Tekken 7 Mechanics Guide [0.1.0]

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Contents

Introduction

Objective

The objective of this guide is to briefly explain the mechanics of Tekken 7, while also serving as a quick reference guide to remind yourself of all your options in a situation.

Scope limitation

Due to the focus on game mechanics, this guide will try to avoid discussing:

-   Strategy, mind games, timing, etc.
-   Net play issues / Input lag
-   Character specific aspects
-   Utilization of practice mode and other in-game tools

Credits

Much of the content of this guide has been derived from the following YouTube channels (in alphabetical order):

-   https://www.youtube.com/@Applayfgc – Applay
-   https://www.youtube.com/@cutcc – cutcc
-   https://www.youtube.com/@IAMOP – IAMOP
-   https://www.youtube.com/@kiloutre – kilo
-   https://www.youtube.com/@user-gc8db7fn6x – LoseAgainMan
-   https://www.youtube.com/@MassiveZug – Massive Zug
-   https://www.youtube.com/@novriltataki – novriltataki
-   https://www.youtube.com/@PeterYMao – PeterYMao
-   https://www.youtube.com/@sevenstringsyndicate6250 – SevenStringSyndicate
-   https://www.youtube.com/@ThatBlastedSalami – That Blasted Salami
-   https://www.youtube.com/@TK_TheFURY – TheFURY
-   https://www.youtube.com/@TheMainManSWE – TheMainManSwe
-   https://www.youtube.com/@tytk – Ty Tekken

Access and feedback

Core Mechanics

Core mechanics comprise the following:

- Attack levels and blocking
- Frame data
- Movement

Regardless of your or your opponent's playstyle, characters or the stage, these concepts will always be relevant. They are what comprise the meat of the 'Fundamentals' of this game, and are well worth investing in.

Attack levels and blocking

Basic blocking

There are three attack levels (heights of an attack):

1. HIGH
2. MIDDLE
3. LOW

There are two types of blocks based on level:

1. Standing guard
2. Crouching guard

	Standing Guard	Crouching Guard
HIGH	✔	✔
MID	✔	✘
LOW	✘	✔

Both guards protect against High attacks. Standing block gets hit by low attacks, crouching block gets hit by mid attacks.

Special middle:

Special Middle is a weaker attack level. It can be blocked both standing or crouching.

Note that blocking will not protect against throws or various other guard penetrating moves (LINK).

Normal vs Neutral blocking

There are two ways to guard:

- Normal guarding (holding b or db)
- Neutral guarding (pressing nothing or just d)

Neutral guarding tends to receive less pushback from enemy attacks than normal guarding (making punishing LINK easier), but is vulnerable to guard breaks (LINK).

Note that neutral guarding will not work at -8 or a similar heavy frame disadvantage (LINK).

Frame data

Basic frame data

Frames are simply a measure of time. 1 second is made up of 60 frames. Attacks have three phases:

1. Startup frames:
   Time taken for an attack to reach hitting state. This is shown explicitly in frame data. If you hit an enemy during his startup frames, you score a counter-hit. Counter-hits may change the properties of an attack (LINK).

2. Active frames:
   The time an attack is live (and can cause damage). This is shown in brackets in the frame data. If you hit and get hit by an enemy at the same time, you experience a trade.

3. Recovery frames:
   Time taken by the attacking and blocking player to recover, and be able to attack or block again. Tekken shows relative recovery frames, meaning:

   > [opponent recovery time] - [player recovery time]

   When your recovery time is shorter than the enemy's, you have frame advantage (and vice versa). If you hit an enemy while he's recovering, you have performed a punish. Players can not block during their recovery frames, so any attacks that connect in that time are guaranteed hits.

For perspective, the fastest attack in Tekken is a jab (10 frames startup).

Some attacks leave you in -9 recovery frames, which the enemy can't punish (because even the fastest attack takes 10 frames). These attacks are called safe. Other attacks may leave you at -10 or with a bigger frame disadvantage.

Frame data and punishing

Total time taken by you to recover when missing (**whiffing**) an attack on the enemy:

Startup frames + **Active** frames + **Real recovery** frames

(Note that real recovery frames are not commonly known in Tekken)

The total time taken by you to recover when your attack **connected**:

Startup frames + **Active** frames - **Relative recovery** frames

(Note that relative recovery frames are usually very different depending on whether attacks hit or are blocked).

Enemies' recovery frames start as soon as your attack makes contact.

Attacks have a fixed animation duration. An attack can only make contact once (whether blocked or hit). Its remaining active frames are harmless to the enemy.

If an attack with many active frames hits early in the animation, the enemy's recovery will start sooner and feel shorter, but if contact is late in the animation, the enemy's recovery will start later and feel longer (this is called a **meaty** attack).

Some attacks may 'spin' the enemy, and show your relative frame advantage as very high, even higher than some attacks' startup frames. However, even if you execute these faster attacks, the enemy can still block them. Their frame disadvantage in this case will not only unless they also try to attack.

Movement

Some characters have advanced movement options, such as Kazumi (who can fly a significant distance towards or away from enemies). Additionally, some characters have specific actions that move them across the z-axis. These may be attacks or simply movement actions available to them.

But there are generic movement options that apply to all or a large group of characters. These are discussed below.

Movement along the X axis

Dash
You can double-tap forward to dash a short distance towards the enemy. Doing so at a distance, however, will put your character into a running state.

Backdash
You can double-tap back to dash a short distance away from the enemy. The backdash has a high cooldown. Advanced techniques like Korean backdash allow you to skip much of the cooldown duration.

Backflip
Some characters (such as Asuka and Anna) can perform a backflip by pressing b,ub,b (just tapping u while holding b).

Wavedash
Specific characters have a wave-dash that allows them to move quickly towards an enemy, and execute various special moves out of. This is done by inputting f, df, f.

Movement along the Y axis
Jumping and crouching are the two main movement options for vertical movement (LINK - crush). Notably, crouching takes only 1 frame.

You may either perform a full jump or a short hop, based on how long you hold the jump button. However, tapping the jump button will trigger a sidestep instead.

Movement along the Z axis

Sidestep:

Allow you to quickly step a fixed, short distance left or right, by simply tapping u or d, to dodge   enemy attacks.

A sidestep typically takes 6 frames (5 for female characters).

Sidesteps have fast initial acceleration but a noticeable slowdown and cooldown, making spamming them ineffective.

You can instantly cancel a sidestep into b, bb, db, d or df.

Sidesteps vary in quality across characters. Some characters are faster than others. Some characters have a large enough hitbox to make sidesteps fairly ineffective (as enemy attacks still connect).

Sidewalk:

Allow you to steadily move a variable distance left or right, by simply double tapping and holding u or d, to dodge enemy attacks.

The longer you hold the button, the longer your character walks and the greater distance you travel.

Sidewalks lack the acceleration of sidesteps but also the slowdown or cooldown, and end up covering a larger area over time.

You can't instantly cancel a sidewalk into a guard, making it a riskier than a sidestep.

Z axis movement and alignment

The 'axis' refers to a straight line between the two characters.

'Alignment' refers to whether a character is facing directly towards his opponent, and accurately targeting him.

When movement along the z-axis occurs (such as a sidewalk or sidestep), and an attack is dodged, the dodging character is still aligned to the axis, but the dodged character may not be aligned anymore if he was in the middle of an action.

This means that, unless the dodged player performs an action that realigns his character to the axis, his attacks will be off-axis and miss the enemy.

Axis can be re-aligned by pretty much any new action (any type of movement or attack), although the degree to which alignment occurs may vary between actions.

This means that, for longer actions such as lengthier movement options or lengthier attacks/strings, re-alignment may not occur until the character stops, recovers and initiates a new action.

Other mechanics

These include:

- Generic stances and options (crouching, running, jumping)
- Generic recovery, grounded and wakeup options
- Generic low parry, generic low jab, generic low kick
- Tracking and homing moves
- Evasive and crushing moves
- Combos, launchers
- Counter hits launchers, stuns, Clean hits
- Strings, jailing moves, forced stances
- Throws
- Tackles
- Powercrush
- Reversals, chicken, parries
- Execution
- Guard penetration
- Environment
- Rage

These are additional mechanics included in the game. Their relevance often depends upon the context, such as your or your opponent's playstyle, the chosen characters, the stage, etc.

Before seeing how these mechanics can be used to counter each other or affect the fundamentals of the game, it is important to understand the mechanic and get intimate with it in the first place.

Generic stances and options (running, jumping)

Crouching

Pressing (not tapping down) will make your character crouch.

When in crouching state, you don't have access to:

Most of your normal movement options, although you can hold df to slowly inch forwards.

Your normal set of attacks, but instead have access to a different set of crouching attacks depending on your character, and some generic options (LINK)

When crouching, you cannot be hit by highs or throws (LINK).

While-rising (aka while-standing)

After being in crouch for at least 6 frames, letting go of d will transition your character into a transitory 'while-rising' state on the way to your normal standing state.

In while-rising state, you again don't have access to your normal movement or attack options, but have access to a different set of moves depending on your character.

Running

You can enter a run by pressing and holding f,f,f , or by simply dashing from a good distance away. Running gives you access to a number of options, both character specific and generic ones. The latter are discussed below.

Running tackle:

Range: ~5 (running 3 but less than for steps)

Command: None (just make contact with enemy)

Your character will automatically tackle the enemy to the ground upon contact

(LINK).

Running stomp:

Range: ~5 (3 or more steps)

Command: None (just make contact with grounded / waking-up enemy)

Your character will stomp over a grounded enemy and will switch sides.

Though this attack does very low damage, it has massive +frames on hit or even on block. It hits low, and can be blocked low - but can't be low parried (discussed later).

Slash kick:

Range: ~5 (running more than 3 steps)

Command: 3

A jumping kick. This is a MID attack which usually evades lows (discussed later). It usually gives +frames on block, and usually knocks down enemies on hit. Not all characters have this attack, and the exact nature of the attack and the frame data varies across characters.

Slide:

Range: ~5.5 (running more than 3 steps)

Command: 4

A slide that hits low, grounds the enemy and switches sides. It can be jumped, sidestepped / sidewalked right, low blocked or low parried. Not all characters have this.

Cross-slice / Cross-chop:

Range: ~5.5 (running more than 3 steps)

Command: 1+2

A mid attack that knocks down on hit. Can be blocked, or sidestepped/sidewalked. Not all characters have this move.

Shoulder attack:

Range: ~6.5 (running 4 or more steps)

Command: None

A mid attack that knocks down on hit and gives + frames on block.

It can't be sidestepped. Has armor that also works against lows.

It can be jumped over, jab blocked, or interrupted before entering armor (with a long ranged attack).

Jumping

There are two types of jumps in Tekken, each with 3 stages:

Jumps:

- Hop
- Full Jump

Stages:

- Ascending
- Descending
- Landing

Commonly, a hop 4 may have launching properties, a full jump descending 3 may stun enemies, and a full jump landing 3 may execute a crouching 3.

However, these seem to be implemented differently across characters.

Being hit while in the air immediately puts you into a vulnerable airborne state, allowing the enemy to execute a combo.

Backturned

Not exactly a stance but a position. You usually end up in this state after some character specific move or taking an attack. You can't block nor break throws in this state, and your tackle breaking/reversals are altered and restricted. Just initiate any action (like a fast crouching jab for quick normal realignment) to start facing the enemy again.

Generic recovery, grounded and wake-up options:

Landing recovery

Tech roll

Side roll
- 1 or 2 on landing - tech roll into background
- 3 or 4 on landing - tech roll into foreground

You recover in crouching (while-standing moves accessible)

Crucial to avoid some combo situations (enemies trying to pick you up)

You also get some invincibility frames

Back roll
- Hold b while falling

Recover in standing

Move back slightly

Crucial to avoid some combo / mix-up situations (especially when flipped on floor)

Quick recovery (ukemi)
- Hold f (Kip up attack)

Available when landing FUFT only. 4 dmg, +3 on hit

Delayed wake up options

Staying on the ground
Can help you avoid a lot of forced mixups

If you get hit while grounded, that little bounce will give you access to all of the standard landing recovery options (tech rolls, etc). Also pushes you back a bit further.

Back recovery
- Hold b

Recovers standing - blocks high and mid - vulnerable to lows

When FUFA, and when FDFT, stands up facing away (vulnerable to everything)

Crouching recovery
- Hold db

Recovers crouching - blocks low, evades high - vulnerable to mid, access to while rising attacks.

Standing recovery
- Press u

Recovers standing - can block high, low

Side roll
- Press 1 for background roll (hold d for extended roll)
- Press d1 for foreground roll (hold d for extended roll)

Only one roll per grounding. Being hit resets the count to 0. Can be done from any position. Rolling expands the character's hitbox.

Normal side roll:
360 degrees. Character will simply immediately stand up right after

Extended side roll
540 degrees (essentially flips your face direction). Character stays down until you make him get up.

Front roll:
- Press f

Will roll towards opponent. Very slow. Some delayed wake up options can only be performed from front roll.

Wake up attacks

FUFT only options:

Toe kick

- d3 or d4

On hit, slight pushback + character rolls back. 13 frame startup.

Spring kick

- 3+4

On startup, can evade high or low (depending on animation). Knockdown on hit. -10 to -21 on block - depending on contact point (LINK).

Cross chop

- front-roll -> 1+2

On hit = knockdown. On block: +2 or +7.

Wake up kicks:
- 3 (wake up low-kick)
- 4 (wake up mid-kick)

All 4 grounded positions have them, but frame data varies across them

FUFT
- mid: (22, -12, +5) - knockdown on counter hit
- low: (22, -12, +5) - launch on counter hit

FUFA
- mid: (18, -14, k) - knockdown on hit / counter hit
- low: (19, -12, +5) - launch on counter hit

FDFT
- mid: (19, -14, -5/k) - knockdown on hit (if close) / counter hit
- low: (19, -17, -3/l) - launch on hit (if close) / counter hit

FDFA
- mid: (19, -19, -10/k) - knockdown on hit (if close) / counter hit
- low: (21, -20, +1)   - launch on counter hit

Front-roll wake up kicks:
FUFT & FDFA
- mid: (17, -12, +5) - knockdown on counter hit
- low: (19, -12, +5) - launch on counter hit

FUFA & FDFT
- mid: (11, -15, -4/k) - knockdown on hit (if close aka clean hit) / counter hit
- low: (14, -12, +5)   - launch on counter hit

Generic low parry, low jab, low kick

Generic low parry

All characters have the ability to low parry, but not all low attacks can be parried. Attacks that can't be low parried included (but are not restricted to) weapon attacks, elbows, knees, shoulders, head, and projectiles.

Low parry is done by pressing and holding df when making contact with a low attack. The low parry window activates as soon as you press df, and lasts 20 frames exactly. You can activate the low parry window even while crouching.

Low parry combos start with 70% scaling, as the enemy is considered airborne (LINK).

Generic low jab

d1 (or db1 for some characters)

A move done from standing state that transition you to crouching.

Strengths	Weaknesses
High crush	Special mid (can be low crushed, low parried)
Fast (10 | -5 | +6)	Linear (can be sidestepped / sidewalked)
Immune to reversals (such as by Asuka)	Low range
Can skip while rising state	

Tapping forward during a low jab (even if it doesn't connect) and letting d go during it, transitions you to standing state instantly at the end of the jab, skipping the while-standing state.

Generic low kick

d4 (or db4 / d3+4 for some characters)

A move done from standing that transition you to crouching.

Strengths	Weaknesses
High crush	Can be low crushed / low parried
Fast (12 | -13 | -2)	Linear (can be sidestepped / sidewalked)
Low (less likely to be blocked)	Unsafe on block
Excellent tracking (LINK)	

Tracking and homing moves

Attacks can sometimes clip sidestepping opponents or re-align the character to face them. This quality is referred to as **'tracking'**.

Some attacks track better than others, which are more linear.

Most attacks track well to only one side of a character. Usually, attacks are weaker to sidesteps inward of them, e.g. a jab (left punch) is weak to an enemy sidestepping to his left. This is a general rule and there are significant exceptions to this.

Characters also have a weak side in terms of sidestepping, meaning their moves generally don't track as well in that direction. Again, there are exceptions to these general rules as well.

'Homing' attacks are those specifically made (almost guaranteed) to catch sidestepping opponents and can seemingly track 180 degrees in either direction.

Homing attacks' animations have white dots appear around them, to let both players know about this quality of the move.

Evasive and crushing moves

Some moves can dodge some attacks due to their peculiar animation and the movement of the attacker's body (hitbox). This quality is referred to as **'evasiveness'**.

The dodging capability of evasive moves is unreliable and sometimes unpredictable. Evasion usually lasts for only a part of the move's animation.

Evasion can happen over all three axes:

X axis:

> Some moves cause the character to move back (such as Kazumi's b3+4) or position backwards momentarily (such as Fengs b3+4). These can evade some attacks based on range and create whiff punish opportunities.

Y axis:

> Moves typically evade highs or lows, rarely both. In some cases, different parts of the move may evade at a different level.
>
> Some moves (such as Xiaoyu's art of pheonix stance) can also evade some mids.
>
> These allow your character to execute an attack while avoiding an enemy attack simultaneously.

Z axis:

> Some moves can reposition a character on the z-axis (such as Xiaoyu's 3+4 or b3+4), and even attack simultaneously (such as Kazumi or Jin's uf2).

Additionally, movement can have small but significant effects on the evasion capabilities of some moves - this has to do with how animations are handled in Tekken.

Crushing moves are those that are specifically made to evade one level of attack on the Y axis, and are guaranteed to be invulnerable to attacks at that level.

There are two types of crushing moves:

- **High crush** (aka tech crouch) moves will always evade all highs. These include crouching, generic low jab/kick, and character specific moves (such as Xiaoyu's art or phoenix stance).
- **Low crush** moves (aka tech jump) will always evade all lows. These include jumping, hop kicks and most attacks with a jumping animation (such as Kazumi's uf3).

Most crushing moves have a wind up before their crushing properties kick in. High crushes tend to kick in a bit earlier than low crushes. Most low crush moves (including jumps) crush lows from frame 9.

Combos, launchers

Structure:
Combos in Tekken typically follow the following structure:

1. Launcher
2. Screw attack
3. Combo ender

Between a launcher and screw attack, you may add some filler hits.

However, each hit in a combo:

- sends the enemy further back, making subsequent hits more difficult
- scales down the damage inflicted

The screw attack is important because it lands the enemy in a vulnerable position from which you can easily apply your combo-ender if you are in range.

Launcher:

Standing combos are rarely that long, and enemies can recover and block. Airborne enemies, however, cannot block. So, for a long, successful combo, it is important to send the target airborne.

A move that incapacitates the enemy and makes it easy to send him airborne is called a launcher. Launchers are usually mids or highs, and occasionally lows (lows usually knock enemies down in a manner that a follow-up attack can be used to pick them back up).

Damage scaling:
Damage scaling stays at 100% while the target is standing. Once a target is airborne, the following is applied to every subsequent hit, starting from hit 2:

- 70%
- 50%
- 40%
- 30% (minimum)

Note that catching an enemy mid-air, or launching an enemy is not considered an airborne hit - the next hit is. Multiple hit rage arts count as one hit in terms of damage scaling.

30% is the minimum damage that will be applied in terms of the combo, but the total damage can have further scaling applied to it based on environmental effects (LINK).

Counter hit launchers, stuns, clean hits

Counter hit

A counter-hit is when an attack lands on the opponent when he is initiating (in the startup frames) of an attack of his own.

Counter hits usually apply 11% to 20% extra damage to the counter hit itself.

Counter hits can also change the properties of the attack. Most commonly, a counter-hit will modify an attack by either:

- Improving its frame data
- Adding 'launch' or 'knockdown' properties it
- Causing it to stun an enemy
- Changing string properties (LINK)

If an attack launches on counter-hit, it can be used to initiate a combo. If an attack causes a stun on counter-hit, a launcher can then be used on the stunned enemy and a combo performed after that.

However, note that there are 2 types of stuns where a combo can be outright prevented (or its damage reduced):

1. Nosebleed stun:
   Escaped by holding d. Allows the character to fall to the ground much faster, potentially avoiding the amount of damage taken from a slower, powerful launcher.

2. Double over stun:
   Escaped by either holding f or tapping in any direction. Allows the character to recover completely and become able to block again.

Clean hit

Clean hit is a property available to some moves when they are landed from a close range.

Clean hits, like counter hits, may also apply extra damage to the hit, and/or put the opponent in a knockdown or stun-like state and allow the attacker to follow up the with a combo.

And attack can both counter-hit and clean-hit at the same time for a lot of extra damage potential.

Strings, jailing moves, forced stances

Strings are a combo of successive hits built into a character's move list.

After getting hit by one attack in a string, the enemy needs to hold b (or db against low attacks) to recover and resume blocking.

In some strings, landing one hit guarantees all other hits will land, too. This is called a natural combo. Some strings are not natural combos by default, but they can become one if one of the hits lands as a counter hit.

Some strings can force the opponent, if he blocks one move, to continue blocking the entire string (meaning he cannot use any other attacks or movement options of his own). This is called a jailing string.

Similarly, some attacks, either on hit or on being blocked, can force the opponent into a particular stance (most commonly crouching). This can limit their retaliatory movement and attack options greatly.

Throws

There are two types of throws, generic throws and command throws. Note that there is only a short window to break throws, and a misinput will count as a failed break attempt.

Generic throws

Done by pressing 1+3 or 2+4, have a 12 frame startup and connect High.

Holding forwards will make the startup 15 frames, but increase the range and tracking.

2+3 / f2+3 throws will always switch character sides, regardless of whether are broken.

To break any generic throw, just press either 1 or 2 regardless of the throw.

Command throws:

These are 12 frames. The input varies across characters.

The command to break command throws depends on the animation of the throw:

Animation	Command to break
Left hand further out	1
Right hand further out	2
Both hands reaching out	1+2

When a throw is executed from the side of your character, the side determines which button to press to break them

Animation	Command to break
Your left arm being grabbed	1
Right hand further out	2
Both hands reaching out	1+2

Note that backturned throws cannot be broken.

Tackles

Tackle is a universal mechanic.

- Performed by running to opponent (as discussed before), OR
- using a special input (some characters only)

Tackles have multiple stages:

- Initiation (until you've taken the enemy to the ground)
- Execution (performing attacks on tackled, grounded enemy)
- First hit
- Fourth hit

Initiation stage

Tackles can be broken or reversed at this stage.

Break	1+2 or 2 on initial connection
Reversal	1+2 the moment you hit the ground

Note: Neither can be done if tackled when backturned.

Note: Marduk's tackle cannot be reversed.

Execution stage:

You can break the tackle on the first and fourth attacks:

Attack (command)	Break command
Left punch (1)	2
Right punch (2)	1
Arm bar (1+2)	1+2
Leg bar (3+4)	1+2

Note: if tackled when backturned, the required inputs for breaking the punches are reversed, and you can only break on the first attack.

Arm bars are only available to a few characters. Leg bars are available only to King and Nina.

Generic tackle break mechanics (playing as any character)

When facing a character with an arm bar but without a leg bar, you can use this option set:

Scenario	Break command
Left punch (1) or Arm bar (1+2)	1+2, 2, 2, 2, 2
Right punch	1

Note: Paul's Ultimate Punishment is also broken like Right punch, with 1.

When facing a character with an arm bar and a leg bar (King or Nina), you can use this option set:

Scenario	Break command
Left punch (1) or Arm bar (1+2)	1+2, 2, 2, 2, 2
Right punch or Leg bar (1+2)	1+2, 1, 1, 1, 1
Arm break (1+2) or Leg break (3+4)	1+2, 1+2, 1+2, 1+2, 1+2

Special tackle break/reversal mechanics (playing as specific characters)

When playing as Dragunov or Paul, you can use this command to break every single tackle, every time:

1,1,2,1+2,1+2,1+2...

The 1,1,2 should be pressed when hitting the floor, followed by spamming 1+2 until the tackle is completely broken.

You can reverse arm bars if you are Dragunov, Marduk or any character who has an Arm bar himself by pressing **1+2,2,2,2,2** (just an extra 2).

You can reverse leg bars if you are Dragunov, Marduk or any character who has a Leg bar himself (King/Nina) by pressing **1+2,1,1,1,1,1**.

Special tackle break mechanics (playing against specific characters)

Draguvnov has 3 options, all grapples, which are executed and broken by the same commands:

- 1
- 2
- 1+2

Marduk's options can be broken based on which side the attack targets:

Scenario	Break command
Attacks to your left side	1
Attacks to your right side	2
Attacks in the middle	1+2 or pressing nothing

Yoshimitsu's sword is uninterruptible.

Asuka has a Ki-charged tackle which is uninterruptible.

Paul's Ultimate Punishment can be broken by 1.

Powercrush

Powercrush attacks cannot be interrupted by high or mid attacks. The powercrusher will absorb these highs/mids at 100% of their base damage with no scaling. They can, however, be interrupted by lows.

Each incoming hit will temporarily pause the powercrush attack's animation momentarily, allowing enemies to recover from fast attacks and block again. A natural combo or string will pause the powercrusher entirely for its duration.

A throw that connects during a power crush cannot be broken.

Most crushing moves have a wind up before their crushing properties kick in. Before powercrushes kick in, these are considered normal attacks and can be interrupted by highs/mids and can net a counter hit or clean hit. A throw connecting before the crushing properties kick in can be broken normally.

Reversals, chicken and parries
(This guide ignores Geese' parry.)

Not all attacks can be parried. Unparriable ones include:

- Weapon attacks
- Knees
- Elbows
- Shoulders
- Head
- Throws

Parries
Some moves can parry punches and kicks, some only one of them. None can parry lows (use generic low parries instead).

Generic mid parries
When timed correctly, avoids an attack and gives the parrier frame advantage.

Depending on the parried move, the frame advantage may even be +10 or above, guaranteeing a hit. Works on both punches and kicks.

E.g. Jin or Law's b1+3.

Sabaki parry
Has an inbuilt attack animation. When timed correctly, avoids an attack and lands the inbuilt attack as a counter attack – potentially stunning the opponent and leaving him launchable.

E.g. Asuka's 2+3 (punch parry) / b2+3 (kick parry).

Punch / kick parries
Can only parry punches or kicks. Sabaki parries may by only punch / kick parries.

E.g. Asuka's 2+3 (punch parry) / b2+3 (kick parry).

Follow-up parry
When timed correctly, avoids an attack and gives the parrier the choice to perform a follow-up move.

E.g. Law's b1+2

Reversals

Reverse an attack.

These are different from Sabaki parries in that they may parry both kicks and punches, but they can be chickened.

Chicken

If you think the enemy might use a reversal, you can reverse that reversal and do some damage. This is called a chicken. You must follow-up your attack with the appropriate input. This depends on the limb used by your attack:

Limb used by attack	Follow-up command to chicken
Left	f1+3
Right	f2+4

Execution

For some moves, inputting the command in a frame-perfect manner can provide an execution boost to the attack. This is visually indicated as blue sparks around the moves (or the 'electrics' in case of Mishima characters).

When executed in this manner, it can modify a moves' properties by increasing damage, changing frame data or providing various other character specific benefits (such as making the follow-up move guaranteed).

Guard penetration

Neutral guard penetration:

Neutral guarding does not work when the character has a heavy frame disadvantage.

Neutral blocking does not work when hit by the first hit of a combo - the player must hold back to be able to start guarding again.

Neutral guarding does not work after a guard break move - this is a move that, upon blocking, will make its follow-up moves penetrate the neutral guard.

Ki charge

Command: 1+2+3+4

When Ki charged

- attacks deal 10% damage on block
- Ki charger cannot block
- first hit landed by either character is a counter-hit

Unblockables

These are very slow but extremely powerful moves that cannot be blocked against (neutral guard or otherwise).

Unblockables can be recognized easily by their distinct and bright, flashy animations.

Tick damage

Some moves do minute amounts of tick damage (damage even upon block). While tick damage can gradually lower someone's health, it can't end a round.

E.g. Kazumi's Lunging Tiger (2+4).

Environment

Wall jump

Special attack with some invincibility frames (not easily interruptible)

- b,b,up (with back at wall)

All characters have it, except Alisa, Akuma & Noctis.

Wall crush

Some moves cause a wall hit, leading to a stun.

Does no damage (regardless of how it appears), but gives great frame advantage.

Some moves cause wall crush on hit, some moves cause wall crush on block.

Wall hit count and combo scaling

Wall splat type	Animation	Number of wall hits
High	Neither foot touching floor	1 extra wall hit
Mid	One foot touching floor	Normal number of wall hits
Low	Both feet touching floor	1 less wall hit

With high wall splat, you can get an extra hit (or even multiple hits if they happen in quick succession)

Every wall hit increments damage by 1.

Some walls/balconies can be broken mid-combo, allowing you to extend your combo.

Balconybreaks / wallbreaks do not increment the wall hit count but will still benefit from the +1 dmg increment.

After a wall hit (wallsplat, wallbounce, or even self-wallsplat), the scaling itself is reduced by 10% (post scaling damage is multiplied by 0.9).

Floor break

Some floors can be broken mid combo, allowing you to extend your combo.

After a floor break, scaling is reduced by 30% (post scaling damage is multiplied by 0.7). This stays until the enemy wakes up, and applies before the wall damage reduction is applied.

The in-game damage scaling indicator for last hit is broken. It doesn't show actual scaling, just compares theoretical vs actual damage of the last hit and expresses it as a percentage.

Rage

Rage activates when a character's health is below 25% (the rage threshold). It allows you to do a rage drive or a rage art, and gives some damage boost. You can expend rage once per round - after which you lose its damage bonuses.

Health increasing chars

- Won't lose rage if they regain health and go over threshold
- Won't get extra rage after spending it if they regain health, go over threshold and get hit again

Rage drive

Rage drive is a move or a combination of moves, and is similar to other attacks. It can be interrupted and will still expend rage if so. Input and nature of the drive varies across characters.

Rage art

Rage art is a cinematic which is applied as a single hit. It can be interrupted, but won't expend rage if so.

One entered, Rage art applies powercrush qualities, even against lows and throws.

Rage damage

In rage:

- generic attack damage is increased by a fixed amount
- rage drive damage is consistent
- rage art damage increases as your health gets lower