**Basic Joker Things**

**Joker Basics**

All universal attacks apply, down 2 has greater range than many other characters (Joker uses an outstretched cane rather than just his limbs), but is still worse than Jade’s.   
  
Down + 1 is Joker’s only 7 frame attack, with a 14 frame hit advantage and a -5 block disadvantage. Standing 1 is 8 frames.

Joker’s Forward throw triggers a krushing blow if his fatal blow is on cooldown

Joker’s Fatal Blow can be delayed by holding down the activation buttons, and can also be dash cancelled.

**Variations**

List of variations with their variation-specific moves

Casual Variation 1 (Trickster): Getting Lit, Jumping Jester, Batsy Pew Pew

Casual Variation 2 (Devious Clown): Hostage Hop, Corpse Trot

Competitive Variation 1 (Clown Prince): Basty Pew Pew, Puppet Parry, Batsy-poo Cancel

Competitive Variation 2 (Ace of Knaves): Jack in the Box, Jumping Jester

Competitive Variation 3 (Mad Man): KAPOW, Getting Lit

If you want Combos; go for Casual variation 2 or Competitive variation 3. Competitive 3 is particularly combo heavy thanks to the inclusion of KAPOW, while casual 2 gets access to some relatively straightforward corner combos with consistent pressure thanks to Corpse Trot.

If you want to zone; Casual variation 1 or Competitive variation 1. Both include the Batsy Pew Pew, providing low zoning pressure, along with other tools for stage control or ways to take back your turn with some risk.

If you want constant pressure and space control; Competitive Variation 2. Jack in the Box and Jumping Jester are both great for setups after a knock down, and can help you maintain a safe offense thanks to the frame advantage you gain with correct spacing and timing. Jumping Jester is also useful as an antiair tool, and can provide more combo routes in the corner.

**Strings**

**1 2** - First attack is an 8 frame high hit, second attack is a mid hit. Can be extended three different ways, or special cancelled. The second hit is -9 on block. Note that all extensions contain a short gap that is relatively easy to punish on block.   
  
Extending with 1 causes another high attack that puts your opponent in a juggle state and is -2 on block, and is used for extended, high damage combos.   
  
Extending with 2 adds an overhead attack to the end of the string, which causes knockdown on hit and is -12 on block.   
  
Extending with 3 adds a third mid hit that is +11 on hit, can be special cancelled, and is -6 on block.

**Forward 1 4** - 11 frame startup, first hit is a mid, second hit is also a mid, is +7 on hit, and -7 on block but difficult to punish due to pushback. The string advances and can be special cancelled or extended with 2.   
  
Extending with 2 causes a third low hit that is -6 on block, making it safer than the shortened version of the string, but causes a knockdown and cannot be special cancelled.

**2 1** - 9 frame startup, second hit is +11 on hit, -12 on block, and can be special cancelled, extended with 3 for a third low hit, or extended with 4 for a mid. The second hit puts your opponent in a juggle state, but is too low to be used for most combo extensions beyond a single special cancel. Note that the special cancel for this is relatively early with respect to timing; I have to input the special well before the second hit connects to get it to work.  
  
The third hit from extending with 3 is a low that is -11 on block and knocks your opponent down out of the air, with no ability to be special cancelled.   
  
The third hit from extending with 4 is actually a mid projectile (throwing a cadaver or dummy across the screen), and is -19 on block but pushes your opponent further away than the finisher for 3.

**Forward 2 1** - 13 frame startup, first hit is a far reaching hit strike with Joker’s cane, second is an overhead that is +9 on hit and -5 on block. The string can be special cancelled or extended with 2.

Extending with 2 will cause a launch that knocks your opponent far away (cannot combo out of, even in the corner) but is -11 on block.

**Back 3 2** - 14 frame start up, first hit is a slightly advancing low hit, with the second hit connecting mid. The second hit is +9 on hit, -13 on block, and can be special cancelled or extended with 4.   
  
Extending with 4 gives another mid strike with a long startup (can be easily interrupted if the second hit was blocked), but causes a knock back/down on hit and is only -1 on block.

**Forward 3 2** - 26 frame start up, rapidly advancing mid strike. Joker runs forward, then does a small hop and kicks down; great for closing distance, and the first hit is only -6 on block, but can be interrupted by a savvy opponent. The second hit is an overhead that knocks down and is only -2 on block, but cannot be special cancelled.   
  
This string causes a krushing blow if the second hit is the only one that hits (can be whiffed first hit, or the first hit is blocked but the second is not. Krushing blow does not allow combo extension).

**Special Moves**

**Batsy-poo** - back forward 1. 21 frame startup high projectile that is -8 on block, so can be punished by fast-starting strings at close range. Holding down 1 will delay the release of the projectile.   
  
The move can be amplified, causing a mid projectile to be released instead of the high one, and to induce a high launch state pulling your opponent toward you on hit. Note that this makes the move -11 on block rather than -8, an instance where amplifying is actually a bad idea on block at close range. Some variations can also cancel this move by pressing down during the startup, causing a feint.

**Jumping Jester** (Variation specific, present in Casual 1, Competitive 2) - down back 1. 17 frame startup mid hitting projectile that is only active on the upward arc. +34 on hit, -21 on block, and can be modified by holding toward or away from Joker to make the projectile arc further upward or further away. Can be used to antiair or extend some juggles, especially in the corner.

**Birdboy Beatdown** - back forward 2, 23 frame startup overhead hit grab. +18 on hit, -27 on block. Can be amplified for a 20% increase in damage, and the third amplification in a match primes a krushing blow for the next non-amplified use.   
  
The Krushing blow gives an 130% amplification to the damage of the move, and causes an extended knockdown. The damage is scaled if used in a kombo.

**KAPOW** (Variation specific, present in competitive 3) - Back forward 2. 21 frame startup, even on hit, -20 on block. Round start distance is maximum range. This is a hit grab where Joker uses a pair of spring-loaded boxing gloves to pummel his opponent, ending in knocking them down and back.

KAPOW restands your opponent on hit, making it a consistent ender out of juggle combos.

The amplified version causes a juggle state, making it possible to start high damage combos from any special cancellable string, including some low juggles that are otherwise difficult or impossible to extend.

**Batsy Pew Pew** (Variation specific, present in Casual 1) - Back forward 3. 20 frame startup low hitting projectile. -28 on block, so full combo punishable at close range. Can be amplified for multiple low hits instead of one, 352% increase in damage (181 instead of 40). The amplified version remains -28 on block.

**Getting Lit** (Variation specific, present in Casual 1, Competitive 3) - down back 3. This move involves Joker walking backwards, spreading gasoline on the stage, and then lighting it after you release 3. Minimum of 23 frame startup, can be extended by holding 3 to cover more of the stage in flames and increase the duration.   
  
The flames cause a low-hitting damage over time effect (5 damage per tick). The move can be amplified during startup for an instant low hitting explosion that still leaves a patch of fire behind; note that this takes too long for use in extending combos, but can start them in the corner with particularly precise microwalk + down 1 timing.

**Puppet Parry** (Variation specific, present in Competitive 1) - down back 3, a high parry with a 9 frame startup. Can be amplified for less damage but to allow a juggle-based combo afterward.

**C C D D E G E C** - back forward 4. 19 frame startup mid hitting projectile, +7 on hit with a knockdown, -14 on block. This move involves Joker slowly walking forward while winding up a jack-in-the-box, with the projectile being a spring-loaded clown that pops out. This projectile bounces once on a spring, and is active both when the projectile is arcing down to the ground the first time and the way up after the first bounce.   
  
When amplified the projectile does 25% more damage and will bounce across the whole stage, rather than inactivating after a single bounce. Recovery is too slow for mid-combo juggle extension, but can be used to get a knockdown at the end of a combo.

**Corpse Trot** (Variation specific, present in Casual 2) - back forward 4, replaces C C D D E G E C. 25 frame start up, +2 on block. Joker swings a cadaver around while moving slightly forward, causing a juggle state ending in a knockdown.   
  
Can be amplified for a final low hit that is -11 on block, does an additional 80 damage, and removes the juggle state. Note that the unamplified version has enough additional juggle stun that it allows for a combo extension with moves that are active with a close to the ground hitbox in the corner, including down 2, down 1, and back 3.

**Hostage Hop** (Variation specific, present in Casual 2) - down back 4, mid hitting projectile. A hostage with a bomb attached hops across the stage, while Joker tries to get a remote for the bomb to function. Variable startup (at least 34 frames) based on how long 4 is held.   
  
Hostage Hop causes a massive vertical launch on hit, setting up for easy juggle extensions. Is also +22 on block, so can be useful after a knockdown to maintain safe pressure. There is normally a short delay between releasing 4 and the hostage exploding, but amplifying the move will cause an instant explosion upon amplification, with similar juggle properties.

**Jack In The Box** (Variation specific, present in Competitive 2) - Down Back 4. Joker kicks a wound up Jack In The Box across the stage to preset distances, which shoots out a mid-hitting spring loaded clown after a short delay. +24 on block, great for continuing safe pressure after a knock down.

The amplified version causes a medium height vertical launch, and can be used to start a juggle combo. Hold toward or away from Joker during startup to get a close or far set up of the ability respectively.

**Example Combos**

2 1 , finish with 3 or special cancel back forward 2. A very simple mixup (unless you’re playing competitive variation 3), forcing your opponent to guess overhead or low for the last hit. Damage is about 170 for the finished string, 190 for the special cancel with back forward 2

1 2 3 cancelled into back forward 2 - 180 damage, special cancel is possible after the first two hits so you can confirm into a special or stay safe with no cancel. If you aren’t in competitive variation 3, note that you can add in back forward 2 for a high risk overhead mixup special cancel

1 2 1, forward 2 1 cancelled into back forward 2 - 246 damage. Fast, basic starter, decent damage, can amplify back forward 2 for more damage or, in competitive variation 3, a more extended combo.

1 2 1, dash forward, 2 1 cancelled into back forward 2 - 261 damage. More execution heavy version of the previous combo, the dash isn’t too strict in timing relative to other advanced combos but may be difficult when first trying to implement.

Competitive 3 only:

Note that it is possible to link a jumping forward 2 after back forward 2 amplified, but this usually results in less overall damage as it will space your opponent out of the 1 2 1, forward 2 1 cancel into back forward 2 ender (everything up until the last special cancel hits). In general, the highest damage enders will be back forward 2 and the forward 1 4 2 string.

Forward 1 4 cancelled into back forward 2 amplified, 1 2 1, forward 2 1, back forward 2. Excellent combo from a mid pressure string, leaves you at close to max distance from your opponent. 351 damage, relatively low execution. No spacing adjustment needed during juggles, just learning to wait the right amount of time.

The above combo is also possible from a forward 3 2 starter, allowing an early low hit but sacrificing some safety on block.

Competitive 2 or Casual 1, corner only:  
  
1 2 cancel into down back 1 amplified, 1 2 1, forward 1 4 cancelled into back forward 2. 300 damage. Down back 1 juggle

Casual 2, corner only.

1 2 1, 2 1 cancel into back forward 4, down 1. 269 damage. Easy corner combo with decent damage for no meter.

2 1 cancel into back forward 4, 2 cancel into back forward 2. 269 damage, tighter timing but more plus frames than the previous combo. Can amplify back forward 2 for 279 damage (and to prep for krushing blow)