

Two objectives:

Get opponents to respect your fireball

Get stocks and use them for either pressure, neutral domination, or to cash out on high damage combos

### **Step 1: The Fireball**

Throw a light (at close/mid range) or medium (at far range) fireball, then watch how your opponent reacts when the fireball pauses in front of them. Be ready to do her 236LK anti-air if they jump. Anti-aiing after throwing a fireball will get them to start respecting the fireball.

If they are not jumping after seeing the fireball and are just blocking it, that means they are respecting your fireball. You are massively plus on a fireball that is blocked after the pause in its movement, you have two ways to take advantage of this:

1. Get a stock (214LP)

OR

2. Drive rush behind the fireball and do a mixup

Generally, I go for Option 1 first until I have 2 stocks, since it greatly increases the damage of your combos. Once I have two stocks or the opponent is low on health anyways, I try to use the fireball to start my pressure. This my choice but you can adapt your playstyle as you see fit

If you choose to get a stock after throwing a fireball, you are not punishable generally, but you are minus. Don't buffer any actions after your stock animation and continue to watch for their jump, be ready to anti-air with 236LK.

If you drive rush behind the fireball you have several options. Drive rush 5HK is probably the best button to press, as it gives good combos on hit and a mixup on block, After blocked DR.5HK try immediate throw or frame trap with 2lk 2lp. If they are conditioned to expect 5HK you can also start doing drive rush into an immediate throw or an overhead 6MP to add multiple layers to the mixup.

To expand on the different use of fireball options. Light Fireball and Medium Fireball are mostly used in the same way, but Medium makes the fireball pause its movement further into the screen. You preferably want the fireball to do the pause in front of the opponent so that it blocks off any forward movement and makes them want to jump, so use light when the opponent is closer and medium when. Heavy Fireball can pre-emptively anti air due to its upward arc, making it great at those distances where opponents want to jump. If the opponent is jumping in prediction with your fireball timing, try throwing a heavy fireball to mix them up, but don't throw it too close since the opponent could simply walk under it if you do that.

### **How to use stock:**

The only way to use stocks is to use them on supers or lasers. You honestly don't need to worry about using stocks on supers until you get to Master. For now, learn how to use

Laser. As a quick refresher, 214LP gives you a stock, 214MP is a weak laser (lvl0) that doesn't use a stock, and 214HP is what I mean when I say Laser, and it always consumes stocks to gain power. Spend EX on Laser will make it use a level of power one step above your current stock (so no stocks gives lvl1 laser, with 1 stock you get lvl2 laser)

Lvl1 Laser (214HP with one stock) is only really useful as a pressure reset since it doesn't have full screen range. It's +4 on block so you can frametrap with any of her mediums after. Preferably use a 5MPMK target combo if you are in range since its hitconfirmable. Go into 236MK on hit, and on block into 236LP to say safe.

Lvl2 Laser and EX Lvl1 have the exact same properties, so what goes here applies to both:

Lvl2 Laser is the important one, buffing it to full screen range. Still useful in the same way as a pressure reset, but as a neutral tool and combo tool it is much stronger. In neutral, the laser is difficult to react to, if the opponent is committing to any movements or attacks in mid/full screen, you can hit them and combo after with 6KKK (forward teleport). You should seek to bait opponents into doing grounded actions by pretending to play footsies, or charging a stock from far away to make them want to get in on you. You can also use this laser to instantly win fireball wars with non-Ingrid characters. Just remember to be ready to combo into forward teleport on hit to get your oki.

Lvl3 Laser (only accessible through doing EX while having 2 or more stocks) is the same as Lvl2 laser, except a bit faster and the damage is way higher. You can combo after with 2KKK into 236MK. You can also use this in combos from any of your mediums and heavies to go into that same combo for a lot of damage. Make sure to cash in if you got the drive bar and the stocks!

Tl;dr. EX Lvl1 Laser and above are neutral god tools that let you kill the opponent for doing anything on the ground.

### **How to use teleport:**

6KKK is -3 on block, generally only use it for combos.

4KKK is the backwards teleport, you can use it to make some distance then get a stock if the opponent is being passive. Its like a longer range backdash.

**2KKK is the most important one in neutral.** It is essentially a jump-in that can reach from full screen. It has most of the same strengths and weaknesses of a jump in, but you trade the ability to go for a full combo on hit for the range.

Those strengths are:

1. It evades fireballs, ground buttons, lasers from other Ingrid's
2. Its +2 on block in throw range, meaning you can mixup with immediate throw or 2lk 2lp to kill them

Its weaknesses are:

1. It is reactable and vulnerable to being anti-air'd if the opponent is looking for it
2. Unlike a jump-in, you don't get a combo when it hits, only a knockdown (take

advantage of this with hit/throw mixup)

You can make 2KKK impossible to anti air if you do 236HP fireball before it, as the fireball will protect you from the anti-air. Its a good way to get in if the opponent is respecting your fireballs. Otherwise 2KKK is a gimmick not to be relied on, but something to surprise your opponent with occasionally or as a way to get around their fireballs.

### **Ground buttons:**

You don't always need to play around fireballs, poking is good too!

5HK is fairly safe and long range, and with a drive rush it is plus on block, a great approach tool. 5HP is your main whiff punish button and gives great combos on block.

5MK and 2MK are both cancellable and have similar range, but 2MK is a low at the cost of higher damage scaling. Cancel them into fireballs if you aren't sure what to do with them.

2HP moves you forward a lot and is cancellable. Normally you dont want your fireballs blocked close as this reduces their frame advantage, but if you are out of range of your mediums, this is a good way to get in. More importantly, since it leaves you close, this is a great button to cancel into laser with, as you get to be +4 in their face as long as you have lvl1 laser or above.

4MK is her longest range button that can give a knockdown, hitconfirm it with HP to do

that 4MK-HP target combo, this knocks them far away and lets you safely get a stock.  
Great counter poking tool for interrupting the opponents offensive movements.

### **Pressure on knockdowns**

After a knockdown that leaves you point blank with the opponent (like 2KKK, or MK Spin in the corner)

you want to hit them on their wake up with the blockstring 2lk 2lp 2lp and cancel it into fireball on block or MK spin on hit. This light chain can frame-trap opponents who are mashing if you space out the lights (2lk slight delay 2lp slight delay 2lp). If the opponent is not mashing (you are not getting counter hits when doing delayed lights) then you should opt to do a light into a throw instead of finishing the blockstring. The throw can be mashed, so if they start mashing you, switch back to doing the blockstring to catch their mash.

Doing three lights into a light fireball is going to be plus on block due to you being slightly spaced away from them. You can frame trap them after the fireball with 5MP-MK. In general, fireballs cancelled into from the range of your medium buttons are gonna be plus. While you are too far to threaten a direct mixup, you can trap them by pressing yet another medium right after and condition them to eventually let you walk up and throw after a fireball.

### **COMBOS TO KNOW:**

xx means cancel, otherwise assume a link

Light hitconfirm combo: 2lk 2lp 2lp xx 236MK

Standard punish or after drive impact: 5MP-MK xx 236MK

Drive Impact wall splat combo: 4HP-HP 236HP 236MK

Jump-in combo: Any jumping button ([J.HP](#) for regular jumpin, [J.MK](#) for crossup) >  
5MP-MK xx 236MK

Laser combos (go into these either by hitting the laser in neutral or cancelling into it from a medium or 2HP):

Whatever xx EX Lvl1 Laser or Lvl 2 Laser > 6KKK

Whatever xx EX Lvl2 Laser > 2KKK > 236MK

Drive Rush Cancel Combo:

2mk (or any cancellable medium) xx DRC > 5hk > 5mp-mk xx medium spin

*Remember that on block, drive rush'd 5HK is plus, so you can drive rush cancel your medium blindly, and if it hits, go for the combo, if it's blocked, do the throw/2lk mixup after 5HK. Great way to keep up the pressure and spend your drive if its full.*

Super/DP Punish or Drive Impact combo when you have stocks:

2 stock combo:

6HP xx EX Lvl2 Laser > 6HP xx Lvl0 Laser

4 stock combo:

6HP xx Ex Lvl 2 Laser > 6HP > EX Lvl 2 Laser

### **How to use your supers**

Unlike most other characters, your standard combo ender special 236MK does not have a super cancel available. You have to cancel into the EX Spin (235KK) instead if you want a super cancel window. Your MPMK target combo can straight up combo into Super 3 if you want to use your critical art without needing to spend drive.

The other way to combo into super 3 is to link into it after a Lvl1 or stronger Laser hits. If you have super 3 available and you have stocks, try to remember to do this combo as it's a great way to use your super and get a ton of damage off a laser.

For her Super 2, it is good both as a blockstring tool and a combo tool. Learn the combo in combo trial: Intermediate 12 for her standard Super 2 combo. You can also simply immediately cancel into Super 2 from 5MP-MK though you will need to modify the combo do 2MP instead of 2HP after the super. On block, cancelling into Super 2 leaves you plus, and you can go for a throw after that will let the lasers juggle them. If they are expecting throw, you should walk back and whiff punish the throw attempt after your super (a.k.a shimmy)

Super 1 is a reversal. For now don't bother using it in combos.

