# Shao Kahn Stuff

Universal buttons apply, including down 2 krushing blow. Krushing blow on forward throw on a reversal punish or getup punish. I recommend variation 1 for combo potential, or variation 3 if you’re looking for more distance options.

Down 1 has a 7 frame startup, +10 on hit

Casual variation 1 contains Annihilation, Ground Shatter, and Up Wrath Hammer. Good for combo damage, a low mixup at the end of special cancellable strings, and additional frame trap opportunities.

Casual variation 2 contains Skewered, annihilation, and ground shatter. Good for many opportunities to extend combos, and a low mixup at the end of any cancellable string

Competitive variation 1 contains Ground shatter, wrath hammer, and ridicule. Good for a low hit at the end of any cancellable string, a good projectile providing access to a second krushing blow, and a ridicule debuff that helps reduce damage taken and unlocks a high damage krushing blow as part of a large combo.

Competitive variation 2 contains Dark Priest, Up Wrath Hammer, and Annihilation. Good for high combo damage, frame traps, and a high damage krushing blow as part of a large combo.

Competitive variation 3 contains Spear Charge, Seeking Wrath Hammer, and Skewered. Good for keeping your opponent at a distance, anti airs, and general mid-long range control. Sacrifices combo damage and combo krushing blows.

# Kombo Strings:

**1 2** - high 9 frame startup, second hit is a mid that is special cancellable, -7 on block (barely unsafe, not combo punishable), and advances.

This string can be finished with 1+3 (grab) which acts as a mid hit grab, is only -5 on block, cannot be special cancelled, and causes knockdown. 1+3 will hit as a krushing blow if 3 merciless spears (back foward 1) have landed in the match. Note that the gap between 2 and 1+3 can be exploited if the string is performed on block.

**1 4** - high 9 frame startup, second hit is a special cancellable mid that is -3 on block and advances. String can be special cancelled or finished with 2;   
  
Finishing with 2 causes an overhead slam that finishes with a knockdown but has a long startup (28f) and is -9 on block. Be careful using this as a mixup if the start of the string is blocked, as it is full combo punishable on block by some characters.

**2 1** - high 10 frame startup, second hit is a low that puts your opponent in a juggle state and is -5 on block that advances slightly. The string can be special cancelled or finished with 2.

Finishing with 2 will result in a knockdown and significant knockback that is only -6 on block (barely safe).

**2 3** - high 10 frame startup, second hit is a mid that is -5 on block, causes a juggle state, advances, and can be special cancelled or finished with 2.

Finishing with 2 gives a knock down/slight knock back that is -7 on block. Note that back forward 3 will whiff under an airborne opponent if used for special cancelling.

**Forward 2 1** - high 21 frame advancing startup, second hit is a mid that causes a juggle state, advances, is special cancellable, and is -6 on block. String can be finished with 2 for significant knock down/back, but is very unsafe on block (-15).

**Forward 2 4** - high 21 frame advancing startup, second hit is an overhead that can be interrupted if the first hit is blocked, but leaves you plus two if the whole string is blocked. Knocks your opponent down, resets to round start distance unless in the corner.

**Forward 3 4** - Mid 10 frame startup with very little movement forward, second hit is a low that can be special cancelled and is -7 on block, or finished with 1+3.   
  
Finishing with 1+3 gives a hit grab that gives a knock down on hit and is -16 on block. If a buff is active on Shao Kahn, the 1+3 hit grab triggers a krushing blow causes massive damage and a knockdown.

**4 4** - high 13 frame startup with little movement forward, second hit is a mid that knocks down and is plus 6 on block. Cannot be special cancelled, but safe and can be used to set up frame traps very easily.

# **Special moves**

**Dark Pries**t - down down 1, specific to competitive variation 2. 1 frame startup, 65 frame recovery. A buff that increases hammer damage for a short period of time. Note that this buff allows for krushing blows with Annihilation (down back 3).

**Merciless Spear** - back forward 1, 26 frame startup projectile in the form of a thrown spear. Minus 16 on block, so only use at close range if it’s part of a special cancelled combo. Hits mid, so cannot be ducked.

**Scum Grab** - down back 1, 7 frame startup air grab. Can be amplified for about 41% additional damage.

**Skewered** - down back 1, specific for casual variation 2 and competitive variation 3. 11 frame startup air grab. Can be amplified for additional damage, a side switch, and ground bounce to extend a combo.

**Wrath Hammer** - back forward 2, specific to competitive variation 1. 26 frame startup mid projectile, -18 on block. Causes a Krushing blow if two hit in a row for 230 damage.

**Up Wrath Hammer** - Down back 2, specific for casual variation 1, competitive variation 2. 26 frame startup vertically thrown projectile, hits mid on the way up and the way down, -8 on block. Can hold back while performing the move to cause the hammer to fall in the same place where the launch occurred, useful for setting up frame traps.

**Seeking Wrath Hammer** - Down back 2, specific for competitive variation 3. 28 frame startup backward thrown projectile, -24 on block. Loops around and hits the opponent from behind. Does not combo with most special cancellable strings due to long startup.

**Shoulder charge** - back forward 3, 16 frame startup mid, -20 on block. Can amplify to extend combos, or amplify and hold down to knock down with a second overhead hit that is only -12 on block. Integral part of combo extension.

**Spear charge** - back forward 3, specific to competitive variation 3. 19 frame startup mid, -17 on block. Can amplify for more than double damage, ground bounce one forward dash away from where your stand at the end of the move. Enough time to dash forward and continue a combo with fast startup strings.

**Annihilation** - Specific to casual variations 1 and 2, competitive variation 2, down back 3, 13 frame hit grab that hits mid and is -20 on block. Can hit close opponents in a juggle state, high damage combo finisher.   
  
Annihilation can be amplified for 83% additional damage. Triggers a Krushing Blow if Dark Priest buff is active when it connects. Krushing blow causes a ground bounce, combo extension.

**Ground Shatter** - Specific to variations 1 and 2, back down 4 (not down back), 26 frame startup close range low hit, -18 on block. Can be amplified to double damage and cause a knockdown. May be useful as a mixup at the end of strings.

**Hammer Lunge** - Down back 4, 36 frame startup leaping overhead that can be done at longer range by holding forward during startup or at reduced range by holding back. -7 on block.  
  
All ranges can be amplified with a followup mid hit for more than double the damage and a push back on hit. Note that amplification makes the move -19 on block. Leaps over many projectiles.

**Ridicule** - Down forward stance switch (left trigger is default), specific to competitive variation 1. One frame startup, 94 frame recovery. Decreases opponent’s damage for a period of time. Unlocks Krushing Blow on forward 3 4 1+3 string.

**Humiliate** - Down back stance switch (left trigger is default), specific to competitive variation 1. One frame startup, 94 frame recovery reduces opponent’s resistance for a period of time. Unlocks Krushing Blow on forward 3 4 1+3 string.

# Notes on combo construction

Most of Shao Kahn’s combos that do high damage involve extension through shoulder charge (back forward 3) amplification. His highest damage ender is annihilation, so if you want those 300+ damage combos, make sure you go with competitive variation 2 or casual variation 1. If you want more mixup in your game, use a casual variation or competitive variation 1, so you have access to ground shatter. This will allow you to start strings that normally end in overheads such as forward 2 4 or 1 4 2, then special cancel into back down 4 for the low hit instead of an overhead finisher. Casual Variation 2 and competitive variation 3 both contain Skewer, which can be amplified for good damage off an antiair and an opportunity to switch sides. Consider those variations if you’re interested in space control and conditioning your opponent to jump with projectiles.

Note that forward 2 1 is the highest damage starter for combos, but has the longest startup and has no inherent high/low mixup. I’ve swapped up different starters in these examples, but in general 1 2, and 1 4 are safe starters with the least damage, 2 1 does the best damage on long combos, and forward 2 1 has the most damage for shorter combos. Extending juggles with 2 3 prevents cancels into down back 1, but allows the use of down back 3.

Amplified back forward 3 can generally be extended with jump 2, then a grounded string (2 3 and 1 2 work well depending on the finisher you want to use), or by walking forward and using 1 and 4 spaced out so they’re each a single attack.

Amplified skewer (down back 1, requires skewer in variation) does not allow for a jumping followup, I find that 1 2 and 2 3 are the most consistent juggle options. Finishing with another skewer or a shoulder charge works well. Note that these combos get you less damage for the meter you spend when compared to a shoulder charge; I recommend amplifying shoulder charge (back forward 3) for most combo extensions, and using skewer to make your antiairs hit extra hard. Also note that variations with skewer will not switch sides with using down back 1 unless you amplify the skewer.

Most krushing blows with juggle properties act as an amplified skewer in terms of combo routes; a jump 2 followup is not possible.

# Example Combos:

1 4 cancel into down back 4 (hold back) - Final hit is overhead, 111 damage. - 7 on block.

1 4 cancel into back down 4 - Requires Ground Shatter, final hit is low, 111 damage. -18 on block but leaves you +5 on hit.

1 2 cancel into back forward 1 - 120 damage, resets at round start distance. Not good damage, useful for building up spear skewers for krushing blow.

2 1 cancel into down back 1 - 160 damage, second hit is low, switches sides

Forward 2 1 cancel into back forward 3 amplify, jump forward 2, landed 1 2 cancel into down back 1. 289 damage, switches sides at the end.

2 1 cancel into back foward 3 amplify, jump forward 2, landed 2 3 cancel into down back 3. 306 damage. Requires annihilation. Amplify the final annihilation as well for 331 damage.

1 2 cancel into back forward 3 amplify, walk forward or dash, 1, 4, down back 3 or down back 1 279 damage (down back three doesn’t swap sides, down back 1 switches sides). Can amplify second move for 318 damage

Simple corner combo: 1 4 cancel into down back 4 (hold back), d1, d1, db1 231 damage, loses corner. Can amplify for 267 damage. Can be extended if skewer is in variation on amplification. Can swap down back 1 for down back 3 if annihilation is in variation for 231 damage and keeping the corner. Amplified annihilation is 267 damage, keep the corner.

Harder corner combo: 1 2 cancel into down back 4 (hold back), 1, 1 2 cancel into back forward 3 amplify, 2 1 down back 3 or down back 1. 307 damage.

Skewer Antiair:  
Down back 1 amplify, 2 3 cancelled into down back 1. 209 damage, switches sides.

Fatal Blow:

Forward 2 1 cancel into back forward 3 amplify, walk forward 4 cancel into fatal blow. 411 damage.