can be special cancelled. Good for juggle extensions.

Can be extended with up 3 2 for a knockdown string finish that is unsafe on block

**Forward 2 3** - another cape extension move with a very long hitbox. Hits mid. Can be special cancelled, used for juggles (tighter timing than using 2 4 but more damage) and special cancelled.

Can finish string with 4 for a knockdown

**Forward 2 1** - similar to forward 2 3, but the second hit is a low that does less damage. Useful in mixups or to start combos against opponents who are blocking the back 1 2 overhead string. Can be special cancelled or finished with up 2 for a knockdown that pushes your opponent back

**3 4** - first hit high, second mid. This move involves chains extending out from Spawn’s body; it has a long hitbox and relatively fast startup, but is unsafe on block close to your opponent. Can be special cancelled into projectile or forward advancing special moves for a combo.

**Forward 4 1 3** - First hit is low, whole string must be input for second and third hits to come out. String can be special cancelled if you input the whole string, and then input a special right away. This cancels after the second hit, not the third.

# Special Moves

**Necro Blast** - Back forward 1. Shoots a green projectile from Spawn’s chains. Can be ducked. Meter burn for a followup fireball that hits mid. Unsafe on block at close range.

**Unholy Veil** - Back forward 2 . Spawn shields himself with his cape for a moment, then charges forward to grab his opponent and slam them into the ground. Triggers Krushing blow if the cape shields against a projectile (it does not protect against non-projectile attacks)

Hold 2 to delay startup. Press down to cancel for 1 defensive bar. Negative, but safe on block (-4).

**Charging Hellspawn -** Back forward 3 . Spawn summons green spikes on his shoulders and runs at the opponent. Can be amplified to pop your opponent into the air for a jump forward 1 followup (or down 2). Unsafe on block, but good for cancelling out of a string that pushes your opponent far away, such as 3 4.

**Fatal Phantasm** -Down back 3. Spawn summons green flames at his opponent’s feet and makes them think their skin has been stripped from their body. Leaves you +5 on hit; good for combo ending if you want to maintain pressure after completing the combo, but lower damage than some other options.

This does not work on opponents who have been pushed far away. Amplify for additional damage and a knockdown.

Back down forward 4 - allows moves with Krushing blows to ignore most requirements and trigger on any hit, but only lasts for one round and removes one bar of offensive meter for the match.

# Krushing Blows

Forward throw - triggers if Spawn lands a forward throw while being cornered. Puts the opponent in a brief stagger; back forward 3 is an easy followup

Down 2 - triggers when hitting as a counterhit usually against opponents whiffing a throw or high attack. 2 4 down back 3 is a good option, allows you to continue pressure after

1 1 2 - if 2 is held and hits as a counter hit, it causes a launching krushing blow. 2 4 down back 3 is a good option here too.

Back forward 2 - hits as a krushing blow if the cape parries a projectile during the move’s startup. Lots of damage, no followup.

# A few extended Kombos

Back 1 2, forward 2 3 4. No special cancels, pushes opponent back, knocks down, 234 damage

Back 1 2, 2 4 cancelled into down back 3. 239 damage, leaves you +5. Second hit is an overhead.

Forward 2, 1 cancelled into back forward 3 meter burn, juggle with 2 4 down back 3. 322 damage, 1 bar of meter, leaves you +5. Second hit is a low.

Forward 2, 3 cancelled into back forward 3 meter burn, jump forward 1, 1 1 down back 342 damage, leaves you +5. Slow startup string, but both hits have very extended hitboxes, so you can pressure with the string safely and then confirm into back forward 3 on hit.

Back 1 2, 2 4 cancelled into back forward 3 meter burn, forward 2 cancelled into down back 3. 358 damage, 1 bar of meter, leaves you +5. Second hit is overhead. Meter burn down back 3 for extra damage.

# A few additional notes

As may already have been obvious, your major combo extension tools are starting with back 1 2 to get an early juggle and using back forward 3 meter burn to create a juggle extension late in a combo. The highest damage options combine both in a single combo.

I intentionally ended most of these with down back 3 to leave you a consistent +5 frame advantage at the end of these combos; that means that most moves you use after will inherently be frame traps to some extent, with down 3, down 1, and standing 1 being the tightest traps. The fastest moves in the game are 7 frames, so anything you choose with 12 frames of startup or less in these situations will clash with or beat your opponent’s fastest options. Back 1 is 13f, forward 4 is 12 frames and each of these starts a string with an overhead or low option; set up your game plan using these after ending combos with down back 3 to effectively maintain pressure while creating mixup opportunities!

Please let me know if you need anything else clarified or have any other questions.