# Basic Kollector Things

To select Collector on Player 1 side, go to the right three times, then down three times. From player two side, go to the left twice 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)

# Kollector Basic Info

Standing 1 has an 8 frame startup. Down 1 has an 8 frame startup and is plus 10 on hit. Down 3 has a 9 frame startup and is plus 10 on hit. Down 2 is close range, similar to other characters who do not use weapons, krushing blow allows for an extended combo as with other characters. Kollector has a throw krushing blow from either throw, with the condition being that your opponent tried to escape the previous throw, but failed.

# **Variations**

# Casual 1 (Lasting Tribute) - Fade Out, Demonic Clutch

Casual 2 (Good Hands) - Vial of Sorrow, Demonic Comet, Bag Bomb
Competitive 1 (Back in the Pack) - Fade Out, Demonic Clutch, Up Demonic Mace

Competitive 2 (Spare Change) - Vial of Sorrow, Demonic Comet, Bag Bomb

Competitive 3 (Squander) - Relic Lure, War-Quoit Toss

Note that Casual 2 and Competitive 2 are identical, and Competitive 1 contains everything in Casual 1 with the addition of Up Demonic Mace.

# Strings

**1, 3** - 8 frame startup high punch followed by a mid strike that is plus 9 on hit, minus 2 on block, and can be special cancelled or extended with an additional 1. If extended, the third strike has a 21 frame startup, causes a mid height juggle on hit, and is minus 3 on block.

**Back 1, 2 -** 13 frame startup mid hit, second hit is a mid that is plus 10 on hit, minus three on block, and cannot be special cancelled but can be extended with an additional 2 input. The final strike if extended with a second 2 is a mid that causes a knock down on hit and is minus 6 on block. Note that this whole string is a series of flame-based attacks, where Kollector summons green fire to strike his opponent. The entire string is completely stationary.

**Forward 1, 2** - 13 frame startup low hit that advances slightly, followed by two mid strikes that are plus 0 on hit, minus 7 on block, and can be special cancelled or extended. If you choose to extend, you can select between down 1 and down 2 for the final strike.

If extended with down 1 for a full string of forward 1 2 1, the final strike is a low hit that knocks the opponent down and back, but is minus 15 on block and cannot be special cancelled.

If extended with down 2, the final hit is an overhead that knocks down in place, leaving you plus 15, is minus 14 on block, and cannot be special cancelled.

**2, Grab** - 13 frame high startup followed by a hit grab that is even on hit and minus 3 on block. The string can be extended with 4 on hit, causing a final strike out of the hit grab that causes a knock down and back and will trigger a krushing blow if the string was used as a counter or punish. This krushing blow only gives extra damage and more frame advantage with the immediate knockdown.

**Forward 2, 2** - 13 frame stationary mid followed by an advancing mid that is plus 6 on hit, minus 5 on block, and can be special cancelled or extended with a grab input. If extended with a grab, the final hit grab involves a side switch that throws your opponent back to round start distance, and is minus 17 on block.

**Back 2, 3** - 10 frame startup stationary mid followed by a low strike that is plus 33 on hit, minus 8 on block, and puts your opponent in a juggle state. This string can be special cancelled or extended with a 3 input. If extended with a 3 input, the final strike is a mid that causes a knock down and back out of the air on hit, is minus 16 on block, and cannot be special cancelled.

**3, 2** - 12 frame high startup kick with good range, followed by an overhead punch that causes a knockdown on hit, is minus 8 on block, cannot be special cancelled, and triggers a krushing blow on a crouch blocking opponent. The krushing blow puts your opponent in a high juggle state similar to a down 2 blow.

**Forward 3, 1** - 22 frame mid kick that advances significantly, followed by a mid projectile that is even on hit, minus 12 on block, and can be special cancelled. Note that this projectile will still hit the opponent if you start this string at max range. This string can be extended with 2.

If extended with 2, a followup high projectile that is even on hit, minus 12 on block, and can be special cancelled will be thrown. This string can be extended a final time with 3, for a full input of Forward 3, 1, 2, 3. The final extension is a mid projectile that knocks down on hit and is minus 20 on block, with no opportunity to special cancel.

Please note that if you whiff forward 3 at max distance but finish the whole string, all three projectiles will hit a standing opponent.

**4, 4** - 14 frame long range high strike with Kollector’s chain + spiked ball, followed by a followup swing of the weapon that hits mid, is minus 1 on hit, minus 10 on block, and can be special cancelled or extended with a final 3 input.

If the full string of 4 4 3 is used, the last hit involves Kollector lighting his chain on fire and yanking it out from beneath his opponent, connecting as a low that knocks the opponent into the air but is -20 on block. This launch is completely vertical, and is an excellent starter for juggle combos.

# Special Moves

Vial of Sorrow (Variation specific to Casual 2, Competitive 2) - down back 1. 25 frame startup that sets a patch of fire on the ground. Back and forward can be held during startup to apply the fire closer or further from Kollector. If Demonic Comet is included in the variation, this move can also be used from the air.

Bag Bomb (Variation specific to Casual 2, Competitive 2) - down forward 1. 17 frame startup mid projectile that is even on hit and minus 22 on block. If it strikes an opponent affected by the flames from Vial of Sorrow, it causes a launch into a high juggle state for extended combo potential. If Demonic Comet is included in the variation, this move can also be used from the air.

Demonic Mace - Back forward 2. This is a long range mid strike that has a 29 frame startup, causes a knockdown on hit, is minus 14 on block, and can be modified by holding down the 2 input. Holding 2 causes the attack to charge up; a fully charged strike will cause a krushing blow for extra damage, and can be cancelled by pressing down twice while the charge is ongoing.

Up Demonic Mace (specific to Competitive 1) - Down back 2. This is a modified form of Demonic Mace that reaches diagonally up. It is a high strike with a 24 frame startup, is plus 11 on hit, and minus 14 on block. It can be charged and cancelled as with the standard Demonic Mace, but will not trigger a krushing blow.

Shotel Fury - down back 3. A five strike advancing series of mid hits that has a 9 frame startup, causes a knockdown on hit, and is minus 17 on block. This move can be amplified to cause one additional strike for more damage, and if back is held during amplification the last strikes will switch sides. Frequently used to end combos.

Demonic Clutch (Variation specific to Casual 1, Competitive 1) - Down back forward 3. A command grab that has a 10 frame startup and triggers a krushing blow if you grab an opponent out of a getup roll. The krushing blow causes a juggle state similar to down 2 for additional damage.

Fade Out (Variation specific to Casual 1, Competitive 1) - Down Down 3. A teleport with 1 frame of startup and 39 frames of recovery. This places you on the far side of your opponent at close range. If you hold toward your opponent when performing this move, you will be teleported far away from your opponent on the opposite side, and costs one bar of defensive meter.

Damned Bola - back forward 4. A high projectile that has 27 frames of startup and causes a knockdown on hit. The projectile can be delayed by holding 4 down during the startup, and cancelled by pressing down twice while holding 4. The amplified version of this projectile does less damage, but puts your opponent in a stunned state for a short period of time, allowing you to continue your combo.

War-Quoit Toss (Variation specific to Competitive 3) - back forward 4, replaces Damned Bola. A 26 frame startup high projectile that is plus 20 on hit and minus 24 on block at point blank range. The move can be amplified to cause a stun effect similar to Damned Bola, and will cause a similar Krushing blow if it connects during either a backdash or a getup roll.

Relic Absorb - Down back 4. A projectile parry that has a 15 frame startup, can be extended by holding 4, and amplified for an additional projectile counter if the counter is successful.

Relic Lure (Variation specific to Competitive 3) - Down back 4, replaces Relic Absorb. 16 frame startup mid hit that causes a knockdown on hit, is minus 9 on block, and can be amplified to put the opponent in a juggle state for an extended combo.

# Combos

Rather than providing specific combos to try, please refer to the notes in Sodium Jim’s guide below. Down Back 4 amplify is not available as a combo extender for any variation 1 or 2, but similar combos can be constructed if you have vial of sorrow set up and can special cancel into bag bomb in variation 2. Back forward 4 extensions are available to all variations.

# Sodium Jim’s Squander (competitive 3) Kollector Guide

Please note that this guide may repeat information provided above; the content was intentionally left unedited apart from formatting so that Jim’s emphasis on which strings or moves are particularly useful or important remain intact. Please reach out to ThatPhageGuy or Sodium Jim if you run into any problems.

# Notable Normals and Strings

Standing 1 – This your 8 frame punish. The rest of the string is Standing 1, 3 which is minus 2 and special cancellable or the entire String is Standing 1,3,1 which is safe and has good push back at minus 6.

Forward 1 – This is one of the best lows in the game. It is 13 frames and is minus 1 on block which means that it is a really great stagger tool. It is also really easy to confirm it into Forward 1,2 which is special cancellable and only minus 7 on block.

Back 2 – This is your 10 frame mid. It lacks range but is Kollector’s best button to jail from after hitting his down 1 which is plus 10. Also confirms easily into Back 2, 3 which actually launches your opponent for a guaranteed unbreakable Relic Lure. Back 2, 3 by itself is minus 8.

Stand 4 – This is a 10 frame high but has amazing range. Be careful when you use it though because it can be low-profiled and at closer range can be punished with Down 2. Cancels into 4, 4 which is flawless blockable and minus 10, but the whole string is 4, 4, 3 which is super minus at minus 20, but also launches the opponent for big damage.

Forward 3 – This is a 22 frame start up mid but is a great tool for closing the distance as Kollector does a large run up before the kick. It is difficult to confirm from, but cancels into Forward 3, 1 or Forward 3, 1, 2 which are both minus 12 and safe but neither are special cancellable.

Forward 4 – A 16 frame low normal. Not really used in neutral as it is not very fast, especially compared to his Forward 1. However, it is his max damage combo starter and the entire string is Forward 4, 4 which is special cancellable and a great tool for making some of his combos unbreakable.

# Anti-Airs

Kollector is sort of spoilt for choice when it comes to anti-air buttons. Down 2 is probably his most consistent as Kollector sort of crouches down and moves up at a great angle which gives it a really consistent hit box. If you hit them high enough as well you can even confirm into Down 1 then Relic Lure to get an actual combo!

Standing 2 is also a fantastic anti-air and if you manage to space it correctly and get the opponent on a counter hit, you can finish the string with 1+3, 4 which is actually a counter hit krushing blow for big damage!

# Special Moves

Shotel Fury (All Variations) – Down Back 3. This is a really fast special move at 9 frames and is usually Kollector’s main combo ender. Can reversal punish some moves that other characters cannot such as Erron Black’s Acid Pour move in his third variation.

War-Quoit Toss (Squander Only) – Back Forward 4. This is Kollector’s main projectile in this variation, however, annoyingly it cannot be really used as such. It has 26 frames of start-up and is minus 24 on block. However, this is an AMAZING combo extender and should be the first special move that you cancel into from any hit confirm as the amplified version leaves them standing for either a big damage follow-up, or unbreakable damage. This is also your best meterless combo ender.

Relic Lure (Squander Only) – Down Back 4. This move is the main reason to play the Squander variation. It has 16 frames of start-up and is safe at minus 9, even though it can be punished as it has a large amount of time before it actually hits, and is also arguably the best armour break move in the game. After you launch with any of Kollector’s launchers, you can use Relic Lure to break any attempt at a breakaway for extra damage, and if you amplify it you actually get a full combo even if they break away.

# General Strategy

This variation of Kollector is pretty straight-forward to use. Your key gameplay is to hit confirm into one of his strings to force them to try and break so that you can recapture them with Relic Lure for crazy damage! Your main button in neutral is definitely Forward 1. As we have mentioned it is only minus 1 so you can use it once to see what the opponent wants to do, and then do it again straight away in order to catch them pressing a button. Once you have conditioned them to block, you can go for a grab for the mix-up! Be careful though not to get too predictable because it is easy for some to press and blow up your offense.

Kollector’s second best button in neutral is Back 1, especially if you know that the opponent is very mashy. The range is a bit short, but it the fact that it jails from Down 1 unlike the rest of Kollector’s buttons, means that you can use the frame advantage from Down 1 to its fullest. As I mentioned as well, the Back 2, 3 string is unbreakable if you confirm it into Relic Lure so if you hit the full string, you’ll get a launch into decent damage regardless!

Standing 4 is Kollector’s third best button in neutral. This is a really good button due to its great range, but as I mentioned previously it is a high. You’ll want to try and stagger this button from at least two character lengths away and be careful if they opponent knows how to flawless block the second part of the string because then not only will the third hit not come out, but it also becomes much more punishable!

Kollector’s Forward 2, 2, 1+3 string is super gimmicky as it is extremely minus on block but there is a massive gap between the second 2 and 1+3 which means if you know they are mashy or they do not know the match-up, it can catch people out for a bit of cheeky damage!

# Combos

# Optimal Meterless

4 4 3, Microdash forward, Down 2, Down 1 cancelled into Down Back 3

# One Bar Combos

4 4 3, instant Jump 2, Forward 2 2 cancelled into Down Back 4 amplify, Forward 2 2 cancelled into Down Back 3

Back 2 3 cancelled into Down Back 4 amplify, Dash, Forward 2 2 cancelled into Down Back 3

Standing 1 3 or Forward 1 2 cancelled into Back Forward 4 amplify, Jump 1, 4 4 3, microdash Down 2, Down 1 cancelled into Down Back 3 (OPTIMAL)

Breakaway Read

Standing 1 3 or Forward 1 2 cancelled into Back Forward 4 amplify, Jump 1, 4 4 3, Down Back 4

4 4 3, Down Back 4 amplify, Forward 2 2 cancelled into Down Back 3

Unbreakable

Standing 1 3 or Forward 1 2 cancelled into Back Forward 4 amplify, Jump 1, Forward 4 cancelled into Back Forward 4

# Two Bar Combos

Standing 1 3 or Forward 1 2 cancelled into Back Forward 4 amplify, Jump 1, 4 4 3, instant Jump 2, Forward 2 2 cancelled into Down Back 4 amplify, Forward 2 2 cancelled into Down Back 3

Back 2 3 cancelled into Down Back 4 amplify, Dash, Standing 1 3 cancelled into Back Forward 4 amplify, Jump 1, 4 4 cancelled into Back Forward 4

4 4 3, Instant Jump 2, Standing 1 3 cancelled into Back Forward 4 amplify, Jump 1, Forward 4 cancelled into Down Back 4 amplify, Forward 2 2 cancelled into Down Back 3

Breakaway Read

Standing 1 3 or Forward 1 2 cancelled into Back Forward 4 amplify, Jump 1, 4 4 3 cancelled into Down Back 4 amplify, Forward 2 2 cancelled into Down Back 3

4 4 3 cancelled into Down Back 4 amplify, Dash, Standing 1 3 cancelled into Back Forward 4 amplify, Jump 1, Forward 4 cancelled into Back Forward 4

# Down 2 Krushing Blow

**Meterless**

Down 2 Krushing Blow, Forward 2 2 cancelled into Down Back 3

**One Bar**

Down 2 Krushing Blow, Standing 1 3 cancelled into Back Forward 4 amplify, Jump 1, Forward 4 cancelled into Back Forward 4

Breakaway read

Down 2 Krushing Blow cancelled into Down Back 4 amplify, Forward 2 2 cancelled into Down Back 3

**Two Bar**

Down 2 Krushing Blow, Standing 1 3 cancelled into Back Forward 4 amplify, Jump 1, Forward 4 cancelled into Down Back 4 amplify, Forward 2 2 cancelled into Down Back 3

Breakaway read

D2 Krushing Blow, Down Back 4 amplify, forward Dash, Standing 1 3 cancelled into Back Forward 4 amplify, Jump 1, Forward 4 cancelled into Back Forward 4

# Standing 3 2 Krushing Blow

Unfortunately, people can breakaway too fast for you to Relic Lure and recapture them. All the combos from the Down 2 Krushing Blow work for this one as well, only you need to DASH first before you connect the initial follow up string.

# Corner Combos

Kollector does not really get anything special in the corner combo wise. My advice would be to just do your normal combos as he does lots of damage anyway.

# Additional Combo Notes – Ending Combos in Fatal Blow

The speed and hit box size of Kollector’s Fatal Blow means that you can use it practically whenever you want as a combo ender in order to cash out on big damage. However, to ensure it hits I would make sure that you link it from Standing 1, 3 instead of Forward 2, 2 as the gravity of the latter might cause it to whiff.

# Relic Lure Additional Notes

One of the best things about Squander Kollector is his combo flexibility with Relic Lure. You’ll often find people like to break after the initial Relic Lure, but if you get the read you can still armour break them with an additional one for extra damage. Try and learn your opponent’s breakaway habits so that you can Relic Lure them at the best time and get some crazy damage! The added bonus is, you will terrify them from ever using breakaway again, leaving them open for Kollector’s huge damage! This is a super fun variation, and though this version of Kollector does suffer in certain matchups, especially extreme zoning, he is a really fun and rewarding character to learn. And Relic Lure is just so fun to use!