

Diaphone Eliza Guide (+ help from eliza discord: <https://discord.gg/vK6v5QW>):
Feedback/improvement? Twitter: [@Diaphone0](https://twitter.com/Diaphone0)



Eliza overview:

Eliza is a non traditional tekken character that relies a lot of command moves such as her DP, fireball, and divekick. She also has a 2 bar meter gage, similar to akuma, which provides her access to super and powerful ex moves. QCB 4 is a + on block divekick that lets her start her pressure, and she has several strings that can be canceled into a special on hit (for combo) or on block (to maintain pressure or to CH a button). These cancelable moves also provide her with strong punishes, such as stand 1 into dp, which provides KD on i10, or can be canceled into super for big damage. She has a variety of other tools depending on the situation. Her rage art has great range + hitbox, allowing it to catch things other rage arts would miss. She has unorthodox gameplay, which may make her harder to learn, but also different to fight against.

PROS:

- Strong punish game, strong i10 with jab into dp.
- Specials provide good CH and pressure game
- Excellent wall carry without meter and unparalleled wall carry with 1 bar of meter
- EX meter gives access to strong moves like ex divekick and ex DP
- Cancelable d1 gives unique defensive options
- Cancelable d3 forces opponents to respect her low game

CONS:

- Super slow movement, probably worst backdash in the game
- Launchers are extremely unsafe outside of ex divekick/.No safe launcher outside of ex divekick
- No hop kick/ "panic" move outside of EX DP (cost meter)
- No + on block moves besides RK divekick and st.1
- Strong options are limited by meter usage

Frame data (Credit YTXD):

<https://docs.google.com/spreadsheets/d/1r6QLOrF3vLbwRQ4-75viRZgNUs90ZVq920Pc3YrF0mo/edit>

How to punish eliza?

https://www.youtube.com/watch?v=wgrgv9Ox_yA&feature=youtu.be

Gameplay example:

<https://www.youtube.com/watch?v=Nzob2cx8Bes>

Top 15 moves:

d1, - cancel into w/e, usually RK divekick or DP
d3, - low, cancel into w/e, typically DP 2, qcb 2/ex or super
ws1, - i14 punisher - cancel into dp 1 for big damage.
b4, Cancelable, highest damage starter without meter
22, Cancelable, second hit mid, NC on hit, on block can cancel into special to frametrap/restart pressure
qcb 4, - + on block divekick, cancel from strings
qcf 2, - Fireball, zoning/frametrap
ex divekick - Safe mid launcher, -13, pushback
qcb 2, - CH fish, -13, generally safe due to pushback
df 2 3 - NC launcher i 16
Super - safe launcher (0?), combos from s1 (ii10) or d3 (low)
ex qcb 12 - wall splat combos, -14. Typically done from d3 for big low damage in corner.
Ff2 - mid check in neutral, can wallsplat in corner., safe. Has good homing. Recovery can be canceled by back back input.
Ff3,4 Sidestep check in neutral, medium damage/relatively safe whiff punisher (unless they duck lol)
Stand 4 - Magic 4, fast and great homing, gives combo on CH
b12(4) CH launcher, Guess punish on block. Opponent can use i10 jab but will trade with 4.

Other notable:

11, - Cancelable + fast start up. S1 is also cancelable.
df4 Great keepout poke, safe and good range
B2,3 CH fish, safe, fast
df 1 - Mid check in pressure, safe, has followup
DP 1+2 - EX dp, good for interrupting/punishing gaps. Can hit people out stance moves with limited risk.

Note - MG/MGC = F4 stance

Combo video: <https://www.youtube.com/watch?v=I1BmVnQ9j84>

Combos (Credit to ShinsoBEAM):

i10:

1, qcfqcf+1+2 > super combo *it's only 2 more damage then the d+1 starter and significantly harder I would learn the d+1 starter instead

1, dp+2

d+1, qcfqcf+1+2 > super combo

d+1, dp+2

i10 Counter hit:

1, dp+1 > dp1 combo

1, 1, dp+2

1, 1, qcfqcf+1+2 > super combo

d+1, dp+1 > dp+1 combo

d+1,qcb+4,1,dp+2 *character specific and must be close

d+1,qcb+4,d+1,qcfqcf+1+2 > super combo *character specific and must be close, you could do standing 1 into super for 2 more damage, good luck.

d+1, qcb+2 W!

i11:

b+2,3

i12 Counter hit:

b+1,2

i13:

df+1,2

1+2

4

i14:

WS1, dp+1 > dp+1 combo

2,2, dp+2

2,2, qcfqcf+1+2

i15

b+4, dp+1 > dp+1 combo

B+4, qcb1 W!

WS3, b+2,3, b+2,3 b+4 qcb1, f4, 2

i17:

df+2,3, b+2,3, b+3,1, WR+3, b+4 , qcf+2

df+2,3, b+2,3, b+2,3, b+3,1, f+4,1,2,1+2
df+2,3 b+2,3, b+2,3, b+3,1, f+4, 2
df+2,3, 22 dp1 b+3,1, f+4,1,2,1+2 (Easier)
df+2,3 b+2,3, b+2,3 b+4 qcb1, f4, 2
df+2,3 b+2,3, b+2,3 b+3,1, f+4, 2

Counter hit d+4:

d+4, WS+4,b+4,dp+1,b+4,qcb+1,f+4,1,2,1+2
d+4, WS+4, b+4, qcb+1, WR+3, b+4, qcf+2
d+4, WS+2, d+3, qcb+1, WR+3, b+4, qcf+2 (d+3 on clean hit does +2dmg)

3+4 stuff:

3+4, qcb+4, u/f qcb+4, b+3,1, WR+3, b+4 , qcf+2
3+4 d3 DP 1, 4 f4 12 1+2 (easier)

B12

1,1 dp 1, 4 f4 12 1+2 (55)
B23 b4 qcb1 mg 12 1+2 (63)
b23, b23, b4 qcb1, mg34 (66)
B23 b4 qcb1 fff3 b4 dp2 (67)

d3 stuff (has to be really close):

d+3, qcfqcf+1+2 > super combo
d+3, dp+2

Wall Splat:

B+4,qcb+3,d+1,qcb+2
Df1 b124 (most damage)

CH qcb+2 or CH b23 or low parry.:

D3 DP1 4, f+4,1,2,1+2

Low parry:

iWS2 d3 qcb 1 f4 1 1 f4 1,2, 1+2 (hard x.x)

CH d+4

WS4 b23, b4 qcb 1 MG 3,4 (63)

Counter hit 4:

Ch 4 , fff+3,b12,4 (60)
Ch 4,fff+3,b4,dp1,b4,dp2
Ch4, MG 34, b124 (57)

FF 3+4:

Same as CH 4

Ex Divekick:

Ex divekick - f4 1, b124

Ex divekick - f4 34, b124 (preferred) (64)

dp+1 combos:(start anything dp+1 then the below)

b+4 qcb+4,u/f qc+b4, u/f qcb+4, ff+3,4, dash b+3+4

b+4 qcb+4,u/f qcb+4, u/f qcb+4, ff+3,4 f+4,1,2,1+2

b+4 qcb+4 u/f qcb+4, u/f qcb+4 qcb+3+4 f+4, 2 (1 bar meter)

b+4 qcb+4, b+3,1, WR+3, b+4 qcf+2super combos (anything hit qcfqcf+1+2 then the below)

b+4, dp+1, b+4, dp+1, b+4, qcb+1, (dash), d+3 qcf+2~dp+3+4~3,4 (WALL) b+4, qcb+4, b+4, qcb+2

WR+1, dash u/f qcb+4, u/f qcb+4, u/f qcb+4, dash b+3+4

WR+1, dash u/f qcb+4, u/f qcb+4, u/f qcb+4, f+4,1,2,1+2

b+4 qcb+4,u/f qcb+4, b3,1 f+4,1,2,1+2 *My preferred*

4 (S!), u/f qcb+4, f+4, 1, 1 f+4 1, 2, 1+2 (Good carry combo)

Post super:

fff+1, fff+3, b+4, qcf+2 =71 off d3 super

fff+1, b+4, qcb+4, air qcb+4, f+4 MG 1,2,1+2= 79 off d3 super

Rage art:

Can always get after b+3,1 dash up rage art.

Can get after ff3,4. Both dependent on distance.

Extra notes:

any of the grounded dp+2 combos could also be dp+1+2

any of the b+4,qcf+2 can be replaced with b+4, dp+2 for a bit more corner carry and wall stick.

J2 links into b4. Most damaging no meter combo: Jump2, b4, dp1, b2,3, b2,3, 4 S! d/f+1 W!

B1,2,4

any combo that ends with b+4, qcf+2 you can extend with dp3+4 MGC 3,4

Random air juggle, d3 qcb1 to screw

S!:

B31 (slowest but most damage)

B4 qcb 1

4 (fastest but least damage)

1 bar meter combo example:

b+4, dp+1, b+4, qcb+4, air qcb+4, air qcb+4 dash b+4, qcf+2 DP3+4, f+4 MG 3,4

the easier combo that's a bit less damage is b4 DP1, b4 qcb4, tk qcb4 b31 S! f4121+2

Other notes:

Ex DP invul

1 is + on block some

Can sleep(d1+2) to avoid Rage Arts(still testing) (lol?)

Cancelable strings:

Moves cancel advantage:

MOST:

Ws1, b4 (True cancel into dp1 non CH) (B4 xx divekick can be interrupt easily, so less cancel advantage on block)

D1 (can only trade with qcb 4 on block)

22 (combo into qcb 2/dp 2), on block frame trap qcb 2 work. Qcb 4 cancel has big gap
d3 (dp 2 combo, from close)

11 (less block advantage, not true combo)

LEAST

OKI:

After command grab:

Ff2 unblockable in corner

After dp2- dash forward d3 or 22 or dash forward divekick

After 441+2

D3 xx fireballl

??

Catch rolls: F4 4 or Df 3

FF 3,4? Long dash forward. Then dp 2 oki.

B124 is hard KD. back roll you dont get much. In combo skipping last hit remove 6 damage, but get better oki, dash forward then do dp 2 oki (recommend delayed 4 dk)

Wall splat - b4 qcb 4 df1 d3 qcb 4?

Df1 b124 jump divekick?

Kirakira on oki:

If they stay grounded

B1,2,4 will pick up for 30 damage

If you got meter ex dive kick

That's the two best options

If they tech dash into d3 will always clean hit

Mix it with a mid
If they hold back
Tk dive kick but it should be the uf version of tk is possible
Otherwise ff2 is the best
Or b1/d3 are the easy damage
I don't need to tell you oki about get up attack I suppose ?
If you read a low just jump2 if it's the mid just b1,2 it
Spring kick is floated
That was the basic dp2oki ^^

Round start:

Jab,
Df+4
Ex divekick
Movement
D4

Options after qcb 4

1 then d1. Beat hopkick to juggle
D1 to check. Lose to low parry/hopkick
Df1 - mid check, trade with i10 typically.
D3 to catch low. Delay to beat low parry OS
Divekick to reset pressure. Prefer tk. Beat OPP low jab?
Ex divekick to mid launch
Throw

Learn to hitconfirm off CH qcb 4? D1 xx DP 2 OR qcb+4, 2, 2, dp+2

Playstyle:

Do nutty stuff once in awhile lol, 10 string and ff1+2
Fireball fadc into unblockable lol
MG 2 more in neutral?
Ff34 wall splat - d3 qcb 3

ELIZA LORE LOL : https://twitter.com/harada_tekken/status/873019407194177537