LUONG (XIV)

=Normals=

'''Standing'''

* st. A: Appears neutral on block. Luong will strike the opponents face with her palm. Does not chain. Will cancel into special moves.

* st. B: Luong does a high side kick. -1 on block (?). Slightly disadvantageous but safe. Hits high. Does not chain. Does not cancel into special moves.

* st. C: Luong leans forward a little to perform a strike with her palm. Surprisingly, there is only a slight disadvantage on this normal when blocked. Hits mid. Does not chain. Does not cancel into special moves.

* st. D: Luong will do a leaning high roundhouse kick. Very negative on block but the push back makes it somewhat safe. Does not chain. Does not cancel.

'''Close'''

* cl. A: Luong will deliver a palm strike to the opponents midsection from up close, using her inner arm. Neutral on block. Does not chain into itself or other light normals. Chains into command moves. Cancels to special moves.

* cl. B: Casually kicks the opponents ankle, using her back leg. -2 on block. Safe. Does not chain into itself or any other light normals. Chains into command moves. Cancels to special moves.

* cl. C: This is a 2-hit close heavy punch. Luong actually starts off by performing her close light normal animation but then she quickly performs a upper palm strike to the opponents facial area. Minus on block but is safe. Both hits will cancel into special moves and will also chain into command moves. Can be very useful for Max Canceling.

* cl. D: Luong delivers a nasty low kick the opponents leg (it is an actual low attack). Minus on block but is safe on block. Cancels into special moves. Chains into command moves. It should be noted that while this has shorter range, it also leads to more damage in longer combos.

'''Crouching'''

* cr. A: Luong strikes the opponents leg with her palm, using her outer arm. -1 on block. Chains into itself and other light normals. Cancels into special moves.

* cr. B: A low kick done while crouching. Neutral on block. Hits low. Chains into itself and other light normals. This move will actually cancel into special move. Very good hit-confirming tool.

* cr. C: Luong chops upward with a knife hand towards the opponent midsection. Minus on block but is relatively safe. Hits mid. Chains into command moves. Cancels into special moves. Can be a decent anti-air, along with far st.D.

* cr. D: Luong does a sweep motion, while performing the splits for a moment.Minus on block but is considered relatively safe at certain distances. Unsafe at point blank. Hits low. This is actually one of Luong more useful normals as it has quite a bit of range and can whiff cancel into her other special moves. Cancels into special moves and even chains into her command moves (the later which can also be done on whiff).

'''Jumping'''

* j. A: Luong performs a palm strike below. Comes out relatively fast. This move will cross up and will cancel into her air special moves. Useful against grounded opponents.

* j. B: Luong will thrust her inner knee forward. This move will also cross up. Crosses up a lot more easily than j.A. Links into standing light normals. This move will cancel into her air special moves. Both j.A and j.B would be considered very useful for hop pressure and retaining advantage.

* j. C: Performs a uppercut with her outer arm. This looks suspiciously similar to Yamazaki's jumping C. Functions as a decent air-to-air striking move. Seems to come out rather fast. Does not cancel into anything.

* j. D: A martial arts kick. Not jump cancel-able.

'''Blowback'''

* st. CD: Luong turns forward and performs frontal roundhouse kick while stepping towards the opponent. Very negative on block but it punishment on block is unlikely to take place due to push back. This move is actually going to play a key role in Luong's offense. Stand CD will

come rather quick. Another noteworthy element is that it cause Luong to move forward by about 1 character width. She can also whiff cancel this move into a special move and it cover quite a bit of distance. This move can even be utilized as a combo finisher and mix-up or baiting opportunities can arise from whiff canceling this move into her special moves.

* j. CD: Performing a turning frontal martial arts kick while in midair. This move does not cancel into any air special moves.

=Throws=

'''Sen''' - (b/f+C) close

* Luong quickly leverages herself onto the opponents head with her legs wrapped around them to twist and perform a frontal slam. Sends the opponent a short distance away. The opponent is left back-turned on wake after getting up.
* Can be broken
* Hard knockdown

'''Chou''' - (b/f+D) close

* Starts with the same animation as the C version but instead of twisting around, she performs a back flip throw to slam the opponent onto the ground behind her, sending them a short distance away. The opponent will be back-turned after the throw is completed.
* Can be broken
* Hard knockdown

=Command Moves=

'''Tsui ''' - (f+B)

* Luong performs an overhead kick with her outer leg.

* Has a lot of startup. Combos from close hard normal moves.

* This move will not cancel into special moves by itself. It will only cancel into special moves if it was already chained into.

* Very useful for confirming into longer combos.

* This move can also cancel into Supers or Climax.

=Special Moves=

'''Geki''' - (qcf+A, qcf+B, or qcf+C)

* Luong performs a very a faster kick with her inner, leaving only a blur upon completing the move. The player can influence the direction she kicks depending on what button that press from the quarter circle forward motion.

* A version will have Luong kick upward. This is very useful in juggle as it launches the opponents a bit higher. Very useful in long-term combos.

* B version will make Luong kick straight forward. Safe on block. Can very trustworthy when trying to control space or finish combos. This move also helps Luong's range game quite a bit as well because it covers so much distance. She also has her cr.D and st.CD attacks for example that will allow her to extend the range of this move and make her space control ability far more annoying.

* C version is a low kick that also launches the opponent a tad higher than the B version.

* All versions can super cancel.

* It is possible to combo into B Geki from even light normals.

:'''Geki (Keep)''' (qcf+A, qcf+B, or qcf+C) HOLD the buttons

:* Luong delays the Geki while retaining a Taekwondo stance. She can cancel out of this stance if the player wishes to do so by pressing D while holding. The player should realize that this is how Yamazaki's Judgement Serpent move worked in the past KOF games.

::'''Geki (Cancel)''' (While holding qcf+A, qcf+B, or qcf+C ~ Press D)

::* Luong recovers quickly into her normal fighting stance. This is an extremely important tool for baiting and forcing mistakes out of the opponent and then reacting accordingly to punish them.

'''EX:''' The EX Version of this move used in Max Mode will have Luong perform a low, mid and a high Geki in a rapid fashion. If she connects with any of the kicks (specifically the last kick), she will use her leg to slam the opponent onto the other side for a hard knockdown. This can be very useful for finishing combos with Max Mode if you don't have any resources to spend.

'''Ren''' - (qcb+K) in air

* Luong performs a flip kick. The player should keep in mind that both versions of this move will cross the opponent.

* B Version: Less startup. Causes a knockdown. Luong can land a normal after hitting the opponent at certain height. Changes the trajectory of her jump to a small degree.

* D Version: Has a bit more delay on startup and will also change the trajectory of her jump, a little more so than the B version. Luong can still combo after landing this move in certain situations.

* Both versions can be useful for careful applying some relatively safe pressure.

'''EX:''' Used in Max Mode. Luong quickly performs her wheel kick without much startup. The opponent is launched into the air. Midair opponents are juggled a bit higher into the air. This move is important for advocating more elaborate combos in Max Mode. Does a bit more damage than either of the regular versions.

'''Rin''' - (hcb+K)

* Luong performs a forward roundhouse kick to launch the opponent while barely leaping off of the ground that looks like a "Genocide Cutter" in reverse.

* Luong travels a bit forward from both the B and D versions of the move, the latter cause her to travel a tad further.

* Generally useful for starting combos and for combo extensions.

* Unfortunately, none of the versions of this move are safe on block at all. This move can also be very useful in the corner.

* B Version: Quick startup. Launches the opponent into the air. Leads to juggle.

* D Version: Slight delay on startup but still combos from hard normals. Launches the opponent a bit higher and further. Puts opponent into a juggle state.

'''EX:''' 2-hit combo. Luong performs a double reversal flip kick to launch the opponent a lot higher, even while they are in midair. Does a bit more damage than the regular versions but is still very unsafe on block.

=Super Special Moves=

'''name of move''' - (motion here)

* (description here)

* (description here)

* (description here)

'''name of move''' - (motion here)

* (description here)

* (description here)

* (description here)

=Climax Super Special Moves=

'''name of move''' - (motion here hcb, hcb + B+D)

* (description here)

* (description here)

* (description here)

=Combos=
* (any special information about the character combos if needed)

[http://dreamcancel.com/wiki/index.php?title=The_King_of_Fighters_XIV#Notation Notation]

===Rush Auto Combo===

'''Meterless:''' description here

'''1 Meter:''' description here

'''EX:''' description here

==0 meter==

* cr.B x3, qcf+B = 138 damage

The player can also get away with cr.B x2, cr.A as well.

* cr.B x3, hcb+B, qcf+B = 188 damage

cr.B, st.A/st.B will also work for getting hcb+B to land for the juggle combo.
If the player ends this same combo with st.CD instead of qcf+B, they get 200 damage instead.

* close D, f+B, hcb+D, qcf+B = 232 damage

The reason why close D is used instead of close C is to avoid potential damage scaling towards the latter part of the combo. The player can still get away with utilize close C if they wish. Ending the combo with st.CD will offer 244 damage.

* close D, f+B, hcb+D, qcf+A, qcf+B = 280 damage
Corner only.

*close D, f+B, hcb+D, hcb+B, cl.D= 300dmg
Corner only.

==1 meter==

* close D, f+B, hcb+D, qcf+B Super Cancel qcbhcb+K = 351 damage
Same as the one of the main combo options written on the top page. It is better if you simply use this if you are absolutely sure that this will kill.

* close D, f+B, hcb+D, hcb+B, qcfhcb+K = 402 damage.
CORNER ONLY. The reason why there was no super cancel on qcf+K is because the regular supers will somehow whiff, even in the corner.

* close D, f+B MAX cancel close D, f+B, EX hcb+K, hcb+B, EX qcf+P = 395 damage
Can be done from anywhere. A relatively easy combo for 1 bar.

* close D, f+B MAX cancel close D, f+B, hcb+B, EX hcb+K, qcf+A, st.CD = 383 damage
Another easy combo for 1 bar.
Close D, f+B MAX cancel close D, f+B, hcb+B, EX hcb+K, (slight delay) EX qcf+P= 397dmg

* close D, f+B MAX cancel close D, f+B, hcb+B, EX hcb+K, hop forward + EX air qcb+K, qcf+A, st.CD = 431 damage
This combo is a bit difficult to perform at first but it will lead to more damage on success.

The player can also choose to end the combo with qcb+B to send the opponent away but for less damage. In either case, Luong has a big advantage from this combo and it also helps her do a lot of damage for very limit resources.

==2 meters==

* close D, f+B MAX cancel, close D, hcb+B, EX hcb+K, hop forward EX qcb+K, qcf+A, qcfhcb+K = 542 damage.
Be sure to hold up and then fling the control stick quickly in a quarter circle back motion for the EX qcb+K.

* close D, f+B MAX cancel, close D, hcb+B, EX hcb+K, qcf+A, qcf+B Super cancel qcfhcb+K = 593 damage.
The reason why there is no f+B after the Max cancel is because by the time Luong prepares to perform her EX DM in the combo, the Max Mode timer would run out and she would end using the regular version instead.

==3 meters==

* (place combo here) = (place damage amount here)
(place combo description here)

==4 meters==

* (place combo here) = (place damage amount here)
(place combo description here)

==5 meters==

* (place combo here) = (place damage amount here)
(place combo description here)

=Misc=