

Generic Button Fundamentals

The df1 and the one who conquers 3 frames dominates the game

Original Author: Mister_Q, [Original Post Link](#)

Translated by: 빅헤드맨 (ggoligan) **Aka Bigheadman**

Proofread and Edited by: StrikeMist

Tekken has each characters with their own unique patterns with moves such as Dragunov Razer, Paul's deathfist, Kazuya's EWGF, etc.

All these patterns are made complete by winning from the base 1, df1 frame traps and this is where the difference from noobs and experts begin.

Neutral with generics start with 1, 12, df2 and they have their own characteristics:

- Jabs usually have 10 frame startup and are +1 on block, but they're highs and don't hurt so bad. Do not spam it TOO much.
- 12's have 10f startup and have decent damage, but are also highs, have longer recovery and are -1 on block.
- Df1 is generally 13f startup and hits mid, but are -1~-2 on block
 - *Sidenote: some characters like Kazuya have 15f df1, so you have to check which quick mid option your own character has

- Df2 are usually launchers but are fairly minus or unsafe on block, it's not something you use for generic neutral, but rather something to use to catch people off guard

On paper it looks like:

- 1 or 12 loses to crouching
- Crouching loses to df1
- And df1 loses to 1 or 12

BUT Tekken is a 3D fighting game and sidestepping adds onto this game of chess

- 1 or 12 loses to both sidesteps because they're linear
- Df1 usually tracks SSR unless on exceptions like Leo's
- Df2 usually tracks SSL



1 jabs are usually 10 frames and +1 on block, so you beat everything unless they crouch



12's are usually 10f startup and -1 on block

- It beats most moves on standing stance except your opponent's 12



Df1's are usually 13f startup and -1~-2 on block

- Loses to 12, or df1, but is a mid, so you can avoid their duck options to beat your jab

Tekken's sidesteps basics are that 13 moves are usually beaten with SSL and 24 moves are usually beat with SSR

*Tip: Put your hands on your shoulder and stretch them forward

Your left hand tracks your opponent's SSR and your right hand tracks your opponent's SSL, so this kinds of explains why these moves track such sidesteps

Additional notes:

- Law df2 attacks diagonally so it tracks SSL and is dodged by SSR
- Miguel's 12's spins around to hit so it tracks SSR, just like Mishimas, you dodge with SSL
- Lars df1 is a linear so it's dodged by either sidesteps: one of the reasons why he is considered garbage lol but on base knowledge this is how it is



Like the gif above, moves from the left arm are dodged by SSL



Moves from the right arm are dodged by SSR mostly

Some exceptions for example are mishimas. EWGF is a right hand move, but it tracks SSR, so you dodge it with SSL

So in short:

1 jabs have fast frames and have almost no recovery frames, but is a linear high, so it loses to sidestepping and high crush

12's are fast frames but just like 1 jabs, they lose to sidestepping and high crush

Df1's usually catch SSR, but loses to SSL. It beats all but other moves faster than 12f

Df2 usually launches and tracks left but is dodged by SSR and is slower

It's a game of chess in such a way but has more options

But in an even SIMPLER term

Generic dogfights are done by

Fast jabs, 12's, and df1's to cut your enemy from ducking and countering high crushes

Df2's are avoided in such fights because it's a slower move

Against people who spam 1jab/12's you sidestep on time or duck punish

To people who spam df1's you either use your 1jab/12 or SSL punish them

1jab/12's when dodged on time might take a huge punish when dodged, but df1's already stops your enemy from SSR and only allows them to SSL and the worst case scenario is 12(and magic 4)

If you can be aware of their SSL timings 12 shouldn't be a huge risk in most cases and it's a fast mid so it stops them from ducking. It's a low risk-low return move, so that's why people in higher ranks spam df1's because it's a safe move



1jab/12 when read, you can SS punish



Or high crush punished



If you expect someone to use their df1's use 1jab or 12



Or SSL and punish them

These moves all have their weaknesses. On frame advantages it's nothing special, you keep pressuring them, but in most cases moves on guard have minus frames. If the minus frame is less than -9 it is punishable and if it's greater than -10 you should just try to block your opponents next

move, but there are cases where you can use these minus frames to your advantage.

-1~-3 frames you can backdash/sidestep your opponents moves and punish their whiffs. This is possible through tekken's 3D system. Unless the move specifically is a tracking move, most moves are dodged by sidesteps

In order to maintain this +1~+3 frames people usually put out 1jab/12
In order to get back at these moves you sidestep or backdash against them in such timing

In most cases moves with faster frames have a side that can't be tracked or is linear and it's usually 1jab/12's that are faster than df1's

Df1's and df2's are dodged by sidestepping accordingly,so check your enemy's moves that they enjoy using and punish them by sidestepping accordingly

Another way to do this is putting yourself in a minus frame situation between -3~-1 and backdash to whiff punish them

Optimal amount of backdashes are 1~3 backdashes and the spacing should be 2~2.5 of your character and your opponent. This is why in higher ranks people poke with df1's and on block they try to sidestep block/backdash to counter their opponent's moves. Sometimes if they want to know what they're doing they dash block to see what they're doing. This is why in between -3~-1 frames you don't have to necessarily stay still and guard. So check your enemy's move by using df1 and dodge their moves by sidestepping/backdashing. This is why people in higher ranks use other moves after df1, because they are afraid of the situations after.

If you can use df1 well, you pretty much have a higher chance of winning.



Because you know you have a short frame disadvantage, you can dodge your enemy's attacks and punish them



Or backdash and whiff punish in same scenario

If you want to continue pressuring them you can dash block and push into your enemy. Dash blocking has no delay in between because you have a backwards input



The enemy might have an advantage, but you can respond accordingly because you are blocking

Df1 and small minus frame disadvantages are very crucial in Tekken

KBD



Backdash/Dash block and space in between 2~2.5 characters between



And punish whenever your enemy whiffs.
This is why you should learn KBD

Pressure Patterns

Dashblock

- You have to do more than just 1, 12, or df1. Not only dodging according to your opponent's moves, but also pressuring. Dashblocking is used to see what your opponent does and also used to pressure your opponent. It's done by ffb (or technically "f n f n b") and there's guard frames in between, so you can guard your opponent's 12. Nothing to lose and you're dashing into your opponent and they have to guess what you're doing. When used with df1, you can df1 dashblock df1 dashblock pressure and see what they put out and see their habits. Then you can react accordingly.
 - If they react with 1jab/12, Sidestep and Punish
 - If they panic attack, interrupt with 1jab/12 or block punish
 - If they hesitate/freeze up, use generic d4's or throws
- Whenever you dogfight with generic moves, there are times when you need to pressure safely, and dash blocking is exactly what you should do in these situations

Example Situation



Block frames go in after dashing so even if they use a move in between, you can still block

You know they use 12 now.



So after your next df1, dodge their 1jab/12 by sidestepping and punish them



If they mash with a punishable move, make sure to punish them with the correct move

Sidestep block

- While dashblocking is used for pressure, sidestep blocking avoids your opponent's attacks and blocks, making it hard for your enemy to make a choice. Dash blocking is to pressure opponents that are defensive.
 - Sidestep blocking is used against aggressive opponents and checking what they're doing against you.
 - Sidestepping usually dodges moves unless they use a homing move. However, sidestepping opens up your guard, so if they attack with a delay or move forward/backward in between their moves to track sidestepping, you get punished back.
- This is where sidestep block comes in
 - SSL block, input: u n b
 - SWL block, input: u n U n b
 - SSR block, input: d n b
 - SWR block, input: d n D n b
 - Essentially this is blocking after sidestepping a bit. By doing so you can guard and sidestep your opponent's aggression.
- If they react with linear moves you can punish then and if they panic attack with punishable moves you can guard and counterattack accordingly

Example Situation



If you're going against aggressive opponents check with sidestep block after df1. Even if they use a homing move you don't get punished.



If you step a fast move with short delay, you can punish them with a fast move



And if you step a move with long recovery frames you can punish them hard

Summary:

By definition you have to know how to do these perfectly, but I understand this isn't easy to do in real situations so I'll write down the basics simpler.

- Poke with df1, if blocked try to: sidestep block/dashblock/backdash and see what your opponent does.
- If your minus frame is lower than -3, sidestep/backdash whenever your opponent is trying to land a move on you.

These two are the most important. After blocking df1, people react differently. Yellow ranks and under tend to panic attack after guarding df1.

If they mash, use df1 and 12 to stop them from mashing anything, this should keep them away from mashing. Give them little options apart from generic moves. By doing so makes it easier for you to react to these moves.

If they stop mashing and try to use generic moves against you, then you should use these patterns accordingly:

- Dashblocking after df1: to pressure them
- Sidestep block after df1: to avoid and punish them
- KBD after df1: to whiff punish them

Try to observe your opponent's patterns and poke them.

Then if your opponent:

- Used 1jab or 12
 - Punish after sidestepping or KBD and whiff punish
- Panic attacked or Mashed
 - Use 1jab/12 to stop them from using slower moves or block and punish
- Hesitates or Freezes up
 - Generic d4 low or throw
- Dickjabbed/Crouchjabbed
 - Low parry them and combo

These should be the golden rules accordingly. If you keep doing this well, your enemy should have their patterns mixed up and become defensive. This is where character-unique patterns should start. Leo's pattern, Miguel's savage stance, Paul's Deathfist/Demoman mixup, all these become stronger accordingly. Character specific patterns might bring a win or two, but you also lose some because these specific patterns are not always safe. But generic move dogfights tend to make you a better player.

It might be hard to get used to these, but you won't lose to your similar ranks so easily once you master these basics. If you want to make your character specific patterns work, make sure to be good at using your generic moves accordingly.