



Flamingo Pressure Premier Guide - Written by: Frontier

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A. AUTHOR'S NOTE

Honestly, I have stressed over how to write this guide and what it should contain. There will be things I missed out or did not explain but the key ideas and moves would have been covered. If there's anything you should take away it's that the most important part of any mixup is how your opponent reacts. It is important to use that as your basis to build upon your next decision.

B. THE CORE OPTIONS

Think of this section as the **'tldr'** if you don't want to read further explanations. This list contains the **'safe'** options to go for when moves either hit or get blocked by the opponent. It will not cover for differences in frame data or if moves can be backdashed on hit. Make sure to hit the lab to double check if an option would win or lose in that situation. Safest bet is to check with mids in LFF or RFF and press the fastest button in LFS/RFS so you can block again. Hwoarang has amazing frame data but there are still gaps in his pressure that the opponent can make use of to avoid the situation and return to neutral. Keep this in mind when pressuring your opponent.

- If a move that transitions Hwo to Left Foot Forward (LFS 1) is pressed and it:

Hits: 123 / 124 / F+2 / DF+4 / JFSR / D+3,4

Blocked: 123 / 124 / B+4 / DF+1 / F1+2 / DB+4,F

Are the options you can press if you want to press a button

- If a move that transitions Hwo to Right Foot Forward (F+2) is pressed and it:

Hits: RFF 2 / RFF B+2 / RFF DF+4,F / JFSR / RFF D+3,4

Blocked: RFF B+4 / RFF B+3 / Downjab (D+1 or D+2) / RFF 3~4 (Backlash)

Are the options you can press if you want to press a button

- If a move that transitions Hwo to Left Flamingo Stance (123/DF+1,3) is pressed and it:

Hits: LFS 1 / LFS 2 / LFS F+3 / LFS B+4,3 / LFS D+3,4 / LFS D+4

Blocked: LFS 1 / LFS DF+3 / LFS B+3 / LFS UF+3,4 (Low Crush)

Are the options you can press if you want to press a button

- If a move that transitions Hwo to Right Flamingo Stance (124/D+3,4) is pressed and it:

Hits: RFS F+4 / RFS 2 / RFS DF+4 / RFS 3~4 / RFS B+3 / RFS D+4

Blocked: RFS F+4 / RFS 2 / RFS B+4 / RFS 3~4 (Low Crush) / RFS UF+3 (Low Crush)

Are the options you can press if you want to press a button

C. THE FLAMINGO FLOW (In a nutshell)

Each move in Hwoarang's kit can seamlessly transition from one stance to another. This allows him to access his stance moves easily and create a flurry of mixups that the opponent has to keep track of. Let's take a look at a Hwoarang pressure sequence and go through it one by one as to why it works.

D+3,4 -> RFS 3+4 -> LFS 3,F -> LFS 3,4 -> RFS DF+4 -> 124 -> RFS F+4 -> RFS DF+4

In this sample sequence above, the only move that is assumed to hit the opponent is D+3,4, the rest is all on block. The first move D+3,4 is +14g on hit which frame traps the opponent with most of Hwoarang's RFS mids. RFS DF+4 being the main mid they'd look out as it's a counter hit launcher. So instead of pressing it you take advantage of the opponent second guessing and transition back to Left Flamingo. This gives you access to LFS again to do a high (LFS 1), mid (LFS 3), or a low (LFS D+4). In this sequence you'll be doing LFS 3 which is a 14 frame mid and use the version that keeps Hwo in LFS. This works because the opponent will be second guessing between the two possible options after LFS 3. LFS 3,4 could potentially counter hit launch them or keep them in the blender while LFS 3,2 puts them force crouch.

You're still in Left Flamingo so this means you need to press a button soon or else you're going to get hit. LFS 3,4 was the option the opponent was thinking about earlier and it can be delayed to fish for a counter hit launch. Pressure will still continue as this move is +8 on block meaning RFS mids will frame trap them and RFS DF+4 will be pressed this time. Now you've come full circle as you're back in LFF with a +1 advantage over your opponent. They may think you'd press a different button to continue pressure, but you simply can just play by the hard numbers. Your Jab will beat out most of your opponent's options so doing a jab string to RFS is the play. Compared to doing a jab string to LFS the opponent will have more trouble challenging here due to RFS F+4 which is an 8 frame high. The 50/50 will be active at this point and should the opponent not challenge you can end this sequence safely with RFS DF+4 to be +1 again.

This is why Hwoarang can change stances six times while pressuring his opponent.

Sequences like this work best if the opponent has prior knowledge of the character or is hesitant to press a button, if they are neither of the two simply use the frames to your advantage.

Below you'll find pressure sequence samples starting from different stances. No explanations will be provided but each sample is limited by the number of **'mixups'** you'll get versus your opponent. What I mean by this is the number of times the opponent would choose to hold back in that situation. Focus on the number of **'mixups'** you can actually do at the moment. The first sample will be the **'guaranteed'** mixup versus the opponent while the others look at more possible interactions.

Left Foot Forward (LFF) Pressure Samples

- a.) 123 -> LFS 1 -> DF+1
- b.) UF+2 -> F+2 -> RFF 3~4 -> DF+4
- c.) WR+3 -> D+3,4 -> RFS 2 -> RFF DF+4,F -> RFS 1
- d.) LFS 1 -> F,N+4 -> RFS 3+4 -> LFS 1 -> D+3,4 -> RFS DF+4
- e.) DF3+4 (on hit) -> DF+3,F -> LFS 1 -> DB+4,F -> RFS F+4 -> RFS 3+4 -> LFS 2

Left Flamingo (LFS) Pressure Samples

- a.) RFF F+3 -> LFS B+4,3 (on block) -> RFF B+4
- b.) CD+3 (on block) -> LFS 3,4 -> RFS 3+4 -> LFS 1
- c.) SS+3,3 -> LFS 3,F -> LFS D+3,4 -> RFS F+4 -> RFS DF+4
- d.) 123 -> LFS 3+4 -> RFS 2 -> RFF F+3 -> LFS 1 -> DF+1,3
- e.) LFS F+3 (on block) -> LFS DF+3,F -> LFS 3+4 -> RFS DF+4 -> 23 -> LFS DF+3,F -> LFS D+4

Right Flamingo (RFS) Pressure Samples

- a.) D+3,4 -> RFS DF+4 -> 2,F+3
- b.) LFS 3,4 -> RFS F+4 -> RFS 2 -> RFF F1+2
- c.) DB+4,F -> RFS U+4,F -> RFS D+4 (on hit) -> RFF DF+4,F -> RFS 1
- d.) U+4 -> RFS 3~4 (Just Frame) -> SS+4 (on hit) -> RFF D+3,4 -> RFF 24,F -> RFS 1
- e.) RFF 24~F -> RFS U+4~F -> RFS 2 -> DB+4,F -> RFS 3+4 -> LFS 3,4 -> RFS DF+4

Right Foot Forward (RFF) Pressure Samples

- a.) F+2 -> RFF DF2+3,F -> LFS 1
- b.) WS+4,4 (on hit) -> RFF 2 -> RFF DF+3 -> DF+1
- c.) LFS 2,2 -> RFF 3~4 -> 24 -> RFS F+4 -> RFS 3~4
- d.) SS+4 (on hit) -> RFF B+2 -> RFF F+3 -> LFS D+4 (on hit) -> RFF 3,4~F -> RFS F+4
- e.) RFF DF+3 -> RFF 2 -> RFF D+3,4 -> RFS 1,2 -> RFF 3~4 -> F+2 -> RFF 3~4

D. IMPORTANCE OF HWOARANG'S PUNCHES

The Blood Talon is a Taekwondo practitioner but surprisingly the move or technique that glues everything together is a punch. His punches aren't as deadly as a Mishima's (112/EWGF), Steve's (CH B+1/UB+2), or Claudio's (WR+2) but they are the fastest moves in his arsenal with decent frame data and tracking. A basic jab (i10) will usually be the first move you get to press before using moves like DF+1,3 or D+3,4 to start up Flamingo Pressure. RFF 2 (i10) is the upgraded version of the basic jab that's locked in RFF with more frame advantage (+2). This isn't to forget the jab strings you can do from both (12F+3, 12F+4, RFF 21, RFF 23, RFF 24) to check your opponent's reaction before attempting to use other moves.

D+3,4 (on hit) -> RFS DF+4 -> **2,F+3** / WS+4,4 (on hit) -> **RFF 2** -> **RFF 24~F** -> RFS 1

The two sequences above are examples of using a jab or jab strings to check the opponent. In the first sequence the best result is the opponent getting counter hit by 2,F+3 which will deter them from pressing a button next time. The worst is that the opponent blocks 2,F+3 and Hwoarang surrenders his turn at -8 on block. For the second sequence the best result is RFF 2 preventing the opponent from stepping and locking them with RFF 24~F. The worst is RFS 1 getting interrupted by a 10 frame move as RFF 24~F is only +5 on block. Yes, this didn't count for the opponent high crushing in this instance however if they do that's when Hwo's mid punches come to play.

DF+1 (i13) will be the fastest mid check Hwo can do in LFF and RFF that tracks slightly vs SSR. F1+2 (i15) is the next fastest mid punch that Hwo can in LFF and RFF that nets +14 on counter hit for guaranteed follow ups. F+2 (i16) is a safe mid that transitions Hwo to RFF with tracking vs SSL. LFS 2 (i16) & RFS 1 (i16) are the more or less the same move that's available in Flamingo. Lastly, RFF B+2 (i16) is a mid that keeps Hwo in RFF with +4 frame advantage with slight tracking depending on the situation. Let's revisit the situations but switch them with these mids.

D+3,4 -> RFS DF+4 -> **DF+1** / LFS 1 -> **F1+2** / WR3 -> **F+2** / WS+4,4 (on hit) -> **RFF B+2**

In most of these situations the opponent would have to block more or often than not as it would be difficult to sidestep the mid. This makes it a safe mid check option to end the sequences in, however three out of the four times Hwoarang would be surrendering his turn with the worst

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being -9 on block. The only time he truly keeps it is after RFF B+2 but this has a higher chance of being sidestepped or interrupted even after WS+4,4 on hit. Now, if these moves do hit one can continue mixing up the opponent and the one punch that really does that for Hwoarang in any situation are his Flamingo Jabs.

LFS 1 (i13) is the fastest option in Left Flamingo Stance while RFS 2 (i13) is the second fastest option in Right Flamingo Stance. Both of which give +5 frame advantage on block making it perfect to set up frame traps or mixups.

LFS 1 -> F1+2 / **RFS 2** -> RFF F1+2

The two sequences above are classic frame traps which at best counter hits the opponent for guaranteed damage and at worst gets blocked thus surrendering Hwoarang's turn. If we didn't want to go for a frame trap, the sequence could look like this instead.

LFS 1 -> D+3,4 -> **RFS 2** -> **RFF B+2** -> DB+4,F -> RFS 3~4

Here, the Flamingo Jabs are utilized to connect other moves to continue mixing up the opponent. At +5 on block the opponent will second guess versus the aforementioned frame trap which allows D+3,4 to connect. At +14g the opponent has to hold versus RFS DF+4 which allows Hwoarang to reset with RFS 2 at +5. The frames remain in your advantage and Hwoarang is in RFF which opens up his options. RFF B+3, RFF 3~4, RFF F1+2, and RFF D+3,4 just to name a few but RFF B+2 will be pressed here to maintain advantage which keeps the opponent in a similar situation. The moves from earlier are still a threat so we go for the safest low in DB+4,F which instantly starts the RFS 50/50 situation. Ending on RFS 3~4 is safe but a gamble at the same time because at best the opponent presses a high crush and they get knocked down. The worst outcome is getting floated by a jab to a full combo.

Now that you know all that, let's mix all these punches in a Pressure Sequence.

Jab -> F+3 -> **LFS 1** -> D+3,4 -> RFS DF+4 -> **DF+1** -> SS+4 -> **RFF B+2** -> RFF DF+4,F -> **RFS 1**

As you can see in this sequence using a punch allows Hwoarang to continue pressure safely or end it for a bait as he can still sidestep, backdash, or even press a button at -1 on block.

E. IMPORTANCE OF LFS 3 & LFS DF+3

Without the old LFS F+3 (Mirrored version of RFS F+4) returning LFS 3 and LFS DF+3 become more integral to Left Flamingo Stance as one is the fastest mid and the other is a cancellable powercrush. Let's start with LFS 3 first which starts up at 14 frames and has four variations to it. LFS 3,4 is a mid-high string that the opponent would be most preoccupied with due to the fact that it can counter hit launch them. LFS 3,3 is a mid-mid string that will knockdown the opponent on counter hit. LFS 3,2 is a new mid-mid string that is the safer equivalent of LFS 3,3 but doesn't knockdown the opponent on counter hit, instead it puts the opponent in force crouch which limits their ability to move. Lastly, LFS 3,F keeps Hwoarang in LFS which continues the blender but is only +2 on block instead of +3 on block compared to most of the moves that transition Hwoarang to LFS. Now, that is a lot of options to consider just for one move and it will make the opponent second guess pressing against this move. The worst possible outcome for the opponent is getting counter hit launched and the best is getting a -14 punish on Hwoarang. It's why you see LFS 3 go unpunished most of the time despite it being -14 on block because it isn't worth trying to go after that move when the four other options exist.

CD+3 -> **LFS 3,F** -> LFS 1

It's why a sequence like the one above would work but it does have one weakness. LFS 3 by itself is completely linear meaning it can be sidestepped to either side unless you're at +6 frame advantage. The upside is that all the follow ups do have tracking towards both sides but that isn't the option chosen here. There are other mids in LFS that do cover for LFS 3's linear nature and LFS DF+3 is probably the most important one out of all them.

Powercrushes were buffed in Tekken 8 which makes this move even safer should it absorb an attack. This isn't to mention the buff the full string (DF+3,4) got as it went from -14 to -12 on block. It's a mid that tracks vs SSR with the ability to cancel to LFS which is very useful to have.

CD+3 -> **LFS DF+3,F** -> LFS 3 / CD+3 -> **LFS DF+3**

One can either “safely” advance towards the opponent by transitioning to LFS or cover for one side while checking if the opponent will press buttons. The system change is the biggest reason why they wouldn't press besides the threat of the second hit of the string potentially hitting them. This honestly makes it a really good button to throw out for information gathering.

Combining the two moves together and you can get a sequence looking like this:

CD+3 -> **LFS 3,4** -> RFS 3+4 -> **LFS DF+3,F** -> **LFS 3,F** -> LFS F+3 -> **LFS DF+3,F** -> LFS B+4,3

F. IMPORTANCE OF RFS F+4

Right Flamingo Stance having a move that starts up at 8 frames (RFS F+4) creates a 50/50 anytime Hwoarang enters said stance. This makes it difficult for the opponent to simply challenge because they could either end up -3 on hit or counter hit launched by the full string (RFS F+4,4). Thanks to that you're able to "safely" press a button when entering Right Flamingo Stance on block. The move is also difficult to step given how fast it starts up which makes it a solid option to prevent opponents from moving which in turn allows slower moves with less tracking to be pressed.

124 -> **RFS F+4** -> RFS DF+4 -> 24 -> **RFS F+4** -> RFS 2 -> RFF DF+4,F -> **RFS F+4** -> RFS DF+4

Now, if the opponent wants to challenge RFS F+4 in general it would be a move that high crushes. Basic D+4s, downjabs, etc so it helps that even their retaliation or counter play can be known ahead of time. In Season 4 of Tekken 7, Hwoarang got an option to deal with this in RFS UF+4 which is -13 on block so if your read was wrong you had to take a substantial punish for it. This isn't the case anymore in Tekken 8 as he got two additional low crushing moves in RFS UF+3 and RFS 3~4.

DB+4,F -> RFS UF+4 = Launch Downjab/Crouching Opponent & Punished by i13 moves

DB+4,F -> RFS 3~4 = KND Downjab/Crouching Opponent & Safe at -2

DB+4,F -> RFS UF+3 = KND Downjab/Crouching Opponent & Safe at -6

It's important to note that there are options that can beat RFS F+4 after RFS F+4 on block but that requires the opponent to know said info on hand. Make sure to get in the lab because there are a handful of characters with very strong options versus this mixup.

After all that, you don't even have to press RFS F+4 often but only a couple of times to remind them that they could lose in that situation or you needed a move to prevent them from side stepping versus Right Flamingo Stance. If you do want to use this 50/50 often go ahead as it is one hundred percent very annoying to deal with.

G. IMPORTANCE OF RFF DF+4,F & RFF 3~4

These are the two moves an opponent would immediately focus on when Hwoarang is in Right Foot Forward. This is because these moves are highly dangerous and can easily snowball into even more mixups both on hit and on block. Let's start with RFF DF+4,F which has been nerfed in Tekken 8. This mid used to be +7 on block which allowed for RFS DF+4, RFS 1, or RFS F+3 to safely frame trap the opponent. It was a safe and solid option Hwoarang could employ instead of mixing up the opponent. Thus making the mixup solid as a whole because it was held together by a mid rather than the 50/50 from RFS F+4. Now its +5 on block meaning the 50/50 from RFS F+4 is what keeps this mixup together. However, this doesn't lessen the value of the 13 frame mid from RFF that can still make the opponent second guess. The fact that it still retains its counter hit properties is huge because RFF 2,3 will connect for massive frame advantage in open space and splat at the wall potentially ending the round right there and then.

LFS D+4 (on hit) -> **RFF DF+4,F** -> RFS 3~4

This is a common move Hwoarang will use to get access to RFF DF+4,F at an advantage. It's very common to fish for the counter hit right away as that's the best possible outcome. If the opponent doesn't press then the worst outcome is getting interrupted but usually you aren't due to the RFS F+4 mixup. You can actually continue pressuring the opponent here but we'll keep it safe by ending with RFS 3~4. The only way to avoid this situation reliably is with a sidestep as the move is slightly linear. Once the opponent shows said counterplay to this move that's when its partner in crime shines.

Backlash (RFF 3~4) was always a homing high but it was never a powercrush until Tekken 7 and it somehow retained that property in Tekken 8. The move nets a follow up on hit (B+3 or FF+3) and is +4 on block. This used to be much worse for the opponent as it launched on hit in Tekken 7. Still this is a dangerous move because it shuts down the one thing RFF DF+4,F can't stop, which are sidesteps or very evasive moves.

LFS D+4 (on hit) -> **RFF 3~4** -> DF+1

Looking back at the same situation, the best outcome would be RFF 3~4 connecting for an additional followup while the worst outcome would be an opponent sidestepping to a duck for a punish or using a move that recovers fast enough before punishing. Punishing this move does

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take practice so there will be times where it will just get blocked because of that or not they just don't want to take the risk.

H. ROUNDUP





This is only the tip of the iceberg but it is a solid foundation to start Flamingo Pressure with. There are many other moves that have their own mixups that affect other mixups which have not been touched in this document. Adding them to your tool kit will increase the number of options the opponent would have to deal with and it's simply the accumulation of options upon options which allows Hwoarang to overwhelm his opponent to the ground. It's a thing of beauty to connect all these moves together to create free flowing sequences that could end in an offensive, neutral, or defensive position.

One last thing, when things go south, always refer to the frame data and counter play at hand. There is no one size fits all solution which makes it an active puzzle piece that you need to solve.

I. LEGEND

LFS	"Left Flamingo Stance", done by Hwoarang. (LFF f+3)
RFS	"Right Flamingo Stance", done by Hwoarang. (RFF f+4)
LFF	"Left Foot Forward", refers to Hwoarang's Orthodox (Regular) Stance. This is his stance from the start of the match. (you can switch stances by inputting 3+4)
RFF	"Right Foot Forward", refers to Hwoarang's Southpaw (Lefty) Stance. (you can switch stances by inputting 3+4)
COUNTER HIT (CH)	A abbreviation for "Counter Hit" [see counter/counterhit]
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J. PORTAL

T8 Talon Guide	 T8 Talon Guide
T8 Talon Combo List	 T8 Talon Combo List
T8 Talon Pressure Guide	 T8 Talon Pressure Guide
T8 Talon Okizeme List	 T8 Talon Okizeme List
T8 Talon Punishment List	Coming Soon
T8 Talon Tracking List	Coming Soon
T8 Talon Cheat Sheet	Coming Soon
T8 Talon MatchUp Guide	Coming Soon