

DOCTOR STRANGE

NEW

"ONE DOES NOT REQUIRE THE EYE OF AGAMOTTO TO SEE THIS OUTCOME."

Bio

REAL NAME

Stephen Vincent Strange

OCCUPATION

Sorcerer Supreme, former physician

ABILITIES

One of the most powerful sorcerers in existence. Powers include astral manipulation, astral projection, teleportation, illusions, and more.

WEAPONS

Utilizes a variety of magical items, such as the Eye of Agamotto and the Cloak of Levitation.

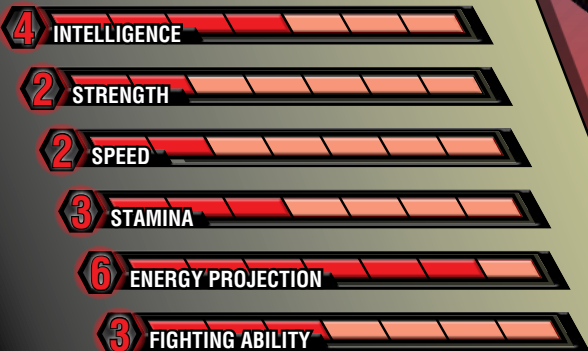
PROFILE

Having studied under the tutelage of the Ancient One, Strange became the Earth's greatest sorcerer and hero. Having gained superior insight and knowledge through his studies, as well as obtaining valuable knowledge and consultation from other heroes, Strange acts as a consultant for all things related to the paranormal.

FIRST APPEARANCE

Strange Tales #110 (1963)

POWER GRID



*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero



ALTERNATE COSTUMES



Overview

Vitality	850,000
Chain Combo Archetype	Marvel Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	120%	120%
Level 2 (2 teammates remaining)	145%	125%
Level 3 (1 teammate remaining)	170%	130%

Unlike a purely offensive or defensive character, your goal with Doctor Strange is to create situations where you can perform his special moves unimpeded. In other words, you need to buy time.

When given time, you can perform several attacks with Doctor Strange that can lead into a Teleportation mix-up:

Eye of Agamotto is great defensive tool and a key component of his mix-ups. It places Strange's opponent in guardstun for a huge amount of time and inflicts sizeable chip damage

Daggers of Denak M has slow startup speed but allows for tricky Teleportation mix-ups when safely pulled off

Finding time to create Grace of Hoggoth L orbs allows for an unavoidable mix-up using Flames of the Faltine

Cross-ups using crossover assists and Teleportation M are nearly impossible for adversaries to see coming, as long as you have time for Strange to safely teleport

How do you buy time to set up Doctor Strange's Teleportation mix-ups?

Impact Palm and Mystic Sword L lead to big damage when they connect, making competitors think twice about approaching on the ground

Mystic Sword M projectiles are quick and difficult to stop, allowing Doctor Strange to fight from long range, control the ground, and force his rival to jump

Once opponents have taken to the skies, air ← + H option-selects to either air throw the foe or release an air H attack that can be converted into a big combo

Teleportation M and H can be used to evade attacks and create space away from the attacker

Crossover assists are great for tying up the opponent long enough to let Doctor Strange safely set up a mix-up

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	45,000	360	4	3	20	-10	-11	Chains into crouching L
2	Standing M	1	53,000	424	6	3	30	-15	-16	—
3	Standing H	1	70,000	560	8	4	35	-16	-17	—



Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	43,000	344	5	2	17	-6	-7	—
2	Crouching M	1	50,000	400	8	5	25	-13	-14	—
3	Crouching H	1	68,000	544	9	4	27	—	-9	Low attack, knocks down



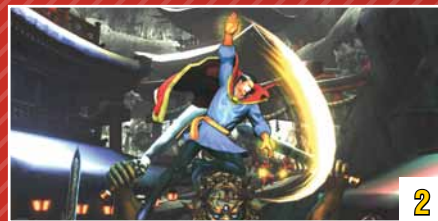
Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	75,000	600	8	5	38	—	-21	Launcher, not special- or hyper combo-cancelable



Air Basic Attacks

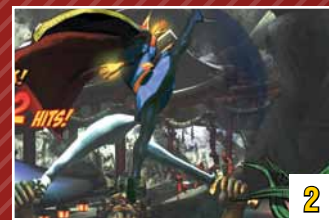
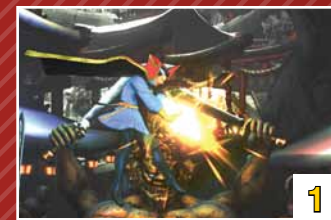
Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	48,000	384	5	8	15	+11	+10	Overhead attack
2	Air M	1	58,000	464	7	3	25	+16	+15	Overhead attack
3	Air H	1	68,000	544	8	3	34	+18	+17	Overhead attack



Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air S	1	73,000	584	9	4	28	+18	+17	Causes hard knockdown if used in launcher combo, overhead attack
2	Air ↗ + S (during launcher combo)	2	105,00	880	8	4	39	—	—	Tags in next available ally while lofting opponent upward
3	Air ↘ or ↙ + S (during launcher combo)	2	95,000	800	8	6	33	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air ↓ + S (during launcher combo)	2	95,000	800	9	4	28	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar



Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Illusion	↩ + H	—	—	—	4	21	1	—	—	Teleports if contact is made with non-low physical attacks, not applicable to hyper combo attacks, not special- or hyper combo-cancelable
2	Illusion Teleport	—	—	—	—	1	10	15	—	—	Frames 1-20 invincible
3	Impact Palm (in air OK)	↗ + H	1	75,000	600	6	5	35	—	-18	Crumples rival



Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	↗ + H (ground)	1	80,000	800	1	1	Hard knockdown
	↙ + H (ground)	1	80,000	800	1	1	Hard knockdown
2	↗ + H (air)	1	80,000	800	1	1	Hard knockdown
	↙ + H (air)	1	80,000	800	1	1	Hard knockdown



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As a Partner—Crossover Assists

Screen	Type	Pl+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Doctor Strange—α	Spell of Vishanti	Daggers of Denak M	3	50,000 x 3	400 x 3	55	—	106	76	3 projectiles become active after 45 frames, each projectiles have 3 low priority durability points each, aim toward foe's current location
2	Doctor Strange—β	Spell of Vishanti	Eye of Agamotto	10	97,300	1200	49	—	112	82	Projectile lasts 120 frames, beam durability: 10 frames x 1 low priority durability points
3	Doctor Strange—γ	Spell of Vishanti	Bolts of Balthakk	2	60,000 x 2	480 x 2	43	15(29)15	139	109	First hit staggers, 2 projectiles with 8 low priority durability points each



Doctor Strange—β Eye of Agamotto assist is great for any team: the projectile keeps the opposing character in an enormous amount of hitstun and guardstun, allowing offensive characters to easily keep momentum and establish mix-ups. Defensive characters can use this assist to escape danger while the huge orb takes up space on the screen for almost two seconds!

Doctor Strange—α Daggers of Denak is a great all-purpose assist, as well: it's able to attack characters anywhere on the screen, making it useful for long range fights. It hits only three times thus causing less damage scaling in combos, making it a natural fit for characters who can cross up the competitor with teleports or rapid movement.

Doctor Strange—γ Bolts of Balthakk isn't recommended. While it is an unusual beam assist that fires twice, most characters can crouch directly under the beams, making it impractical to use effectively against the majority of the cast.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↵ ↘ ↙ + Pl+P2	1	50,000	500 (-1 hyper meter bar)	2	3	37	—	-18
Notes On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds									



Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Daggers of Denak L (in air OK)	↵ ↘ ↙ + L	1	50,000	400	11	—	34 (air: until grounded)	—	—	Projectile active after 15 frames, aims toward foe's current location , projectile has 3 low priority durability points
2	Daggers of Denak M (in air OK)	↵ ↘ ↙ + M	3	50,000 x 3	400 x 3	31	—	29 (air: until grounded)	—	—	3 projectiles active after 45 frames, each projectile has 5 low priority durability points, aim toward opponent's current location
3	Eye of Agamotto (in air OK)	↵ ↘ ↙ + H	10	97,300	1200	31	—	14 (air: until grounded)	+53	+52	Can be sent toward adversary using Impact Palm, has homing capabilities once sent, Eye of Agamotto disappears if Doctor Strange gets hit or creates another one, beam durability: 10 frames x 1 low priority durability points, active for 120 frames
4	Mystic Sword L	⇒ ↵ ↘ + L	3	50,000 x 3	400 x 3	8	3(1)4 (8)4	18	—	0	Knocks down
5	Mystic Sword M	⇒ ↵ ↘ + M	2	50,000 + 80,000	400 + 640	11 (projectile: 13)	4	36	-15	-16	Projectile has 8 low priority durability points
6	Mystic Sword H	⇒ ↵ ↘ + H	2	50,000 + 80,000	400 + 640	11 (projectile: 13)	4	36	-15	-16	Projectile has 8 low priority durability points
7	Grace of Hoggoth L (in air OK)	↵ ↘ ↙ + L	—	—	—	26	—	14	—	—	Increases strength of Flames of the Faltine on contact
8	Grace of Hoggoth M (in air OK)	↵ ↘ ↙ + M	—	—	—	26	—	14	—	—	Explodes on contact with Flames of Faltine
9	Flames of the Faltine (in air OK) (empty)	↵ ↘ ↙ + H	1	50,000	400	12	—	18	+4	+3	Projectile has 3 low priority durability points
10	Flames of the Faltine (Grace of Hoggoth L 1) (in air OK)	↵ ↘ ↙ + H	1	80,000	640	—	—	—	—	—	Projectile has 5 low priority durability points

Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
11	Flames of the Faltine (Grace of Hoggoth L 2) (in air OK)	↵ ↘ ↙ + H	1	100,000	800	—	—	—	—	—	Projectile has 8 low priority durability points
12	Flames of the Faltine (Grace of Hoggoth L 3) (in air OK)	↵ ↘ ↙ + H	1	130,000	1040	—	—	—	—	—	Projectile has 10 low priority durability points, crumples
13	Flames of the Faltine (Grace of Hoggoth M) (Explosion)	—	1	90,000	720	—	—	—	—	—	OTG-capable, explosion has 3 low priority durability points, lasts 20 frames
14	Flight (in air OK)	↵ ↘ ↙ + S	—	—	—	22	—	—	—	—	Lasts 99 frames, input command again to cancel flight
15	Teleportation L (in air OK)	⇐ ↵ ↘ + L	—	—	—	11	—	19	—	—	—
16	Teleportation M (in air OK)	⇐ ↵ ↘ + M	—	—	—	11	—	19	—	—	—
17	Teleportation H (in air OK)	⇐ ↵ ↘ + H	—	—	—	11	—	14	—	—	—
18	Bolts of Balthakk	atk + S	2	60,000 x 2	480 x 2	19	15(29) 15	14	-6	-7	First hit staggers, 2 projectiles with 8 low priority durability points each



Daggers of Denak: The Daggers of Denak are projectiles that hover in the air before homing in on the target. The L version fires a single projectile that pauses in the air momentarily before flying toward an opponent's current location.

The M version fires three projectiles that pause in the air for much longer before flying out. The gap before the daggers fly toward your competitor is long enough to use Teleportation M to position Doctor Strange behind his foe before the daggers hit, creating a cross-up situation. The M version takes substantially more time for Doctor Strange to recover, so generally, you'll have to call a crossover assist first to cover him.

The Daggers of Denak usually miss if your adversary is in the air and far away, so make sure your opponent is on the ground before you fire them off. Also, the M version disappears if Doctor Strange is hit before the daggers make contact with his rival, so make sure Doctor Strange is relatively safe before performing the attack.

Be careful when using the Daggers of Denak in the air, since Doctor Strange is vulnerable after performing the attack until he touches the ground! Use aerial Daggers of Denak L from fullscreen to protect Doctor Strange, or use them to punish projectiles from fullscreen — jump over your opponent's projectile, then send Daggers of Denak L back their way!

Eye of Agamotto: Doctor Strange creates a large projectile that sits in place for 120 frames (two seconds), hitting the opposition 10 times. The Eye of Agamotto is one of the focal points of Doctor Strange's gameplan—having one in play almost guarantees control of the match for the next few moments, and the move allows you to set up offense with the good Doctor while dealing heavy chip damage to the opposing character. The existence of an Eye of Agamotto on the screen can hinder the advance of offense based competitors, giving you time to create space and remove Strange from a dangerous attacker or prepare your own offense.



When the Eye of Agamotto projectile is hit with Doctor Strange's Impact Palm, the projectile slowly homes in on the target, making it great for mix-ups using Teleportation. This actually creates a brand new Eye of Agamotto projectile with 10 more hits; with proper timing, you can hit your opponent with 20 hits of Eye of Agamotto for 90,000 points of chip damage! The projectile loses hits the farther it travels, reducing guardstun and hitstun.



Mystic Sword M and H: These quick projectiles are Doctor Strange's only traditional projectile attacks. Mystic Sword M is a solid long range attack tool and also has 8 low priority durability points for use in firefights against other long range characters who have trouble outputting as many durability points. It's also typically the safest way to cancel guarded basic attacks, since no characters can crouch under it and are pushed too far away to counter-attack during the attack's recovery. Mystic Sword H is an upward-angled projectile primarily used against other long range characters who can attack from super jump height, such as Trish, Firebrand, and Morrigan.



for you to dash in and continue your combo! You can also use Mystic Sword L to make Doctor Strange's basic attacks safe against larger characters. Canceling into Mystic Sword L is completely safe against large characters and inflicts 45,000 points of chip damage. However, smaller characters can crouch under the second and third hits, making it incredibly unsafe when used against them.



Grace of Hoggoth: Doctor Strange sets down orbs that interact with the Flames of the Faltine projectile. Up to three can be in play at any given time, and creating a new one while three are already out destroys the oldest one.

The yellow orbs created by Grace of Hoggoth L power up the projectile, giving it increased speed, hitstun, and damage. Two yellow orbs are sufficient to make the projectile fast enough to be unavoidable in most cases, and they cause enough hitstun to convert any stray hit into a combo. Three orbs changes Flames of the Faltine into a beam that causes crumple stun on hit. Having yellow orbs available greatly enhances Doctor Strange's mix-up potential, and the orbs comprise a significant part of his offense.

Grace of Hoggoth M creates red orbs that do not directly power up Flames of the Faltine. Instead, the red orbs create a high-damage explosion when hit by the projectile, making them primarily a combo tool.

Both orbs allow for OTG combos: yellow orbs cause the projectile itself to become OTG-capable, while red orbs create an OTG-capable explosion, so you can use each in different situations.



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Flames of the Faltine: This move fires a projectile with extremely fast recovery that most characters can duck under, and only one can be in play at a time. However, if any Grace of Hoggoth orbs are in play, Flames of the Faltine instead seeks out the nearest one. Once the projectile hits an orb, the projectile looks for another orb, and if no other orbs are available, it directs itself toward your adversary's current location! Flames of the Faltine becomes a very powerful attack when powered up by Grace of Hoggoth L orbs, and you can use it to create unavoidable mix-ups!



Teleportation: The source of Doctor Strange's offense, Teleportation M makes the Doctor appear behind his opponent in an instant. When used with slow, homing projectiles like Daggers of Denak M, Eye of Agamotto, or Flames of the Faltine (boosted by yellow orbs), Strange can put his competitor in a cross-up mix-up at almost any time without the use of an assist!

Teleportation L puts Doctor Strange on the ground directly in front of the opposing character, Teleportation M places him behind his rival, and Teleportation H positions Strange in the air directly above his adversary. You can also perform Doctor Strange's Teleport in the air, giving him great aerial mobility without needing airdashes or double jumps. Teleport is also useful defensively—you can use Teleportation M or H to evade incoming opponents and get Strange away from the corner. One drawback to Teleportation M is that when your attacker is in the corner, the maneuver instead places Doctor Strange directly in front of his foe, preventing you from crossing up the opposing character with Eye of Agamotto or Daggers of Denak.



Bolts of Balthakk: This move fires two consecutive beams—the first causes a stagger, and the second combos off the first and leaves your rival standing. Its relatively fast startup for a beam makes it useful for long range firefights, but it's only useful in certain situations because most characters can crouch under both beams.

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Spell of Vishanti (in air OK)	↵ ↘ ⇨ + ATK ATK	10–20	264,200–317,400	10+1	30	45 (air: until grounded)	-17	-26	OTG-capable, appears directly under foe's current location, can be mashed for additional hits/damage, beam durability: 5 frames x 3 high priority durability points
2	Seven Rings of Raggador	↵ ↘ ⇨ + ATK ATK	—	—	15+1	25	19	—	—	Frames 1–15 invincible, activate beam attack when struck by projectile or beam
3	Seven Rings of Raggador (Beam)	↵ ↘ ⇨ + ATK ATK	15–30	300,000–360,000	11	65	39	—	-24	Knocks down, frames 1–114 invincible, can be mashed for additional hits/damage, beam durability: 15 frames x 1 high priority durability point
4	Astral Magic (Level 3 Hyper Combo)	⇨ ↵ ↘ + ATK ATK	1	450,000	10+1	30	49	—	-57	Frames 1–33 invincible, hard knockdown, projectile has 3 high priority durability points



Spell of Vishanti: This move quickly appears directly under an opponent's current location

and creates a pillar of light that starts hitting within 11 frames. You can also perform Spell of Vishanti in the air, which lets you use it to reactively hit your competitor out of almost anything! However, Spell of Vishanti is very unsafe if guarded, and the air version is really unsafe because Doctor Strange does not recover until he touches the ground, so make sure the hyper will hit before firing it off.

You can also mash Spell of Vishanti for additional damage, making it an excellent move for punishing whiffed attacks. It is also OTG-capable, so most combos with Doctor Strange conclude with this hyper.



Seven Rings of Raggador: This is a unique hyper combo that functions as a counter for projectiles only. If successfully triggered, Doctor Strange fires a retaliatory beam while being completely invulnerable, and the beam can be mashed for additional damage.



Unfortunately, Seven Rings of Raggador is generally only effective against hyper combo projectiles because the earliest the beam can hit an opponent is 27 frames, so normal projectiles typically have recovered by the time the beam is fired.



huge unscaled damage if it hits the target. Doctor Strange is fully invincible for 33 frames after casting Astral Magic, making it an excellent tool for countering aggressive opponents or for countering heavily telegraphed attacks. After Astral Magic has finished, the opposing character is placed in hard knockdown state, allowing you to tack on Strange's Spell of Vishanti for additional damage. Astral Magic is incredibly unsafe if blocked, so only use it in situations where it's guaranteed to hit.

Astral Magic: This fully invincible level 3 hyper combo fires a slow projectile that causes

Battle Plan



Doctor Strange has several ways to cross an opponent up with projectiles using Teleportation M.



After using Grace of Hoggoth L, you can set up a Teleportation mix-up even during a super jump!

From fullscreen, Doctor Strange is at his strongest, and you generally have time for at least one action before your opponent can close the distance. From full screen, using Eye of Agamotto is recommended; once the projectile is in play, the opponent either must play passively until it's gone or find a way to get behind Doctor Strange. What you do here depends on the range:

If your competitor is already guarding Eye of Agamotto, call a crossover assist simultaneously with Impact Palm, then cancel to Daggers of Denak M

If your rival is barely out of range of the Eye of Agamotto, simply hit with Impact Palm and immediately cancel into Teleportation M or H

From medium range, simply cancel Impact Palm into Daggers of Denak M

From long range, call a long range crossover assist before using Grace of Hoggoth L, then perform Eye of Agamotto again. Repeat until your opponent gets closer

Whenever the ground version of Daggers of Denak M can safely be summoned into play at medium range, you can easily set up a mix-up—simply summon the projectiles, then immediately use Teleportation M to cross-up your opponent, or Teleportation H to stay in front. If your adversary guards in the wrong direction they'll get hit by the daggers, allowing you to easily transition into a combo!

With at least one Grace of Hoggoth L orb out, Flames of the Faltine also sets up its own mix-up. To make up for the requirement of having orbs in play, Flames of the Faltine can be used to set up a mix-up at super jump height, and it reliably hits adversaries jumping around. Simply fire the projectile, then use Teleportation M or H right before the redirected projectile is going to hit the opposing character. Having two or three yellow orbs out is preferred; when the Flames of the Faltine projectile is powered up twice, it becomes nearly impossible for your competitor to avoid. It also causes much more hitstun, since an opponent getting hit out of the air remains stuck in hitstun all the way until hitting the ground, giving plenty of time for you to convert the hit into a juggle combo.

Long range crossover assists are a simple, fast, and unpredictable way to set up a mix-up: simply call the assist and immediately teleport! This is reason enough to team Doctor Strange up with strong projectile assists like Doctor Doom— α or Rocket Raccoon— α because these assists allow you to create a Teleportation M mix-up without creating a set up for a mix-up with Daggers of Denak M or Eye of Agamotto.



Jumping into the air and pressing ⇨ + H is a strong option-select: you'll either get an air throw or air H. If air H hits, you can easily react and cancel into Impact Palm to start a combo!



Impact Palm is fast and has a great hitbox in front of it; use it to stop attackers from dashing in.

Doctor Strange's offense hinges on your ability to mix-up your opponent by using Teleport M while a crossover assist's attack or his own magical tools strike from where he used to be. Unfortunately, performing Daggers of Denak M and Eye of Agamotto take time, and if Doctor Strange is hit while performing these attacks, not only do they not appear, but he stands to sustain significant damage. As such, when using Doctor Strange, creating the chance to safely summon these attacks is as important as hitting your target with them.

The most consistent way to gain control of a match at medium range is to use crossover assists: simply making contact with an assist gives Doctor Strange enough time to use Daggers of Denak M or Eye of Agamotto. Recognize when the opponent will be forced to guard an assist's attack and react by immediately casting one of these two spells! Afterward, your rival will be in the perfect range for an immediate mix-up!

Without the immediate aid of a crossover assist you often won't have enough time to use Eye of Agamotto or Daggers of Denak M; competitors can react to the start-up of these moves and punish Doctor Strange with a combo. Instead, pressure your opponent into taking to the air by using Mystic Sword M. Once your adversary is in the air, meet them in the air with ⇨ + H; you'll either get an air throw or air H. If air H hits your foe, cancel into air Impact Palm for a combo; see the Combo Usage section for details. If the attacks are guarded, come down on the target with air S while simultaneously calling a crossover assist. Once on the ground, the opposing character is forced to block, giving you the chance to call a crossover assist and perform a Teleportation mix-up.

If you don't have enough time to use Mystic Sword M, things get a little dicey. Against opponents approaching on the ground, sticking out Impact Palm is great for interrupting their attack and starting a combo. Press ⇨ + H and see what happens:

If Impact Palm is guarded, call a crossover assist before using Mystic Sword M; almost everything else is unsafe. Alternatively, perform a late chain cancel to the S launcher to catch adversaries trying to retaliate. The S launcher is incredibly unsafe, so this tactic is best used sparingly

If Impact Palm hits, cancel to Mystic Sword L, then dash forward to get a full combo

If the Impact Palm whiffs completely, cancel to Mystic Sword M to prevent your competitor from dashing in and hitting Doctor Strange with a combo

Against opponents approaching from the air, Doctor Strange has a few strong options besides the aforementioned air ⇨ + H. Standing L only has 4 frames of startup and has a displaced attacking hitbox far in front of Doctor Strange, making it a strong anti-air against rivals approaching at a slightly low angle. Impact Palm works great against aerial attacks coming at extremely low angles that would make contact at chest-level or lower. Strange can stop attackers coming in from directly above with crouching M, but in this case, sticking to air throws is preferable.

One of the best ways to prevent your opponent from coming in is with Spell of Vishanti; evade incoming attacks by jumping or Teleportation, then punish their recovery with the powerful hyper combo.



You can't use Strange's Teleportation M to get behind cornered opponents, severely limiting his offensive capabilities. You have to resort to a good old-fashioned crouching L or throw mix-up to force damage quickly.



If you have more time to work with, try keeping your rival pinned in the corner with Eye of Agamotto and crossover assists.

While Doctor Strange's midscreen offense is strong, his offense comes to a screeching halt when his foe has been pushed into the corner. Doctor Strange cannot teleport behind cornered opponents using Teleportation M, and crouching H is his only low-hitting attack. Furthermore, he cannot setup particularly effective or fast overheads, allowing cornered competitors to easily guard and prepare their counterattack. So, you must rely on different methods of attack in order to break the defenses of a cornered adversary.

If you must force damage quickly, perform a simple crouching L or throw mix-up—stagger the timing on crouching L attacks to prevent your opponent from using advancing guard or pressing buttons, or mix in a throw after one or two crouching L attacks, then tack on a Spell of Vishanti after the throw for some quick damage.

If you think the opposing player may try to break the throw, cancel crouching L into Teleportation H: your rival will whiff a standing H attack instead of breaking the throw, allowing Doctor Strange to drop down so you can land a big combo!

If there's plenty of time left on the clock to work with, try concentrating on chipping your foe with Eye of Agamotto instead. Keeping a steady offense going using Eye of Agamotto and crossover assists stacks up chip damage quickly, forcing your opponent to make a move that you can counter for big damage.



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Notes	Damage
Combo from anti-air crouching M , super jump cancel S into Teleportation H	490,900 damage, 75% meter loss