

Jack-8

- [Character Overview](#)
- [Movelist](#)
- [Anti Jack](#)

Character Overview

Strategy

Gameplan

Jack has a lot of abusable and spamable highs like GMH 4 that make your opponent want to duck at which point Jack has access to a ton of great mids

Jack wants to be up close to his opponent, can spam 2 jab from range to get in. Up close db1 is very important.

To catch people stepping a safe way is df1, big payoff is ff1+2. Can stop jabbing and side stepping with FC 1+2

At the wall very powerful: b2 CH df4 EMGF W! OR CH df4 f1,1 W! EMGF 3,2~d GMH 2

Jack is mostly spamming 2, b2, db1 into FC/mid mixups and slowly pushing them to the wall where he gets scary abusing plus frames from on block moves like b2 and WR 1+2 without the pushback

Mixups

db1 -> FC db1(,1) -> FC db1,1 loops / ws4 / ws2 / FC 1+2 > db1+2 (guaranteed)

Main mixup for lows is df1 up close for safety. You can also mixup db1 and ff1 if you use them from dashing in to make the timing similar. Can also use b1+2 since its a fast mid but you can only take advantage of the plus frames on block if they're at the wall due to pushback. It is punishable but at max range difficult. It is also a heat engager and WR 1+2 is a good followup. Alternatively you can use WR2 which is slow but guarantees a free hit afterwards at +10 (e.g. heat smash or f2). Another good move to use is b2.

Frame traps

asd

Combos

Normal Combos

df2

f4 b3,2 b3,2~d GMH f1 T! f3~d GMH 4 (66)

ws1

f4 b3,2 b3,2~d GMH f1 T! f3~d GMH 4 (67)

ff2

b1 b3,2 b3,2~d GMH f1 T! f3~d GMH 4 (73)

ss1

b1 b3,2 b3,2~d GMH f1 T! f3~d GMH 4 (64)

ff1+2

df1 b3,2 b3,2~d GMH f1 T! f3~d GMH 4 (67)

ws1+2

2 b3,2 b3,2~d GMH f1 T! f3~d GMH 4 (60)

(2,1),2

ws2 b3,2 b3,2~d GMH f1 T! f3~d GMH 4 (66)

df,df2+4 (throw)

ff2 b3,2~d GMH f1 T! f1,2,1 (61)

df2,1*

(run) f4 b1 f1,2,1 (76)

1+2

f4 b1 f1,2,1 (50)

GMH f1

ff2 b1 b3,2~d GMH 4 (67)

GMC 1

ff2 b1 b3,2~d GMH 4

Low Parry

ff2 b1 b3,2~d GMH 4

Counterhit Combos

CH 4

b3,2~d GMH f1 T! b3,2~d GMH 4 (58)

CH (df1),1

ff2 b1 b3,2~d GMH 4 (65)

CH df1,2,1

df1 b3,2~d GMH f1 T! f3~d GMH 4 (60)

CH FC df2,1,2
ws2 b3,2 b3,2~d GMH f1 T! f3~d GMH 4 (73)

CH (b1),2
f4 b3,2 b3,2~d GMH f1 T! f3~d GMH 4 (66)

CH (f3),1+2
f4 b3,2 b3,2~d GMH f1 T! f3~d GMH 4 (72)

CH GMH 3
b3,2 b3,2~d GMH f1 T! f3~d GMH 4 (76)

Wall Combos

High wallsplat
b3,2~d GMH 2

Low wallsplat
db1,1,1,2
backdash b1 EMGF d1 FC df4,2
backdash b1 EMGF 1+3
ssl df2,1~d GMH 2 b3,2~d GMH 2

With T! available
ff4 T! b3,2~d GMH 2
df1,1 T! f3~d GMH 2

Heat Combos

asd

Guaranteed Followups

f3+4~d GMH 2+4 (guaranteed crouch throw if f3+4 hits)

CH f2 ff4 OR EMGF (super hard)

CH ff1 EMGF

Punishment

Block Punishment

Startup	Standing	Crouching
i10	f2	

i11	2,3	ws4
i12	1,1	FC df4,2
i13	df3+4	
i14	f1,1 b1+2	ws2,1 ws2,4
i15	df2,1*	ws1

Whiff Punishment

b1+2 i14 m KND/-19 great range, fast, heat engage, pushback on block (so they *might* not know how to punish)

df2

f2

Moves

RA = df1+2 EMGF = Blue upper = hcf, df+2 shoulder = WR 1+2 Seed Planter = db1+2

High/Mid Pokes

2 i11 h +9/+1 tracks pretty well to his weak side (left), slower than most jabs but has way more range

2,1 h,m +2/-3 quick high mid check

2,3 h,m +5/-13 you can catch them with CH (2),3 ff4 or shoulder if you think they will mash but it is unsafe, mostly punish

2,1,2 h,m,m JGL/-12 if they start ducking the 1+2 followup you can launch them with this

2,1,1+2 h,m,h,h,h,h KND/-4 is good to catch people pressing buttons because its safe and sick damage, might have followups

ss2 i17 h KND/+9 they take chip damage from blocking, on hit there are followups, can also go into GMH mixups

e.g. ss2~d GMH 4 (i14 KND/+3) you are still on plus frames and did 16 chip damage

df1 i14 m +3/-4 good range, low hitbox

df1,1 m,m KND/-11 on CH (df1),1 this launches, can catch people who start pressing or duck the second hit of df1,2

df1,2 -

df1,2,1 m,h,h -2/-10 on CH this launches

df1,2,1,2 -

f1 i14 m +5/-6 tracks pretty well

f1,1 m,h KND/-7 NC great damage, can be used as i14 punish or to catch them pressing after the first hit

f1,2 -

f1,2,1 -

f1,2,2 -

f1,2,2* -

ff1 i15 m +8FC/-6 great pushback e.g. 2 ff1, KND on CH with blue upper followup for great damage, good to use solo but

ff1~d can also go into GMH (at +4) into

GMH 2 (guard break) or GMH 3 (+ob mid) -> force them to start pressing buttons

GMH 4 to catch interrupts (trades with jabs!!) or GMH 3+4 if they mash

b4,4 i13 m,m KND/-4 FC NCc F! always finish the second hit, uninterruptible, safe, puts him in FC at -4

df4 i15 m +5/-9 fish for CH only (+14) into b1+2 (heat engage) or at the wall f1,1 into combo for crazy damage, good tracking

f3 i15 m +5/-9 fastest move that transitions into GMH (spammable), good tracking to the right, knee, on CH GMH f4 NC (on heat it launches)

f3~d GMH

f3,2 m,h KND/-9 safe high with W! and NC, good at the wall

f3,1+2 m,m KND/-11FC NCc if they mash when you go into GMH you can use this extension to catch them: CH (f3),1+2 launches, on regular hit b3 might be guaranteed or else d2

ws3 is exactly the same as f3 but from crouch

ws3~d GMH

ws2 i14 m +4/-7 you can use this on its own! mix it up

ws2,4 m,h KND/+3 NC and YOU CAN HITCONFIRM THIS, if you mess up it just doesnt come out and is safe W! e.g. at the wall db1 poking into ws2,4 hit confirm W! for crazy damage

ws2,1 m,m KND/-14FC NC unsafe so use it only to mixup ws2,4 if they start ducking, CH (ws2),1 launches, on regular hit b3 oki

ws4 i11 m +4/-6 just a good, safe mixup from crouch eg with db1, FC db1

Low Pokes

db1 i12 low +1/-12

FC db1 i14 low +3/-11 hits grounded, spam this at the wall until they get up

FC db1,1 l,m +5/-6 once they start blocking it you can start using the mid strings that interrupt, stays in FC making it super spammable, e.g. FC db1,1 FC db1,1 ws3,4 cannot be jabbed while spamming this move

FC db1,1,1 l,m,m KND/-14 W! use this to catch people pressing after FC db1,1 - dont use all the

time, it is unsafe

FC db1,1,1* deals 12 chip damage extra (for 26 damage including the low) and makes it safe, forces them to start pressing buttons

db4 i16 low -2/-13 good range, hits grounded, high crush from standing, e.g. 2 db4 beats jab retaliation, good pushback on block e.g. if you use it from tip range and they try to punish they often whiff and can be punished in return

d4 i16 low -4/-15 not the best move on paper but it tracks

Other Notable Moves

WR 1+2 ixx ? (??/+3) great to use after combos when the opponent is trying to get up

Homing moves

asd

Defensive Moves

Panic button = f2, on CH guaranteed ff4

Situational Moves

uf2 low crush

uf3?

Frame advantage

b2 i14 m KND/+5 has a lot of pushback so you can really only use it at the wall

Throws

Input	Escape	Damage	Notes
qcf1	1	40	
qcb2	2	45	
df2+4	2	JGL	
df,df2+4	2	JGL	Blue spark version?
db2+3	2	25	

uf1+2	1+2	35	Switch sides
db,f1+2	1+2	50	
GMH f1+2	1+2	45	

Strings

asd

At the Wall

b2 i14 m KND/+5 scary
b2*

Okizeme

EMGF
ff4
f3+4~d GMH 4
ff1~d GMH 4

ff1
 db2
 db1+2
 EMGF (max damage)

ss2
 ~d GMH f1
 ~d GMH 3 FC db1,1
 ff4
 EMGF (max damage)

Grounded opponents:

b3
FC db1
b2*

Stances

Gamma Howl (GMH)

Enter via 3+4

When you don't have heat, GMH becomes annoying at best as you don't really have a way to open them up except for the throw, if they don't know how to break it (1+2).

Your only option here is GMH 4 to make them start ducking as he doesn't have any lows, pushing them to the wall in the process and dealing a bit of chip damage. You are +3 and can keep up pressure / stay in GMH.

Once they start ducking you can use GMH 1 (i22 m, KND/-10 homing), if it hits you can followup with EMGF or db1+2 or db2...

Or you can use GMH 3+4 if they sidestep, mash, dickjab,... its a flash that activates heat and allows you to continue pressure, e.g. followup with WR 1+2 after the heat engage leaving you at +3.

In heat Jack has access to GMC 2 (i20 h KND/+11) which guarantees Heat Smash ON BLOCK. Crazy at the wall e.g. with wall bounce followup possibilities etc. You can mix this up with GMC 1 (JGL/-6) which launches on hit (instant T!) and is homing and deals 8 chip damage. Both GMC moves use up the heat bar however.

In heat you can use GMH 4~F and GMH 3+4~F which essentially turns it into a launcher as well.

Sit Down (SIT)

Enter via d3+4

Heat

During Heat: Use Gamma Howl 3+4 has followups (?) wip

3+4,2

3+4,1

3+4,3+4

Heat Engagers

A good followup after a heat engage is WR 1+2 being a safe uninterruptible mid check with KND/+3 and W! and 14 chip damage

Most Heat Engagers turn into a launcher while on heat: GMH 3+4~f GMH 4~f b2~f BUT NOT b1+2! (do EMGF)

b1+2 i14 m KND/-19 good damage, quickest heat engager, good pushback, good range -> good whiff punish but not such a great move in neutral otherwise (unless they don't know how to punish it due to pushback)

b2 i19 m KND/+5 good damage, pushback, plus on block (really good at the wall, hard to use in neutral)

b2* -2/-2 or +5/+5 at the wall mega damage (40), 16 chip damage on block (after they get up!), can be stepped

GMH 4 i14 h KND/+3 deals 9 chip damage, super spamable move, pushes them (a lot) to the wall, W!

GMH 3+4 i20 s.mid KND/-13 used mainly to catch people wanting to e.g. jab interrupt your GMH mixup, can burn heat to make it safe (with ~F???)

GMH d2+4 i12~13 unescapable throw that hits crouching opponents, e.g f3+4~d GMH d2+4 and you can hit confirm whether the f3+4 hit (FC) to make this a guaranteed followup (he also has GMH d1+3 for more damage but no heat engage)

--- I think its actually just d2+4 but GMH is used in the example above as it can be used from GMH and gives the frames to make it guaranteed???

2+3 i16 m +2FC/+1 good range, pseudo armor, at the wall you can immediately heat smash for crazy damage and full combo

2+3~b,b if you dont want to do the attack (would whiff) but activate heat

Heat Smash

H.2+3 i10 h,m,t -2/-9 at the wall this activates any wall bounce, balcony break etc for full combo, deals 50 damage on its own, insane range, can be done from FC to punish any -10 low

WR 2 H.2+3 is a NC so WR 2 becomes insane when you have heat (we're talking 100 damage at the wall)

Resources

<https://www.youtube.com/watch?v=ozuszcUdEz8>

<https://www.youtube.com/watch?v=H4V-m16rbsA>

<https://www.youtube.com/watch?v=c5CW0te6S9U>

https://www.youtube.com/@Joey_Fury/videos

<https://www.youtube.com/watch?v=j3jzGkcvRc4>

Movelist

Normal moves

1 i12 h +6/-2

1,1 h,m +4/-14, FC NC, KND on CH

1,1~d

1,2 h,h KND/-2 NCc

2 i11 h +9/+1

2,1 h,m +2/-3 NC

2,1,2 h,m,m JGL/-12

2,1,1+2 h,m,h,h,h,h KND/-4

2,3 h,m +5/-13

1+2 m,m i15 JGL/-13 homing

3+4 or ws 3+4 Gamma Howl

absorb an attack to activate Gamma Charge (always active in heat)

1+4,1 m i17 KND/+21 (guarded stagger)

1+4,1* unblockable if charged at least to two

hcf alterantive input for 1+4 with 5 more damage, can somehow be charged but i dont get it

1+4,df1 m i21 JGL/-17

1+4:df1 just frame version for more damage, causes instant T! however

f1 i14 m +5/-6

f1,1 m,h KND/-7 NC

f1,2 m,h +5/-6 NC and jails

f1,2,1 m,h,m JGL/-12 instant T!

f1,2,2 m,h,m KND/+6 NOT NC

f1,2,2* charged up causes wall crush

f2 i10 high +5/-12 KND on CH with guaranteed followups (10frame punish potential?)

f3 i15 m +5/-9 (seems good at the wall)

f3~d Gamma Howl

f3,2 or ws3,2 m,h KND/-9 NC safe W!

f3,1+2 or w3,1+2 m,m KND/-11 FC, NCc

f4~1 i65 h unblockable with followups

f4~1,2 m KND/+8 (why???)

f1+2 i27 m,m powercrush KND/-12

f3+4 i22 m +9 FC/-11

f3+4~d Gamma Howl

df1 i14 m +3/-4

df1,1 m,m KND/-11 NCc launches if CH (df1),1 delayable

df1,2 m,h -1/-12 NCc

df1,2,1 m,h,h -2/-10 NC after df1,2 else NCc

df1,2,1,2 m,h,h,h KND/-18 NC after df1,2 else NCc

df2 i15 m JGL/-14

df2,1 m,h JGL/-32

df2,1* m,h JGL/-46

df2,1~d Gamma Howl

df3 i16 m +2/-9

df3,2 m,h KND/-9 W!

df4 i15 m +5/-9 on CH FC +14 safe poke but bit slow?

df3+4 i13 m KND/-23 W! quick whiff punish, good at wall? terrible if it gets blocked

df1+3 slow ass move that is s.mid from far range, throw on close range and leaves you on the floor

df1+3,1+2 unescapable tackle

df1+4 i34 low KND/-37 homing

or hcdf1 to powerup (i29)

df2+3 i22 m KND/-9 W!

or hcdf2 to powerup

d1 i10 s.low +6/-5

d2 i11 s.low +7/-4 (= FC d2)

d3 i20 low -6/-17 (= FC d3)

d4 i16 low -4/-15 (=FC d4)

d1+2 i27 m JGL/-18 high crush

d3+4 Sit Down stance

db1 i13 low +1/-12

db1,1 -1/-12 NC followups dont hit due to pushback but nice at the wall

db1,1,1 -1/-12 NC

db1,1,1,2 l,l,l,m KND/-11 W! db1s cannot be blocked but if they still try they will get caught by this and W!

db2 i22 low +3/-18 KND on CH and high crush - seems good against jab abusers
db2* KND/-33 chip damage on block, increases range, some pushback

db3 i21 -9/-20
db3,4 -9/-16
db3,4,3 all very minus on hit and block
db3,4,3,4
db3,4,3,4,3
db3,4,3,4,3,4
db3,4, ... ,1+2 HIGH KND/+14 W! (can this be interrupted?)
db3,4, ... ,d1+2 throws crouching opponents, unbreakable

db4 i16 low -2/-13 recovers crouching!

db1+2 i18 l.l KND/-70 CARE if used from too far (second hit whiffs) its -63

b1 i20 m +8/-11
b1,2 m,m KND/-14, NC launches if CH (b1),2 and absurd range (whiff punish?)

b2 i19 m KND/+5 on hit KND or heat engage if possible, knocks back on block
b2* -2 or +5 if wall crush/-2 or +5 at the wall chip dmg on block

b3 i16 m +2/-9
b3,2 m,h +1/-4 jailing
b3,2~d Gamma Howl
b3,2,2 m,h,h KND/-9 W! last hit can be ducked
b3,2,2* m,h,m KND/-9 can follow with W! at the wall

b4 i13 m -2/-13
b4,4 m,m KND/-4 FC NCc F! (if both hit)

b1+2 i14 m KND/-19 heat engager minor pushback on block

ub1+2 i20 h KND/-9 powercrush homing chip damage

u1+2 i19 m JGL/-13

u3+4 KND/unblockable you fly in the air and hope your opponent is intimidated can use
ub/u/uf+3+4 to fly further

u1 KND T! only hits airborne
u1* KND T! only hits airborne
or ub1 or uf1
u1~d Gamma Howl

u2 i24 m +7/+4 FC probably low crush, KND on CH
or ub2 or uf2

u3 i23 low +8FC/-17 automatically goes into gamma howl
or ub3 or uf3

uf3+4 i34 m KND/+13FC automatically goes into sit

ff1 i15 m +8FC/-6 KND on CH

ff1~d Gamma howl with +4 on block or +8 on hit

ff2 i18 m JGL/-16

ff2* still -16

ff3 i26 m +9/+4 FC CH launcher

ff3~d goes into FC

ff4 i16 m KND/-10 W! good range, and fast, seems like a good whiff punish but no pushback in
neutral too easy to punish

ff1+2 i15 m JGL/-15 homing

ff1+2,1+2 m,l KND/-19 (alternative input: FC d1+2)

ff1+2,2 m,m KND/-11 NC

ff1+4 i21 KND/-80 you end up laying on the floor - mid or low attack depending on how far you
are, stupid range

WR2 i22 m +6/+10 good range

WR1+2 i20 m KND/+3 W!

d2,1,1,1,2,1,2,1,1+2,1+2 10 hit combo s.low, low, low, m,m,m,m,m,m
or ws2,...

d2,1,1,1,2,1,2,1,d1+2,1+2 10 hit combo 2 s.low, low, low, m,m,m,m,LOW,m

1+2+4 TAUNT, EXTREMELY IMPORTANT!! ☐☐

ws1 i15 m JGL/-13 i15 ws punish launcher

ws2 i14 +4/-7

ws2,1 m,m KND/-14FC

ws2,4 m,h KND/+3 NC W! seems like a strong move at the wall, mixup potential with ws2,1, has
chip damage

ws4 i11 m +5/-6 generic i11 ws4

ws1+2 i20 m JGL/-15

ws1+2,1+2 m,m KND/-15 F! NC

ws1+2,1+2,1+2 m,m,l KND/-23 NC

FC 1 i19 low +3/-8

FC 1,1 l,l +5/-12

FC 1,2 l,m KND/-11 W!

FC 1+2 i24 low KND/-15

FC 1+2,1+2 l,m KND/-18 NC

FC df1 i23 m -11/-21

FC df1,2 m,m -11/-21

FC df1,2,1 m,m,m +16 crumble/-11 NC

FC df1,2,1,1 m,m,m,h +13/+15 if the first 3 are hits then the last attack just whiffs, if its blocked they end up in BT

FC df2 i17 m -2/-13

FC df2,1 m,m +7/-13

FC df2,1,2 m,m,m JGL/-12

FC df2,f1 m,h KND/-13 NC W!

FC df2,d1 m,l 0/-11 NC

FC df4 i12 m +4/-12

FC df4,2 m,m +4 FC/-14 KND on CH (df4),2

FC df3+4 i21 KND/-9 W! long range and safe

FC db1 i14 low +3/-11

FC db1,1 l,m +5/-6

FC db1,1,1 l,m,m KND/-14 W!

FC db1,1,1* KND/-6

ss1 i32 m JGL/+6 FC

ss2 i17 h KND/+9 W!

ss2~d Gamma Howl ss2~d, GH 2 W! seems sick at the wall

d3+4 Sit down stance

SIT,f roll

SIT,b roll

SIT 1 i19 low -37/-48

SIT 1,2 l,l -36/-47 NC

SIT 1,2,1 l,l,l -36/-47 NC

SIT 1,2,1,2 l,l,l,l -36/-47 NC

SIT 1+2 i24 m KND/-44

SIT 3+4 i54 m KND/+13FC

3+4 Gamma Howl (or ~d df after certain moves)

if he absorbs an attack during this time goes into Gamme Charge GMC (always during heat)

GMH ub to jump back

GMH uf to jump foward

GMH 1 i22 m KND/-10 homing chip

GMC 1 i22 m JGL/-6 homing chip

GMH 2 i20 h KND/+11 W!

GMC 2 i20 h KND/+11 W! GUARD BREAK +11 (cant block)

GMH 3 i24 m +9FC/+4 KND on CH

GMH 3~d goes into FC (+7 on hit)

GMH 4 i14 h KND/+3 heat engage W!

GMH 3+4 i20 s.mid KND/-13 heat engage

GMH f1 i20 m JGL/-17 instant T!

GMH f2 i29 m KND/-13 W!

GMH 1+2 Throw 1+2 break

GMH 1+3 throws crouching opponent, unbreakable
or d1+3

can also use 2 throw

df2+4 Throw 2 break (JGL?)

df,DF2+4 ???

db2+3 Throw 2 break F! (+14 FC otherwise) 25 dmg

uf1+2 Throw 1+2 break F! 35dmg side switch

uf1+2,d,df2 W! instead of F!

db,n,f1+2 Throw 1+2 break F! 50 dmg

qcf1 Throw 1 break 40 dmg

qcb2 Throw 2 break 45 dmg

W! 1+3

or 2+4 or uf1+2 wall throw, cannot escape

Anti Jack