Contents

Chapter 1

Notation

Buttonmapping (PS4/XBox): 1 = Square / X
2 = Triangle / Y
3 = X / A
4 = Circle / B
b = back
f = forward
d = down
u = up

Strings / Normals (1,2,3,4,112 etc.)
Air Normals (J1,J2,J3,J4,J1+3)
Specialname (In the character specific notations special names should be written as Shortname / Fullname and button combination)
Specialcancel = xx
Wall Bounce = WB
Trait = T
XRay = XRay

Chapter 2

Grodd

2.1 Notation

```
SC = Stampede Cancel = bf3 ff/bb
L(C) = Leap(Close) = df1b
L = Leap = df1
L(F) = Leap(Far) = df1f
```

2.2 Basic Strings

```
112 1+3
22 1+3
b1 1+3
```

2.3 Meterless

```
112 xx SC D2 B2 xx L(C) J2 221+3 = 25
D2 B2 xx L(C) J2 221+3 = 22
```

2.3.1 Trait

```
T F21 xx SC D2 B2xxL(C) J2 221+3 = 32
```

2.3.2 Interactible

```
22 xx WB B3 J3 B2 xx L(C) J2 221+3 = 45
B1 xx WB B3 J3 B2 xx L(C) J2 221+3 = 44
B2 xx WB B3 J3 B2 xx L(C) J2 221+3 = 47
112 xx WB B3 J3 B2 xx L(C) J2 221+3 = 39
```

2.4 1 Meter

2.4.1 Trait

2.4.2 Interactible

2.5 2 Meter

2.5.1 Trait

2.5.2 Interactible

2.6 3 Meter

2.6.1 Trait

2.6.2 Interactible

2.7 4 Meter

2.7.1 Trait

2.7.2 Interactible

2.8 X-Ray