# Basic Geras Things

To select Geras from Player 1 side (starting on Scorpion), go to the right twice and down three times. To select Geras from Player 2 side (starting on Sub-Zero) go to the right or left three times and down three times

Please note this guide was made with assistance from Sodium Jim; you can find him on Twitter at [@SodiumJim](https://twitter.com/sodiumjim?lang=en) or on Twitch at [Twitch.tv/SodiumJim](https://www.twitch.tv/sodiumjim)

# Geras Basic Info

Standing 1 has a 7 frame startup. Down 1 has a 6 frame startup. Down 1 is plus eleven on hit, but minus 5 on block. Down 2 has the standard krushing blow, no krushing blow on grabs.

Note that Geras has a special airborne attack in jump, down 2. This looks like a belly flop, and has an extremely large hitbox while remaining difficult to antiair. If you’re going to jump in, this is a good choice.

Friendship (mid range) back, down, back, down, 4

# Variations

Casual 1 (Living History) - Stepping it Back, Sand Pillar

Casual 2 (Old Soul) - Sand Pillar, Quick Sand, Bed of Spikes

Competitive 1 (New Era) - Stepping it Back, Sand Pillar

Competitive 2 (Infinite Warden) – Gauntlet of the Ages, Bed of Spikes, Quick Sand

Competitive 3 (Eternal) – Reverse Time, Sand SImulacrum

Note that Casual and Competitive 1 are the same variation.

# Strings

**1, 1** - 7 frame high startup, second hit is a mid that is -2 on hit and -5 on block but can be special cancelled or extended with 1.

If extended with a third 1, the third hit is a 21 frame startup overhead that knocks down, cannot be special cancelled, and is -7 on block. This string can be extended further with a grab input, which hits as a low, knocks down, and is -17 on block without the ability to special cancel. If this throw hits, Geras will switch sides with his opponent, tossing them to approximately round start distance. If the third hit of the string is the first that connects, a Krushing blow will trigger for extra damage.

**Forward 1, grab** - 14 frame mid startup in the form of an advancing shoulder charge, second hit is also a mid that is -14 on block and can be special cancelled. The second hit switches sides if it connects. This string can be extended with 4.

If extended with 4, the final hit is a mid that knocks down, cannot be special cancelled, is -4 on block, and sets approximately round start distance at mid screen. If it connects with the opponent starting near a wall at the beginning of the string, a Krushing Blow will trigger on the last hit. Note that this string must move an opponent out of the corner and into midscreen to trigger the krushing blow for extra damage and an extended knockdown.

**2, 4** - 11 frame startup high punch followed by a low kick that causes a juggle state on hit, is -4 on block, and can be special cancelled. The string can be extended with an additional 1 for a 23 frame startup overhead that causes a knockdown on hit and is -1 on block.

**Back 2, 2** - 16 frame startup advancing mid followed by a second mid strike that causes a juggle state moving away from Geras and is -9 on block. The string can be special cancelled, and is frequently used with back forward 2 in order to move the opponent extremely far across the stage.

**Forward 2** - An 11 frame advancing mid that is +2 on hit, -13 on block, special cancellable, and can be extended with either 1 or 2.

If extended with 1, the second hit is also a mid. This second strike is +3 on hit, -11 on block, and can be special cancelled or extended with an additional 2. If extended, the final hit of this full forward 2, 1, 2 string knocks the opponent into a juggle state falling away from Geras, is -6 on block, and can be special cancelled.

If Forward 2 is extended with an additional 2, the second hit is a low projectile that is -13 on block, knocks down on hit, and cannot be special cancelled. This string can be extended with a final grab input, which is -21 on hit and causes an extension of the knockdown on hit with no ability to special cancel. If the full string of forward 2, 2, grab is a counter or punish, the final strike causes a krushing blow that increases damage considerably (full string will be around 340 damage).

**Forward 3, 2** - an 11 frame mid startup that advances considerably followed by a mid headbut that knocks down on hit, is -5 on block, and cannot be special cancelled.

# Special Moves

**Temporal Advantage** - back forward 1. This move is a 15 frame startup mid strike that is +24 with a knockdown on hit and -23 on block. The animation has Geras hold up his hands and temporarily freeze his opponent in time, then forcefully blast them back and down with some sort of magic. The amplify version freezes the opponent in place for an extended period of time while Geras can move, allowing you to deal damage to the frozen opponent. This is frequently a key combo extended for Geras’ high damage combos.

**Sand Trap** - Down Back 1. This move is a low hit with a 17 frame startup that causes a knockdown on hit and is -19 on block. Additional directional inputs can be added to change the distance at which the trap appears: toward Geras is close, away is far, and up is very far. On contact, the opponent is sucked down into a sand pit, then popped back out and smacked with hammers of sand that appear on either side of them. If the move hits while your opponent is stand blocking or as an armor break, a krushing blow is triggered for extra damage.

**Quick Sand** (Variation specific to Causal 2 and Competitive 2) - Down back 1, replaces Sand Trap. A 17 frame startup low attack that is -19 on block, and can be directionally modified as with Sand Trap. The animation involves the opponent being sucked down into quick sand, followed by Geras teleporting behind them and delivering a blow to the neck. After recovery, Geras is closer to the opponent than round start distance, and has switched sides. If the attack misses twice before connecting or breaks armor, it connects as a krushing blow for extra damage.

**Titan Tackle** - back forward 2. An 18 frame startup advancing throw that has a 36 frame recovery on whiff. Geras picks up his opponent, runs a short distance, then slams them on the ground. If 2 is held, Geras will run extra distance (no meter cost). If the throw ends in the corner after a maximum distance run, a krushing blow is triggered for extra damage.

**Bed of Spikes** (Variation specific to Casual 2 and Competitive 2) - back forward 2, replaces Titan Tackle. A mid strike with a 17 frame startup that is -17 on block. The animation involves Geras picking up his opponent by their neck, summoning sand spikes in front of himself, then throwing the opponent down on the spikes. When amplify, a whirlpool of sand replaces the spikes, and the opponent is popped back out into a juggle state after being cast down. This is a major source of combo extension.

**Big Fist** - down back 2. A 14 frame startup high blow that causes a knock down and back to beyond round start distance on hit and is -7 on block. This move triggers a krushing blow after two counter or punish hits in a row.

If Gauntlet of the Ages is present in a variation (Competitive 2), this move will begin to charge after the input is entered, and can be cancelled with 2 or initiated with 1. A fully charged fist will cause a krushing blow for extra damage, replacing the previous krushing blow conditions. Note that charge is kept between initiations if the move is cancelled.

**Sand Pillar** (Variation specific to Casual 1 and Competitive 1)- down forward 3. A 22 frame startup attack that occurs at a specific distance, causes knockdown on hit, and is -28 on block. The animation is a gigantic spike of sand forming out of the ground. When amplify, the appearance of the pillar is delayed three seconds. Different distances can be specified with additional directional inputs; back is close to Geras, away is far away, up is very far away.

**Sand Simulacrum** (Variation specific to Competitive 3) - Down back 3. Has 32 frames of recovery. Summons a sand image of Geras, with distance controllable as with other directable special moves. After it is summoned, Geras can repeat the input to teleport, taking the place of the clone, or repeat the input with an additional meter burn to cause the sand clone to explode. This explosion causes a high juggle state, and can be used to start or extend combos.

**Stepping it Back** (Variation specific to Casual and Competitive 1)- down down meter burn. A move that allows you to cancel strings immediately and allow for a second string to connect where normally only jailing would be possible. Causes Geras to move backward slightly in most cases.

**Reverse Time** (Variation specific to Competitive 3) - For the cost of 2 defensive gauge, Geras can rewind time on himself, shifting back to a previous position and removing any damage taken over the previous 4 seconds.

# General Combos

Geras’ combo damage varies considerably based on which starter is used; for instance, back 2 2 does the most damage, but doesn’t combo with a number of the special cancels available. 2 4, on the other hand, works in every instance, but does considerably less damage. Many other strings are available for special cancels; keep safety and high/low mixup in mind when structuring your offense to ensure you’re consistently getting damage, rather than relying solely on the high damage tools.

Sand Simulacrum amplification causes an extremely high juggle relative to most other tools; keep in mind that if you’re using this to start or extend a combo, you may have to wait slightly longer than you’re used to relative to other juggles in order to successfully connect.

1 1 startup, either cancel into close down back 1 (hold back during activation) or continue with 1 grab. The third 1 in the 1 1 1 string hits overhead, while down back 1 is a low hit, forcing a 50/50 mixup every time. The low hit is considerably riskier than the overhead option, but also does considerably more damage. Note that the startup of the string is only 7 frames, meaning you can jail into it from either down 1 or down 3.

Back 2 2 cancelled into back forward 2 - 207 damage combo that begins with an advancing mid. Unsafe on block even if you don’t special cancel at -9. This combo can trigger a krushing blow if Geras runs max distance and deposits the opponent in a corner for 361 damage.

If you’re in competitive or casual 2, this combo can be extended by amplifying back forward 2. After the amplification, continue with a juggle string of your choice; forward 1 grab, cancel into down back 1 nets a 330 damage combo for 1 meter, for instance.

2 4 cancel into back forward 1, meter burn, dash forward, down 2, down 2, slight pause, forward 1 grab cancel into back forward 2 - 287 damage, work for any variation. This makes use of back forward 1 amplification, which will combo out of the 2 4 starter, but not out of back 2 2.

Forward 2 1 2, cancel into down back 2, 1 - specific to competitive variation 2. 172 damage with an uncharged gauntlet, but damage increases considerably with gauntlet charge. Max charged gauntlet will trigger a krushing blow for 372 total damage.

# Sodium Jim’s Special Sauce Infinite Warden Combos

# 1 Bar Midscreen Combos

1 1 cancel into back forward 2, amplify, forward dash forward, 4 cancel into back forward 2 – Geras one bar BNB off of his 7 frame starter. The best time to use this is if you are punishing something -8 or more or if you are confirming from a jump button, usually jump dforward 2. This combo is safe to breakaways.

Forward 2 1 cancel into back forward 2, dash forward, 4, back forward 2 – The same as the previous combo but off of Geras’ 11 frame mid. It does more damage.

Either starter, back forward 2, dash forward, forward 1 grab, back forward 2 – This combo does less damage but has a side switch if you have your back to the corner.

# Two Bar Midscreen Combos

1 1 cancel into back forward 2, dash forward, back 2, cancel into back forward 1 amplify, down 2, down 2, dash forward, 3, back forward 2 – This is Geras’ standard two bar combos. You would use this if the opponent doesn’t have the meter to break.

Forward 2 1 cancel into back forward 2, dash forward, back 2, cancel into back forward 1 amplify, down 2, down 2, forward dash forward, 3 cancel into back forward 2 – This is the same combos as above, but starting from his forward 2 1 string. It does more damage.

Either combo after the double down 2, forward 1 grab, down back 1(close) – This is the optimal 2 bar combo. It doesn’t have the same corner carry as the other two, but it does the most damage.

Both of these combos can be ended after the last dash with forward 1 grab cancel into back forward 2 if you want to switch sides.

# The Jim Special Two Bar Combo

Down 2 Krushing Blow, dash forward, 4, back forward 2 amplify, dash forward, (slightly delay) back 2 cancel into back forward 1 amplify, down 2, back 2 2 cancel into down back 1 – I call this combo The Jim! Because I’ve never seen anyone else do it! I’m pretty sure it’s the most optimal if you have 2 bars after a down 2 Krushing Blow, but it’s much more difficult than the one bar version for 20 extra damage. Only use if you are confident or you want to FINESSE.

# Corner Combos

One Bar

1 1 cancel into back forward 2 amplify, back 22, back forward 2 – standard one bar conversion from the corner from your 7 frame starter.

Forward 2 1 2, 3 cancel into back forward 2 amplify, back 2 2 cancel into back forward 2 – standard two bar conversion from his forward 2 starter. The standing 3 after the forward 2 1 2 can be quite tricky to time, so you can replace with 1 1 for less damage.

1 1 cancel into back forward 2 amplified or forward 2 1 2, 3 cancel into back forward 2 amplify , forward 1 grab 4 Krushing Blow – This combo utilises Geras’ Krushing blow by ending the combo in his forward 1 string. This is a really practical ender if you want to close out the round as it does 35% damage. Be warned however as it does throw them out of the corner.

Two Bar

1 1 cancel into back forward 2 amplify, 4 cancel into back forward 1 amplified, down 2, jump 4, 4 cancel into back forward 2 – Two bar combo starting with your 7 frame starter and leaves the opponent in the corner.

Forward 2 1 2, 3, back forward 2 amplified, 4, cancel into back forward 1 amplified, down 2, jump 4, 4 cancel into back forward 2 – Two bar combo starting from your 11 frame mid.

Either combo but after the jump 4 do forward 1 grab 4 Krushing Blow – Utilizes Geras’ Krushing Blow string at the end of the combo.

# Down 2 Krushing Blow

Meterless

Down 2, dash forward, 4 cancel into back forward 2 - Optimal meterless damage from down 2 Krushing Blow with no bar

One Bar

Down 2 Krushing Blow, dash forward, 4 cancel into back forward 2 amplify, dash forward, back 2 2 cancel into back forward 2 – Mostly the same as the normal one bar but ending in back 2 2 into back forward 2 for slightly more damage.

Two Bar

Down 2 Krushing Blow, dash forward, 4 cancel into back forward 2 amplify, 4 cancel into back forward 1 amplified, down 2, jump 4, 4 cancel into back forward 2 – same as the standard two bar corner combo.

Down 2 Krushing Blow, dash forward, 4, back forward 2amp, 4, back forward 1amp, down 2, j4, forward 1 grab, 4KB – Geras’ most damaging combo I believe. Does about 56% damage but you lose the corner.

# Anti-Air

1, forward 3 cancel into back forward 2 – one bar conversion from his stand one anti air

1, forward 3 cancel into back forward 2 amplified, dash forward, (slight delay) back 2 2 cancel into down back 1 (far) – optimal one bar conversion from his anti-air standing 1.

# Flawless Block or Wake Up Up 2

Up 2, dash forward, 4 cancel into back forward 2 – standard one bar conversion

Up 2, dash forward, 4 cancel into back forward 2amp, (slight delay) back 2 2 cancel into down back 1 (far) – optimal one bar conversion from an up 2.

Due to the nature of combo gravity, it isn’t really possible to get 2 bar combos from an anti-air or an up 2.

# Down Back 1 Krushing Blow In Combos

If you have the down back 1 Krushing Blow ready to go (whiff 2 sand traps) then you can end any combo in it really from the forward 1 grab string. It definitely scales but is a good execute at the end of the round if you just want to finish them!