Game terminology

Low Block: Blocks all moves but **high** and **grab** attacks.

High Block: Blocks all moves but **low** and **grab** attacks.

Grab: Attack that goes through block.

Startup frames: The number of frames between inputting an attack and the attack being active.

Active frames: The number of frames an attack has a **hitbox**.

Recovery Frames: The number of frames where the characters can’t move (unless **special cancelled**).

Hitbox: How big the attack is and where the character can be hit.

Normal input: An input that doesn’t use motion inputs like down to right and down to left. 2H is still a normal input but 236H is not. Can be **special cancelled**.

Special input: This is called by doing a motion input along with an attack button. Input that cannot be **special cancelled**.

Special cancel: The action of cancelling a **normal input** with a **special input**.

On block: The difference between the attacker’s recovery and

The period where the opponent can’t move. If the frames are minus, the opponent can act first and otherwise, the attacker has the advantage. If a move is -14 on block, for example, the opponent has 14 frames to punish the attacker.

Difference between recovery and on block: Recovery is the number of frames it takes for the attacker to be able to move again. If an attack misses, the attacker will have to wait 18 frames until they move again, for example. If the move is blocked, the attacker will still have to wait 18 frames but now the defender has to wait for their stun duration as well. If our 18 frame recovery move was -4 on block, that means our defender has 14 frames to recover, while the attacker has 18.

Hitboxes explained:

Hurtbox: If this collides with an **attackbox**, the owner is hit.

Attacbox: If this collides with a **hurtbox**, it registers a hit.

Pushbox: Cannot be hit and only collides with another **pushbox**, pushing it forward.

A cartoon character with a hat

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