

## SFV Ibuki notes

### Overall Gameplan

Ibuki can be a tricky character to use. She has a lot of different elements of what makes a good character, with some inherent flaws to keep her from being too overpowered. She has the really fast walk speed of a mid range character, but has buttons with large hurtboxes on them more similar to a lower tier character like Gief or Guile. Which means pressing the correct buttons with Ibuki will be a bit more nuanced than it is with Ryu or Chun Li. You'll have to do a lot more counter poking and whiff punishing, but it's possible to work the neutral game with her normals and when mixed with a meter for EX kunai, can make some dangerous things happen even before V Trigger.

**The key to her neutral game I feel is 3 main things.**

- 1. Find a way to land LP raida.**
- 2. Find a way to land s.MK, c.HK, s.HK target combo (aka sweep target)**
- 3. Find a way to gain V Gauge (land your V Skill and f+HK/s.HK)**

Those are the 3 main things you need to focus on as those will get you to a victory the quickest. These are also great things to focus on because they will also inevitably complete her neutral game (or at least the most important aspects of it). Learning each one also teaches you how to use her different buttons and v skill. LP raida and sweep target are good for giving you strong setups for pressure and/or carry to the corner. Your V Trigger is important to turn the match around and give you access to much bigger damage, so the V Skill and f+HK/s.HK can become important there as well. Below I'll go over these 3 options and the neutral tools to get you to those situations in depth.

**1. Landing LP raida is important for Ibuki because it can be done without having to fish for a counter hit or 1 hit confirm which makes it easier on execution and muscle memory to accomplish.** The nice thing about LP raida is that it basically is like ending a combo with a command grab. It's an attack grab that has the same knockdown properties as a throw so whenever you land it, the opponent can only neutral tech. Giving you a pretty set and forget

dash up s.LP or s.MP as a meaty. One of the issues with a lot of characters in SFV is that they have difficulty covering all non invincible button presses after a knockdown combo. LP raida makes it so Ibuki doesn't have to worry about this. You knock them down you should know what to do. s.LP is easier to time as a meaty, but s.MP can also work.

Your best options to land LP raida are to connect with her LP, MP, HP target combo at close range, land s.MP at a slightly farther range or from furthest range you can just chain s.LK into LP raida. **In order to land her LP target combo safely, you'll want to link with c.LP or s.LP. Preferably s.LP since that's faster. s.LP, LP, MP, HP, into LP raida confirm at close range.** If you see the target string is getting blocked you can press LK to keep yourself safe on block (end the target string with LK instead of HP). This is only really good at near point blank range though so you won't always have access to this.

**s.MP, s.LK, LP raida is really important as this is one of the farther ranged confirms into a combo that you can do safely.** Pretty easy to confirm as you can easily see that the s.MP and s.LK have connected before committing to the LP raida. Just remember the cancel window for s.LK into LP raida is pretty short. You can't hesitate at all when comboing into LP raida or it will whiff or just not come out. You can land this combo from almost the max range of s.MP.

**s.LK straight into LP Raida also works, but it is harder to confirm.** You'll have to look for this as a whiff punish when people whiff certain buttons in front of you or just play with your gut and go for it. s.LK to HK kazekiri is also a nice alternative that does a bit more damage, but doesn't give you as good oki.

**2. Finding a way to land s.MK sweep target is also a BIG part of her gameplan.** Firstly, it's a bit more difficult to confirm since you will have to put together counter hits or one hit confirms to get it to land. When you do, it gives you solid meterless damage, corner carry and basically the best post combo meaty setup in the game. **Mainly because you can cancel the sweep target into MK command dash and be at very heavy plus frames** (probably between like 8 and 10 frames or more). Get enough time to shimmy, throw, meaty and everything inbetween. They go into an air reset that doesn't cause a knockdown so there is no tech available to them. They just have to take the pressure.

**Your main tools for landing s.MK sweep target combo are counter hit s.LP, counter hit s.MP, counter hit c.MP and one hit confirm/whiff punish s.MK.**

**Counter hit s.LP/s.MP/c.MP combo into s.MK at similar ranges.** s.LP will combo into s.MK at max range, while s.MP and c.MP whiff at max range. Which means s.LP is your most guaranteed counter hit. If s.LP lands on counter hit, go straight into s.MK. s.MP and c.MP have more range than s.LP, but they will only combo into s.MK from around the same range as s.LP.

s.MP and c.MP counter hits are still really good and give you a bit more time to confirm if you land them. Even if you just mash s.MK after s.LP and they block, you're still only minus 1 on block. You can set up these counter hits by doing different frame traps to open people up for them. You can do s.LP or s.MP then walk in throw. Then the next time they expect a throw counter hit them with another s.LP or s.MP then combo that on counter hit into the s.MK and start the sweep target.

Play around with the buttons and watch the PAN pressure tutorial for other ideas on how to get the counter hits off these buttons.

**The other important way to land s.MK sweep target is raw landing the s.MK.** There's different ways to do this. You can try to one hit confirm this by just looking for the s.MK to hit and then going into the target combo. This is pretty hard to do though as the cancel window for the sweep target is pretty short and doesn't give you a lot of time to confirm if the opponent isn't really doing anything first. You can try to look for a counter hit message to help you confirm, but you of course ideally want to land this without a counter hit sometimes.

In order to more reliably land this without counter hit, you can try to look for whiff punishes or shimmy people during throws and do it. An example is walking up to Ken right around his s.HK range, making him whiff the s.HK then pressing s.MK and going into the target. You can also walk up to someone then walk backwards to shimmy and punish their throw whiff with the s.MK.

**3. Building her V Gauge by landing her V Skill and f+HK or s.HK are I feel the last big part to her neutral game.** Ibuki I feel is designed like Necalli where she's made to be a comeback/late game character. She can win at the start of the round, but it does take a good amount more of resets and pressure as most of her heaviest damage and oppression comes from having the VTC and the bombs ready. You can win an entire round pretty easily just off the momentum from the V Trigger bombs.

When you are in mid to far range, your main tools are going to be V Skill, f+HK and s.HK. This is because Ibuki's main combo conversion tools like her standing punches and kicks have short range and large hurt boxes that aren't really conducive for long ranged poking. They're meant more to win as you get closer, but not much effectiveness once you're far out.

**V Skill is very important as it beats most standing and crouching normals from the opponent once active.** She is susceptible to counter hits and her hurt box is rather large before and after its active, but once its active its got a pretty nice hit box that can stuffs buttons really well. It's technically a projectile so it will beat any normal that isn't a projectile as long as its spaced right. The non charged version builds about  $\frac{1}{3}$  V Gauge on hit and a tiny bit on

block. The charged version is slower start up, but has a bigger hit box and is very safe at only minus 3 on block.

The regular version is only minus 5 on block so you can still use it in block strings against most characters without worry. Long as you're spaced out far enough you can use strings like s.MP, c.MP to V Skill to catch people trying to press buttons after or just build a bit of V Gauge. During the initial start up frames of her V Skill she seems to move back a bit giving her room to make buttons whiff and punish them. This is a good help to her neutral game as it allows her to poke without worrying about the large hurt boxes on a lot of her poking buttons. Plus the V Gauge build.

**f+HK and s.HK are also pretty important.** f+HK is your main tool that can priority trade vs mediums and lights and still win. It also crushes most low normals so you can use it and win for free against a lot of low hitting normals. Space it towards max range for the most effectiveness, but even if you use it at close range it's still safeish at minus 3. Just be careful of the heavy start up and how her hurt box extends during the move. If you land this move on counter hit and get crush counter, you should usually just combo into HK kazeiki.

s.HK works pretty well vs a lot of good standing buttons and is only minus 2 on block. It's also a bit faster start up than f+HK. Really good to counter hit buttons like Karin's s.HK, Mika's s.MK and other strong annoying standing buttons. Has no lower hit box though so it will lose to any lower hitting mid button or a low attack. If you land this on crush counter you can easily go into s.HP, HK kazeiki from a decent range. If you have V trigger you can do all kinds of nasty damage and reset them. If they're too far away from s.HP you can always throw EX kunai, then command dash in with Raida and keep pressuring.

s.HK also has a really good AA hit box that can stuff farther range jump ins pretty easily. On crush counter you can command dash in and Raida as well.

### New/Random Discoveries

1. EX QCF+LP+MP kunai is SICK. Like Necalli's stomps it can create TRUE block strings. No reversals can get through. This may be like plus 6 on block when the bomb goes off after the kunai or more. An example is s.MP, EX QCF+LP+MP, f+HK. This is ALL true string and they can't mash anywhere even though you're using a slower start up heavy.

This can be v reversed, but you can probably mix things up to throw off their timing. If they burned their V Trigger or the round has just started you can go HAM.

2. Regular motion kunais (QCF+LP/MP/HP) can also create true block strings, but don't leave you plus on block. You're a bit negative, but can block and the pushback usually pushes you far

enough away from most buttons. Making you free to move around and rack up free chip. For example max range s.MP into LP or MP kunai is pretty much a true block string with free chip. Then walk around and fish again or set up another poke.

3. Ibukis V Skill is REALLYYY good. I think only Necalli and maybe one other character has a better V Skill. Its a projectile with solid range and decent attacking speed. Since its a projectile itll pretty much beat any poke when spaced right. The regular version is minus 5 on block so as long as you space it far enough away, its only punishable on block by like Chun ex legs and certain long range supers. Max range its still safe against ex legs.

The charged version has a bigger hit box and is only minus 3 on block. This will be a great tool overall to build V guage since being a projectile inherently makes it high priority and making people block it still builds you meter. Very few v skills let you reliably make the opponent block them so that alone makes it one of the best. USE IT and get those bombs and v reversals faster.

4. Crush Counter s.HK goes into V Skill for extra V Gauge build.

5. V Skill is negative 5 on block regularly, negative 2 on block when charged.

6. Ibuki's normals generally have large hurt boxes attached to them. Meaning she will be counter poking and trying to whiff punish more than actively beating buttons. s.MP, s.MK and s.HK have the best chance vs some characters standing and crouching normals. There are a lot of annoying standing buttons that are tough for her to beat with most normals. That's where s.HK helps. **s.HK beats a lot of higher hit box standing buttons like Mika/Karin/Ryu s.MK and can very easily land on crush counter. It's 10 frame start up and only minus 2 on block.** Can be ducked and low profiled, but if you really need to stop abuse of a standing button it's really good. s.HK will also hit above the hit box of standing heavies like Karin's s.HK.

7. If the opponent is sleeping HK command dash to air parasail might not be a bad way to get out of corner situation depending on character you're fighting.

8. Anti Projectile options include

- Slide
- Overhead
- Bonsho kick
- Flying cape
- Tenrai (v-skill)
- Command jump
- Ground kunai (hits at a safe distance)
- Super (only close distance to the fireball and the opponent)
- EX kunai or air EX kunai

Basic pressure strings are s.LP, s.MK, target combo/ s.LP, s.MP, s.MP, EX kunai and s.MP, c.MP, f+HK

EX kunai can go into HK command dash into LP, MK target, then LK command dash for reset.

s.MP, fMK target can link into target chain.

s.LK is main poking tool from far range. Quick 4 frame start up and active for 3 frames. Buffer into LP raida.

c.MP is important cancelable poking tool. Active for 3 frames so good for counter poking and setting up pressure with cancel into EX kunai. If blocked dash or command dash in and pressure.

Use walk back c.MK and occasionally sweep to stop people walking backwards.

f+HK is your main heavy far ranged poking tool.

s.HP doesn't have a lot of priority and is unsafe on block, but is your heaviest cancelable tool and good for preemptively whiff punishing certain buttons. It's also made safe on block with kunai and great for v trigger cancels.

You can use her V Skill in neutral to fish for buttons and stop abuse of high priority buttons if you are getting a read on abuse of one. It's a projectile that covers most of her forward body so it

should beat all buttons with correct timing. Also good in block strings to catch people pressing buttons.

Try not to use more than 3 regular kunais in neutral. You'll want the last 3 for game changing EX kunai/v trigger pressure. Use heavy/EX raida, s.MK target, EX kunai or CC sweep to reload. Good for if you go past the 3 neutral kunai point too early.

After c.HP anti air, use LK command dash to stay in front or do LK command dash then slight walk to cross up.

Air throw is good for close range jumps ins. Use jump back LP to stop neutral cross up attempts.

Deep EX kazekiri is solid for AA, but have to be careful as it moves her forward and will whiff when people jump too close.

LK kazekiri is 3 frame start up and good as anti frame trap, pressure too.

Anti airs are jump back LP/LK against close cross up attempts, c.HP or b+MP against mid range jump ins and s.HK against farther jump ins. Deep EX DP for guaranteed AA (140 damage), but be careful as it moves her forward so must be used from a range.

Successful V Reversal can lead to dash up pressure. Jump and do EX kunai for guaranteed meaty.

## Normals

NOTE: There are no longer close/proximity normals in SFV so her normals have been streamlined to fit that. Which means she lost a few close ranged normals in the process and some were fit into or replaced what she already had.

c.LK: Similar to what it's always been. Ok range. Supposedly can combo into s.LP on crouching opponents. Will play with this to see what kinda low confirms can come with it.

c.MK: Typical c.MK from the older games. Looks to have decent range, but not cancelable and probably doesn't link into anything other than on counter hit.

c.HK: Her old sweep. Seems to have good range and will cause CC. If her meaty kunai 50/50 into combo is still viable should get at least one free mix up the CC.

s.MK: Similar visually, but is no longer special cancelable. Range seems pretty short. It technically is the start of a target combo so you can cancel it into sweep to s.HK for a 3 hit target. Will practice one hit confirming this off s.MK to see if it's viable based on the amount and placement of the cancel frames for the target. Target combo into HK command dash could set up some ambiguous cross up overhead pressure especially vs those that don't have a dp.

s.HK: Similar to before, but now causes crush counter. Whiffs on crouching opponents so mainly will be used to punish DPs or stuff certain standing buttons.

s.LP: Her only 3 frame normal. Not sure if standing 3 frame buttons can be mashed on wake up the same as crouching ones. I would imagine so. This is important because it allows Ibuki to counter/break up plus 1 or less block strings from characters who only have 4 frame or slower normals (Nash, Fang, Ken, Bison etc.) without having to DP or V Reversal. Should also beat certain meaties that aren't tight vs 3 frame jabs.

Also pretty important as it will probably be used in some of her bnbs and can reliably combo off her f+MK overhead.

s.LK: Her f+LK command normal from 3S/SFIV turned into a standard normal. Is 4 frame start up. Can be special cancelled. It supposedly can also link off f+MK overhead, but can't confirm as of yet. May only be counter hit since s.LP is the only thing I've seen work without counter hit.

s.MP: Typical party starter button. Can link into itself and is cancelable. Most likely will have some s.MPx2 or s.MP, s.LP combos to come with this. Believe you can also link after s.MP into grounded kunai as well (not sure of which links yet). Will probably be using this most often as you get closer to the opponent and imagine will be plus on hit and block.

s.HP. The second hit of her s.HP, HP target chain from the older games. Not sure about this one yet but may have some uses since its a cancelable heavy normal.

c.MP. Visually similar to c.MP from 3S/SFIV. Main difference is in this game it seems to start up quicker, but loses active frames to make up for quicker speed. This is your longest ranged cancelable normal so may be useful for cancels into kunai. Will need to check the one hit confirm viability of this as well.

c.LP: Another chainable 4 frame button. Rapid fires.

c.HP. No longer jump cancelable, but I believe can be special canceled. Have to check to make sure.



b+MP: Her typical cancelable 2 hit AA from the old games. Can be special cancel the first hit into command dash then do Raida for solid damage. Will most likely be her go to button for grounded AA. Will test to see the ways this can combo into super. Should make her one of the few characters that can reliably grounded AA into super for big damage.

f+MK: Overhead normal. Still safe on block but no longer plus on block. It's minus 2 which still makes it the only overhead in the game other than Chun Li's that is completely safe on block. Worst that happens is you lose your turn (don't press buttons unless you're going to EX DP). Combos for sure into s.LP on hit. This makes her the only character in the game that can always bnb off a landed overhead while also being safe on block.

Probably start up too slow/goes into airborne frames to slow to be a reliable throw beater, but still good for checking people defaulting to low block.

f+HK: The famous bonshon kick. This seems to start up faster and hit lower to the ground more like its 3S counterpart. Was one of her main anti low poke buttons in that game and seems to also be the case in this game. Now causes crush counter and puts the opponent airborne for juggle during CC. This supposedly also gives one full bar of V Gauge on CC like Necalli's overhead, but will have to confirm.

It can also hop over horizontal fireballs and if you're close enough can also kick them in the face. If you did it early enough it can cause CC as well.

df+MK: Her well known slide attack. Supposedly is safe on block if done at absolute max range. Think it can combo into s.LP from near max range also. Can also slide under horizontal projectiles.

j.LK: One of her 2 cross ups. Probably doesn't have as much hit stun as j.MK, but may have a better actual cross up box than j.MK.

j.MK: Her other cross up. Most likely less active, but more hit stun than j.LK. Will have to find out if this is like SFIV where you can time a jump so one jump normal will cross, but the other will stay in front.

## Specials/Supers/V Moves

Kunai Throw (QCF+P): Ibuki has a new kunai throw where she throws a kunai towards the floor at different ranges. Uses up one of her kunai stocks. Hits low profile enough to shoot under some horizontal projectiles at certain ranges. Creates a lot of pushback and pretty safe on block. The EX kunai does 2 hits and will explode on contact. Depending on which 2 buttons you press determines the distance it moves forward. The explosion causes a juggle state and making the opponent block the explosion yields strong frame advantage

Doing the air version of this works similarly where each one goes a different angle and the EX one explodes. Not sure if the ex version goes different ranges or just one range. This has a height restriction so you can't tiger knee it and you can only throw the kunai during a forward jump. Should still be able to set up meaty kunai mix ups into combos off crush counter sweep HKD.

Kunai Reload (QCB+K). Her Tsumuji has now been replaced with a move that reloads her kunais. She can carry up to 6 and just doing the command one time without holding it will give her one back. You can also hold the kick button reload more kunais, but this also has heavy recovery so it's something you want to make sure you have space to do. Ideally you'll most likely just be using the 1 or 2 kunai reload so that you can always have one to throw without putting yourself at heavy risk. Recharging most or all of the kunais only really seems viable after CC sweep, but then you're losing momentum/mix up to reload kunais.

Charged Kunai Release (Hold Punch then release on ground or hold Kick then release in air): This is Ibuki's other new kunai throw. This allows her to just expend her entire kunai stock at once and throw a barrage of kunais at the opponent. LP charge throws all the kunais forward in 2 straight lines parallel to each other. Just concentrates them all towards the chest area of the opponent. MP one throws them all forward in a wall like formation with one above the next kinda like in an old action or shmup game. HP one throws them in a wall but an upward angle to cover anti air/jumping in.

The Kick version has similar formations except pointed downwards towards the ground. Supposedly there is no height restriction on the air kick charge kunais so there may be some pressure or combos that can be created from instant kick kunais. These charged kunais all cause a juggle state on hit.

Kazegiri (DP motion + K): Back from the old games. Regular kazegiris have no invincibility. Just hit box. EX ones have invincibility and you can cancel into EX kunai (ONLY on hit) at the peak of the height. Juggling with EX kunai still allows for another follow up juggled of the charged punch kunais or dash up into raida or other move. EX Kaze will most likely be a go to anti air as well.

Parasail (Press any 2 kicks during neutral or forward jump): This is her new aerial movement special. Similar to Twelve's air dash from 3S except you can only do this moving forward and can't use air normals during it. Can only use kunais. Main use is to close the gap against fireball/zoning games and to throw off people trying to anti air you. Has some aerial recovery if you don't kunai before landing.

Another cool thing to add about this move is that you can use it during her HK command dash. When she goes airborne during the command dash just input 2 kicks to start sailing. Should be a nice way to close the gap without having to commit to her floaty/high regular jump.

Raida (QCB+P): Her attack grab from 3S/SFIV. Used to be a half circle motion, but now only need quarter circle. Seems like the hit box can still suck in normals and other attacks. Will have to test to see if this can beat armor moves/parries like it could in 3S or IV. LP version gives the most frame advantage on knockdown and allows you to dash up and meaty with s.LP.

The EX version now works more like a dash punch where she moves forward first. Probably unsafe on block, but may not be terribly unsafe by looking at the animation on video.

Kasumi Gake \*Command Dash\* (QCF+K): Her command dash from the old games, but now is changed up a slight bit for the heavy version. The LK and MK versions do what they use to in IV. LK version stays in front and goes short distance, but the MK version moves forward further and can cross up. The heavy kick version now goes from the ground to the air which can allow her to sail over projectiles and move in. This also gives it a nice angle to set up jump in/overhead cross ups. These command dashes should prove to be pretty useful with her V Trigger for setting up cross ups by making people block the wrong way as the bomb goes off.

Super: This is the Naruto Rasengan move everyone gets hype about. She does her df+MK slide animation towards the opponent and if it hits she pops the opponent in the air and blows their head off all anime style. Supposedly in the blog it was said that this move hits low, but during gameplay it doesn't seem to hit low. Not sure if this will stay as a mid hit or if it will be fixed to hit low. For now though we will consider this low blockable.

Can be juggled into pretty easily. Can hit confirm into it from a max range kunai. It also does one hit of burst chip which means it will be another good super for chip killing people. This is great because it means you can chip kill people even if they have V Reversals stocked if you hit them with it raw.

V Skill: Ibuki lunges forward with a stationary projectile that can absorb other one hit projectiles. Builds about a  $\frac{1}{3}$  of V Gauge on hit. Just like Karin it can be charged for a heavier version that does more damage, most likely builds more V Gauge and has more range. The non charged version looks like it starts up really quick. Even quicker than Karin's. Most likely unsafe on block though. I'm assuming the charged version is safer on block.

V Reversal: She has an interesting V Reversal. It's essentially a knockdown reversal with a forward teleport mixed in. After she explodes a log comes out which flies at the opponent then she reappears where the log is in front of the opponent. This most likely makes it more of an offensive V Reversal as she moves in towards the opponent after doing it rather than staying in place and pushing the opponent away. This fits Ibuki's aggressive play style.

V Trigger: The ninja bombs. These require 3 bars to fill to activate. First one activates the VTC which makes it easy to combo into. Then afterwards a very slow V Gauge timer appears giving you time to use the second one whenever you choose. Pressing HP+HK together deactivates the bomb in the shortest time. Then forward or back+HP+HK detonates it at longer times. Both you and the opponent can use attack the bombs to make them move forward across the screen. Luckily, if the bomb explodes only the opponent can be hurt by the bombs. You just have to worry about getting the explosion close enough to them so it hits them.

The bombs can also be detonated by throwing an EX kunai at them. The bombs also cause an OTG state which means if they blow up early enough after you throw someone or knock them on the ground they can OTG and hit them while laying on the floor. This will most likely give further opportunity for juggle.

## Combos

Target Combos:

s.LP, s.MP, s.LK. True block string, can't be cancelled into specials, but safe on block.

s.LP, s.MP, s.HP. Probably will be most useful as it is special cancelable.

s.MK, c.HK, s.HK. Her new chain off s.MK now that you can't special cancel s.MK. If this is one hit confirmable it should make it much easier to use in neutral considering that s.MK is still a decent poke/counter poke like in 3S/IV.

c.MP, f+HK

s.MP, f+MK. Chain into overhead kick. Don't think this has the same frame advantage on hit as the regular f+MK. Most likely only for mix up purposes and no link is possible.

In corner: j.HP/HK, s.HP, EX Kazegiri, EX kunai, EX Raida

f+MK, s.LP, LK Kazegiri

s.MP, s.LK (link), command dash

s.LP, s.MP, s.HP, LP kunai, V Trigger activate, s.MP, c.HK, s.HK, HK command dash (sets up cross up and kicks the bomb near the opponent after target combo juggle)

Crush Counter s.HK, s.HP, EX Kazegiri, EX kunai, MP/HP Charged Kunai Release

Crush Counter f+HK, b+MP (one hit), LK command dash, Raida

HK (cc) , target combo x kunai x V trigger cancel , Hp x Raida [Explosion juggle] dash > Ex Kazekiri , Airborne unleash Kunais (juggle), EX raida

Corner Only: Crush Counter s.HK, c.HP, VTC bomb, s.HP, LK Kazekiri?, charge HP kunais, bomb explodes, release HP kunais, HP+HK/cancel into second bomb, EX DP, backdash?, EX Raida

### Things to Note/Practice

Test the height restriction on air charged kunais

Test hit confirmability of s.MK

Find best s.MP confirm (possibly s.MP, c.MP)

Test meaties (especially LP raida into s.LP)

Test hard knockdown into kunai/vortex setups

Test anti air boxes/trades for b+MP, c.HP, EX DP, s.LP and s.HK

Figure out best anti air b+MP or c.HP combos into super

c.LK confirms on crouching characters

Try out air throw

Check the reactivity for command dashes

Try out HK command dash vs fireballs and for jumping in/setting up mix ups. Try HK command dash into parasail

Test how much meter f+HK crush counter builds. Was said by someone that it builds full bar (or maybe s.HK?)