

THE RED BINDER



Move	S	A	R	Total	OB	OH	Properties
LP	5(7gr)	4	7	16	3	5	Hits opponent ground at 7. Can hit very low
cLP	4	2	9	15	3	3	
MP	7	3	15	25	2	4	God button, slowish
cMP	6	3	12	21	3	5	
HP tap HP	12	4	23	39	-3cl -4far	2	Big feet hurtbox. 2 block anims, cl and far
HP short hold sHP	?	4	23	?	-3cl -4far	2	Small feet hurtbox. 2 block anims, cl and far
HP h. hHP	37	4	23	64	1cl 2far	KD	Small feet hurtbox. 2 block anims, cl and far
cHP	9	6	20	35	-4	2	Can't VT cancel when airborne (f 10-21)
LK	5	2	15	22	-3	-1	
cLK	4	2	8	14	2	4	Low risk move, hitbox covers hurtbox (horiz.)
MK	10	3	17	30	-3	0	Good against lows
cMK	8	2	16	26	-4	2	Very small pushback
HK	11	4	22	37	-2	2	Does not hit crouchers
cHK	10	3	26	39	-10	KD	
Knee	12	4	5+10	31	-3	3	Airborne f7-20 No low hurtbox f7-20
HB	12	4	14	30	2	7	AA KD

Move	S	A	OB	OH	Properties
jLP	5	5	-4..2	1..7	Evasive hurtbox (compact)
jMP	6	4	5..6	12+	Does not hit crouchers. Biggest horizontal range.
jHP	7	6	6..9+	11..12+	Big horizontal hitbox (jHP HB/HP can miss!)
jLK	6	5	-2?..1	2..8	Crossup
jMK	7	3	-2..6	6..12+	Evasive hurtbox (fast)
jHK	9	5	7..9+	12+	Evasive hurtbox (late)
jHB	8	5	13..14	18..19	Does not hit crouchers
Body Splash BS	7	7	6..12	9..12+	Crossup

(against normal bodied characters, tall might vary ~+-2f)

Sequences

Move	OB High	OB Low	OH High	OH Low
jLP	-	Mixup	Mixup	cLK
jMP	LP(1-2f)	LP(1-2f)	HB	HB
jHP	LP(0-1f) cLP	Heavy(CC) μLight	cMP/cMK	HB
jLK	-	Mixup	Mixup	cMP
jMK	-	LP(1-2f), cLP	cMP	cMP
jHK	μLight(mixup)	Heavy(CC) μLight	HB	HB
jHB	μLight	μLight	HB	HB
Body Splash BS	μLight	μLight	cMP/cMK	HB

Pushback

Small to big.

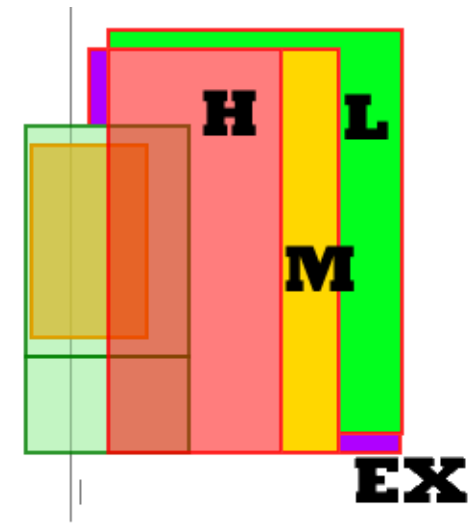
cMK < LK < cLP < cLK|LP < MK < MP < cMP

Distance on wakeup

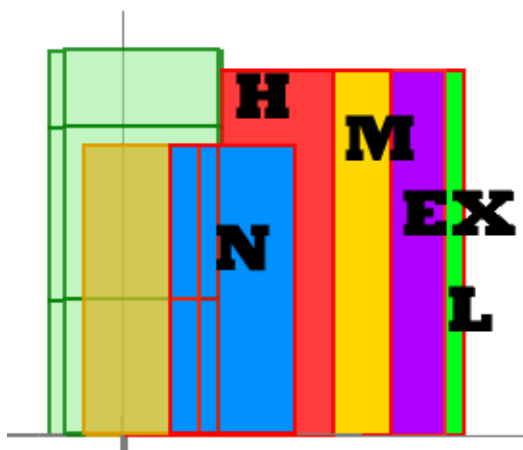
Small to big:

HSPD < exSPD < MSPD < LSPD (todo: add AirSPD and Bear)

AirSPD hitbox



SPD hitbox



Note the EX SPD hurtbox retracted slightly behind.

Flex

Tap flex is 25f (speed of a medium). Early flexing a medium should leave you + (guaranteed CA without the flex hit).

Common Oki (mid-screen)

After	QR/BR	DR
LSPD	μwalk VT1 against crouchers (can be avoided)	Dash > (Dash,Light,HB Knee,Light,Light)
MSPD	Dash cLP(3f)/cMP(4f), μwalk VT1	Cf. LSPD
HSPD	ALL	Dash > (Light,Throw,HB/HK Throw,Throw,Light)
exSPD	ALL	= HSPD
fThrow	VT1 against 4f	-
bThrow	μwalk HK, VT1 2nd	-
cThrow	VT1 2nd	-
L/M/HBear	VT1 2nd (0 at 1st activation)	VT1 1st then 2nd
L/M/HBear	cLP HK???? Recheck that one	
EXBear	VT1 2nd	-
Sweep	-	-
CCSweep	-	cMK, BS (safe jump)
LAirSPD	VT1.2	-
MAirSPD	VT1.1 (4f)	VT1.1 > VT1.2
HAirSPD	VT1	VT1.1 > VT1.2
EXAirSPD	VT1	VT1.1 > VT1.2
VT1 Lv2	cHP HP(meaty) jfHK exSPD (fake jump, -2)	-
cl.Lariat	cLK HP	
cl.Lariat	cLP HK, QR +2/-2 BR +5/+1	
cl.Lariat QR	cLK HB	
cl.Lariat QR	LP MP (Flex)	
cl.Lariat QR	LP ?SPD	
cl.Lariat QR	VT2 cLP cMP/SPD/throw	
cl.Lariat BR	Dash cMP/throw	
cl.Lariat BR	VT1 1st cMP	

Common Oki (corner)

After	QR/BR	DR
exSPD		
fThrow		
bThrow		
cThrow		
L/M/HBear	cLP/HK	
EXBear		
Sweep	(QR) cLK cMP SPD (BR) cMP/LP Spd	
CCSweep		
VT1 Lvl2		
cl.Lariat QR		
cl.Lariat QR		
cl.Lariat QR		
cl.Lariat QR		
cl.Lariat BR	LP HB (gets HB HB on counterhit)	
cl.Lariat BR	cMP SPD	
cl.Lariat BR	MP cLP	
cl.Lariat BR		

Instant overheads

Full VT1, dash, Knee, jMK (recheck)
(can replace meaty HB with instant overhead)
+12~+14 -> instant overhead

Little notes

cMP xx Lbear cannot be interrupted by 3f
LK xx Lbear cannot be interrupted by 4f

Everything else is interruptible

You can space cLP HB so that an opposing light button would whiff and get punished by headbutt. In such cases LK xx Lariat will whiff so go for combo into MP.

Press knee at the timing you think the opponent is pressing his low (or slightly before).

VT1 lv2 jump forward HK (whiff) exSPD catches many people (but is actually -2), can mixup a delay for a real jumpin....

full VT knee (high hit) jump forward body splash (check which characters DPs get fucked up)

Full VT resets: full VT walk knee, full VT dash HK

You can get cHK meaty at -9 in some setups (for instance cLK cLK cLK cHK) but they do not hit stasnding, it's bait

RETEST

HSPD, cLK, LP, LK, cHK -9
HSPD, LP, LP, LK, cHK, -9
HSPD, cLP,cMP,cMK,c HK,-9

cLP,LP,cLP,cHK -9		
MP,LP,LK,cHK -8		MP,cLK,LK,cHK -9

Corner CC HK, LP/cMP, dash => side sweep, it's bad

Corner full VT help HP works, same dmg than lariat, slightly different frames

- HK ground CC double dash 0/+5
- HK backdash CC double dash -2/+3
- HK air CC double dash ~*8/+13 (very plus)
- cHP AA _very_ high, link headbutt, else cMP

HP backdash CC double dash, -8...

Try to hit lariat deep to avoid trades on crossups

VT1

	1st	2nd	1st then 2nd (DR)
FThrow	1	1	1
CThrow	-6	1	-3
BThrow	-4	6	2
LSPD μ walk	2 to 11	2 to 11	not a thing
MSPD μ walk	2 to 9	2 to 9	not a thing
H/exSPD	3 (uwalk) 7 to 10		9
L/M/H bear	0	10	6
EX bear	-6	5	not a thing
L AirSPD	-1	9	5
M AirSPD	1	0	2
H AirSPD	3 (uwalk) 7 (to 10?)		(hold forward) 7
EX AirSPD	3 (uwalk) 7 (to 10?)		(hold forward) 7
AA LP	-2 to 9 (high)	-1 to 12 (low)	not a thing
AA cHP highest	not a thing	not a thing	not a thing
AA cHP	1 to 6 (high)	11 (low) to NOPE (high)	not a thing
AA HK cancel	-4 to 10 (high)	11 (low) to NOPE (high)	not a thing
AA HK CC cancel	not a thing	not a thing	not a thing
AA Lariat highest	8 (back recov)	8 or 9	not a thing
AA Lariat lowest	not good	(uwalk) 2 to 9	not a thing
Sweep cancel QR	not good	not good	not a thing
Sweep cancel BR	not good	not good	not a thing
Close Lariat QR	not good	10 (no uwalk) to 0	(uwalk) 2 to 12
Close Lariat BR	0	(uwalk) 2 to 9	(uwalk) 2 to 12
Far Lariat QR	not good	1	not a thing (but 7)
Far Lariat BR	not good	(uwalk) 0 to 4	not a thing (but 7)

VT2

HSPD Dash cMP VT2 +11 (HB!) VS VReversal on reaction

HSPD Dash cLP VT2 +4 (cMP)

HPSD Dash delay activate (use freeze frames)

Checklist

Backwalk (zangief forward 3.05)	3.2
Backdash (zangief forward 25f)	25f
Flex OS: cLP > cMP xx VS against VReversal: +?	+10

Post LSPD mixups

Button	Blown up by
cLK	VT1.1 (-6) ??test: exSPD???
LK,cLP,LP	Ø, flex 3 buttons is effective
backdash	HK, AirSPD
backjump	HK, AirSPD
backwalk	LSPD, cMK, cHK

Notable mixups

- 1 crouching light cLP cHK/HK/HP/MK vs backdash
- 2 crouching lights HB vs backdash
- 1 medium punch cLP HK vs backdash

Punish sweep

Ankle distance	Max distance	μwalk helps?
μwalk exSPD	cLP	yes

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
whiff	whiff	whiff

Button affinity

Button	Answer
sweep	MP,MK,HP all whiffP
cMP	cMP, HP
fHP	Nothing, if very close HK whiffP

HP	MP, cMP
cHP	Step-in MP whiffP
jumps	Far cHP or close late Lariat

Punishes

Blocked	Punish
Abipunch	L-16/M-19/H-16/EX-23 LSPD max range,HP/HP, closer exSPD, closer HB
cHP	Punishable on hit/block, Try MP
HK	At tip nothing, but easy to whiff punish (MP, HP, HK...), at ankle LSPD
Overhead	EX screw (SHORT HITSTOP)
RunP	Nothing at max range, medium or SPD when closer
RunK	Tip range no HSPD but almost everything else yes, HB LK Lariat
EXrunP	Nothing at max range, medium or SPD when closer
EXrunK	Tip range no HSPD, no HB, yes HK, HB, SPD
CA	-95, dash neutral jump headbutt combo

Blowup frametraps

Sequence	Punish
Flip cancel	By awareness, neutral jump HB, air SPD, HB (hits grounded), Lariat
(c)LP(hit) anything not MP	MP, Lariat, SPD

Jumpins

AA	Blowup
cHP	From full screen, can air whiff punish (wait for the button or get CCed) with jMP > LP > Lariat Or land and whiff punish with MP From very close distance try jMK, but nothing really wins
LP	Very close early LK Mid screen nothing (surprise with jMK?) Very far jHP (horizontal priority), maybe jHK
cLP	Very close LK Mid screen nothing (IMK a bit better) Very far jHK (late hurtbox), sometimes JHP
VS	Empty jump or very late jHK

cMP	jLK or BS
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Flexes

Flexed	Frames
(EX)runP	14~21
(EX)runK	~27 (but no reason to flex)

Opponent Oki

Down	Oki
bHPxxHP	(backrise and do wake up delayed ex spd) Throw/hit mixup on quickrise, Can only meaty hit on backrise but can microwalk a step to grab

Opponent Mixups

Trigger	Situation

Neutral

cMP
MP
HB

VSkill (anti - air counter)

- IMPORTANT 00:47:00 in video to see how to make early jHP whiff
- Check to see if you character has a move to avoid this counter
- By the way, even if Mika is cornered she can use jHP to get behind him if he counters

EX Gigaton Hoop (Ex Hammer Punch)

- After you block, if you put out a 6F~ move you can get a ground hit and big damage.
- They often go for crMP - > EX Hammer blockstrings.

Gigaton Hoop

- When he is attacking, he has a grounded hitbox so it's difficult to punish with M DP.
- If you don't have CA available, use V - Skill counter or normals to beat this.
- This move is actually 2 parts.
- There are often times where you block the 1st hit, but the 2nd hit whiffs.
- If you use a long reaching normal, you can whiff punish the whiffed second hit.
- Therefore, after you block this move, make it a habit to mash on a long reaching normal. It will only come out if the second hit whiffs and you'll get a guaranteed punish. Get used to it!

VR kd is 30/35. quickrise gives him easy mixup

ex flip (-2) f.hp(+1) b.HP(-6)

s.mp cancel run. c.hp (-18) cancel flip/run. b.hp (-6) Cancel flip/run, HP flip after KD. Neutral jump is good against flip

light>c.hp>L.flip is 0. His 4f whiffs. SPD wins all his button follow ups.

VT2 Charge

-ex rgb at almost any range beats it clean on reaction. Armor absorbs 1st hit at max screen

-walk up ex spd

-n. Jump or f. Jump airspd top peak recovers before him

-headbutt x super

-vt1 full armor it

-Vt2 freeze spd <https://t.co/kbaPMPpmV0>

Deal with run and ex run:

Neutral and forward jump beats most of his options

Flex beats his hit options. Run>throw is throw invincible. Spd beats throw option only if your timing is right and out reach him before he starts the grab

air ex spd beats his kick and throw options

punish abi punch (test)

The recovery is long -16l/-19m/-16h/-23ex. hk/ walk up spd should work

c.HP is -18 so he has to cancel into something. cc.hk(only beats flip) or flex (lose to KKK>grab) or neutral jump headbutt(lose to KKK>P) on reaction. If you blocked the flip, backdash is a good defense option

When you see his vt charge c.hp, don't try hp armor thru it. He has ways to counter it. SPD on reaction is better.

Neutral jump also works, big punish. You can flex c.hp then flex again flip but you lose huge amount of white life

He can't cancel his charged hp, so flex spd or hp>vt is a good answer

Checklist

Backwalk (zangief forward 3.05)	3.6
Backdash (zangief forward 25f)	21f
Flex OS: cLP > cMP xx VS against VReversal: +?	+8

Post LSPD mixups

Button	Blown up by
LP	MP
MK	-4 on block, flex
cMK	-1 on block, flex
backdash	VT1 2nd activation (+3)
backjump	L/EX AirSPD
backwalk	??LSPD??, ??cMK??, ??cHK??

Notable mixups

- 2 lights HK vs bdash/jump

No cLP HB against bdash!

Punish sweep

Ankle distance	Max distance	μwalk helps?
LSPD	HP	no

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
if does not hold up	if does not hold up	whiff

Button affinity

Button	Answer
LP	MP, Whiff against cMK
cLP	MP, whiff on cLK

cMP	MP,HB,HP, whiff on cLK
HP	cLP whiffP, MP whiffP (hard)
cHP	cLP, MP
cMK	MK from good distance, flex is dangerous
Air EXFB	jMP, jexSPD (late, on the way down)
AirFB	nJ HK, Lariat
DiveKick	nJ late MK

AA

Far: fJ LAirSPD

Mid/close: cHP (if exFB whiff, rejump airexSPD)

Punishes

Blocked	Punish
HP	From wrist LSPD, max range nothing
Normal fb	If very close SPD
Red fb	If very close SPD
VT1 fb	They are + on block
VT1 Red fb	SPD
EX red fb	They are + on block

Blowup frametraps

Sequence	Punish
cHP MK	exSPD VT
cHP cMP	exSPD Lariat
cHP cMK	fLariat delayexSPD
cHP MP	lariat VT
cMP cMP MP	exSPD Lariat VT

Jumpins

AA	Blowup
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bHP	jLK, empty
cHP	jHK
HK	jMK
mDP	can be L/M/H/EX AirSPD (reading early dp) (M and EX best)

Flexes

Flexed	Frames

Opponent Oki

Down	Oki
exDP	12/17, if he dashes and gief QR, gief is +3
HP>HP	He gets everything
HK tatsu	BR out of throw range
Fthrow	Fthrow dash is -1

How to defend hyakki mixups on post FB wake-up???

TODO: Check out frame data on demon palm and different flexed demons!

Opponent Mixups

Trigger	Situation

Neutral

Meaty demon flip -> Flex or crouch

Gouki can cancel sweep into raging demon!

When flexing tatsumaki -> time to release and block between hits!

fHP -> SPD when not tip range, else safe

MP deals more dmg than FB, ok to trade

ジコケン映像ソース

- <https://www.twitch.tv/videos/477103777>
- 00:06:00

豪鬼の強い技・通常技

- **5MK(いわゆる膝)**
 - 置き技。相当強い。
 - ちょっと離れて2LPを仕込む
 - 画面端はまじ優秀
 - 膝→Lファイヤー波動の連携は3Fで相打ちになる
 - 3Fこすると逆に相打ちコンボ食らうので3Fまでの弾無敵や普通の無敵技で割り込むといい
 - 膝ガード後→EXファイヤー波動は5Fで勝てる
 - ゲージを使うなら豪鬼の本命なので多用してくる相手には割り込もう
 - 最強技の一つです
- **2MK**
- 下段攻撃。竜巻キャンセルにも繋げられる優秀。
 - ガード後-1F。なので3Fキャラは3Fを打つ。4Fキャラは4Fを打つ。悲しいが4Fキャラは相打ち。
 - 起き攻めでも使ってくる
- **2MP**
 - 固め技の主力技
 - ヒットでコンボ、ガードで豪鬼側+3F
 - 終わらない攻め、始まる絶望
 - 2MP→5MKの連携は割り込めないがガードで攻めが終わる
 - 2MP→2MPは連携も割り込めない、ただ距離が開く
 - 豪鬼は攻め継続をしたいので歩きながら2MPを打ってくる
 - それに対しては2MP→微歩き→2MPを打ってくるのはM攻撃で暴れてもいい
 - 2MP→2MP→5MP→ファイヤー波動の固めでずっとけずりがやばい
 - ゲージ回収もされるし、削りだけで40くらい持つてかれる
 - 一応対策で2MP→2MPの次の5MPは3Fで割り込めるんで2MPが2回来たら3Fこする
 - 4Fキャラは残念ですが固められます
 - 画面端だと2MPガード後バクステ空中くらいで固めを逃げるのができる
- **5HP**
 - クラカン技
 - 確定反撃あるが-5F先端だと反撃なし
 - 派生すると-12Fなので必ず殴る
 - トリガーを持ってる時に5HP→派生→発動があるから派生がくる可能性が上がる
 - 5HPIに対して反撃しようとするやつられて派生食らう
- **2HP**
 - クラカン技。牽制技・起き攻めどっちも強い
 - ガードさせて豪鬼が+3F
 - 他のキャラが持ったら4番バッターであるが豪鬼さんなので6番バッターくらい
 - 強いです、シンプルに強いです
- **5MP**
 - 5MP→Lファイヤー波動は無敵技じゃないと割り込めない
 - 5MP→EXファイヤーが4F相打ち
 - 膝をガード後は5Fで暴れるのは強いといったが、5MPの場合は3Fじゃないと死にます
 - この情報量終わってませんか
 - まだまだ続きます

- 赤星拳(5HP)
 - 投げを避けながら攻撃してくる
 - 中段ではないのでしゃがみガードできる
 - ガードすると豪鬼側が-2Fなので反撃はできない
 - 特に豪鬼使いの人はこの技にお世話になって時期があるのではないかな
 - 対策としては一応見てから潰せます
 - 着地に攻撃を合わせるとカウンターヒットL攻撃などでタイミング合われるようになると強い
 - 発生の早い技の方が難易度は下がる
 - ネタとして受け身取らないでダウンした場合に赤星拳で追撃される
- 百鬼
 - 何があるか知ろう
 - P、K、投げ、スライディング
 - スライディングは豪鬼不利(EXでも関係なく)-2Fくらい
 - 百鬼Kは基本豪鬼不利だが踏み方次第では豪鬼有利になる
 - 百鬼Pは豪鬼有利ガードする位置で有利Fは変わる、しゃがみガード不可
 - 百鬼投げはしゃがめば避けれる、立つと食らう
 - M竜巻→百鬼Por投げ。これは二択で大変きつい
 - しゃがみながら打撃を打つと百鬼投げに勝てる
 - Pの場合は男らしく立ちガードする
 - 百鬼Pを食らってしまったら後ろ受け身で逃げよう
- 斬空
 - 空対空で上に判定が強い技で殴る
 - あとは潜る、くぐった後の隙がやばい
 - H攻撃からのコンボを当てる
 - EXはスタン値回復でよく使ってくる
 - 一応中距離なら見てから前ジャンプでコンボが入る、難しい
- 空刃
 - 前歩きするとスカせる
 - ガードする位置によるけど確定ある、本当のつま先踏まれると豪鬼有利
- 波動拳
 - でかかりをつぶす
 - 後は他と一緒に読んだら前ジャンプ
 - 遠距離からの波動ループはまじ状況が好転しないのですからやめる
 - さっさと離れるか歩きガードして近づく
- 瞬獄殺
 - 豪鬼が不利な状態から出す技
 - 1F投げ属性なので、ザンギのCAと一緒に。暗転してから飛べない、ガードできない、ダメージ400
 - 豪鬼の不利な連携を知っておくと読みやすくなる
 - 通常技空振キャンセル瞬獄殺ができる
 - 豪鬼が起き攻めで通常技重ねた所に、リバサCAを打って来て暗転したのを見てから瞬獄殺で返せる
 - 許せない
 - ステップ瞬獄殺、歩き瞬獄殺もある
 - 百鬼Pスカらせ→瞬獄殺は一応ファジージャンプで
 - 画面端膝Vスキル瞬獄殺→とにかく暴れるのにおすすめ
 - 本当に最強のCA、頼みますなんとか

【重要】Vトリガー中の豪鬼対策

- VトリガーI
 - トリガーが溜まったらファイアー波動打って来る
 - 離れてるとリスクがある
 - 近づいて技振るのあり
 - 波動発動は気まずい、でもあんま強くない
 - ファイアー波動発動は、暗転後バックジャンプで避けられる、MIは食らう、HIはガードすると振り
 - 斬空の対処。トリガー中の考え方として波動拳がなくなる。
 - 波動拳でゲージがなくなるので、これでゲージを吐きたくない
 - なので地上のL攻撃とかが置きやすい
 - 地上戦自体は行けるようになる、波動打って来るやつはむしろ美味しい
 - 斬空使われるのが寒いという考え方
 - 斬空くぐったら投げ。安定。連携すると無駄に食らう。
 - 昇竜暴れもあるので。2HKとかで良い。
 - 垂直HKをおくのもいい。垂直やバックジャンプでリーチの長い技をおくのマジあり。

【さいごに】豪鬼に対して有効な立ち回り

- EX昇竜はガードしたら垂直攻撃からのフルコンボを決めたい
- 固めてくるのを上記に書いてある知識を使って読み合いにしたい
- 体力は900
- トリガーは最強クラスに強いのでスタンを絡めて発動をする前に倒そう
- 瞬獄殺はダメな技だと思います
- 近距離・中距離・遠距離全部強い
- 最強キャラの一角でやりがいもある面白いキャラ
- オススメしたいです！しかも弱くならなそう！してほしいですけどね！

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	+7

Post LSPD mixups

Button	Blown up by
backdash	VT1 1st activ +5 (combo!), VT1 2nd activ +3
backjump	AirSPD, HK
backwalk	
cMP	HSPD, LK>LK>Lariat
LP	VT1 1st activ -6, exSPD
cLP	VT1 1st activ -6, ????exSPD???
LK	... flex ...
cLK	VT1 1st activ -6,
cMK	MSPD, LP>LK>Lariat

Notable mixups

- 2lights HK/HP
- Test cLP HB/cLK HB
- 2lights MK vs bdash/bjump

Punish sweep

Ankle distance	Max distance	μwalk helps?
μwalk LSPD	μwalk LSPD	yes

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
hit	hit	hit

Button affinity

Button	Answer
MK	HK,HB,MP
HP	HK whiffP
HK	HK whiffP
Lariat	does not hit far crouchers
cMP	MP, HB, HP
cMK	MK, hHP
cHK	HP whiffP
Elbow	MP,HK,HP (all whiffP)
Chop	MP,HK (all whiffP)
Ex stomp	LP

Punishes

Blocked	Punish
Ex elbow	-17, exSPD, hb, hk, anything
HP lchop	-4, nothing
Lstomp	-3 to -5! Depending on how low it hits!

Blowup frametraps

Sequence	Punish
MP LP	exSPD
LPchop > MP	exSPD, Lariat, VT

Jumpins

AA	Blowup
cHP	Far empty, weak to BS crossup
Lariat	Far empty, far laaaate HK (might as well be empty), fast jMK fom half screen
HP	jLP, jHP, weak to crossup, fasak jMK from half screen
LP	jHK destroys it it, pogo stick ok, weak to BS crossup

knee	Pretty much a DP
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Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Walk into his zone and flex cMK, perfect flex guaranttes SPD, when not sure get a mixup at least
When the alex is too wary bait a wish punish cLK Lariat (must be at perfect distance to not get it blocked...)

AA with cHP or flex

EX Elbow -10

Delayed jump os for his powerbomb fake oki. For god sake just raise your focus level to max and jump out of his gimmicks

stomp/stungun

Any ground or air AA beats them. punish chest block normal stomp (-5) with SPD. Punish leg block normal stomp (-4) with c.LP>Lariat

backdash spd, beats grab from frame 1; beats stomp from frame 3 (best counter IMO, beats all his air specials)

Neutral jump will get you killed

After block his F.HP (+3), walking back makes powerbomb whiff then you can whiff punish with SPD (buffer it while walking back or you won't react in time). The pressure is real in the corner. If you are cornered, just V-reversal. **EX RBG beats f.hp>s.mp frame trap**

If he dares to do an unblockable VT setup, just flex and SPD

Powerbomb dash is -4

Exflash chop dash dash -1 (backrise)

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	+3
Flex OS: cLK > cMP xx VS against VReversal: +?	+4

Post LSPD mixups

Button	Blown up by
backdash	L/EXAitSPD, HK
backjump	L/EXAirSPD, HK
backwalk	anything
cLP	... nothing ...

Notable mixups

- 2lights HK
- 1med1light HK
- cLP HB vs bdash
- 2lights cHK vs bdash
- 2lights HP vs bdash
- 2lights MK vs bdash/jump

Punish sweep

Ankle distance	Max distance	μwalk helps?
MP	cLP (test MP)	no

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
whiff	whiff	whiff

Button affinity

Button	Answer
MP	MP,cMP,HP

MK	MP,HB
HP	Lariat, cHK, jump, HP
cHP	
cLP	MP, hHP, HB
cHK	MP whiffP

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish
MP LK	exSPD

Jumpins

AA	Blowup
cMP	Empty bait, risk of getting cHP-ed

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

if you get birdie in the corner and do meaty throw you can input low jab and mash lariat afterwards every time. If he backdashes low jab into lariat will punish and if he jumps the low jab recovers in time that youll lariat the jump

His EX command grab is not throw invincible, EX Bull Horn's armor starts at 1f. After he activates VT, Bull Horn's armor starts at 1f, so it's a true reversal. Neutral jump beats all his reversal options. If he use ex bull horn to get out, you can dash spd him. headbut buffer ca should work too, if you see armor, confirm ca

Delayed spd is much harder on Birdie (long airtime in backdash)

Charged HP after heavy SPD is good, beats birdie zonk and backdash
punish bullheads with light SPDs, or EX IF IN RANGE, exSPD does not reach exBullhead
Only LSPD works against EXLunge, (μwalk does not help)
Bullhorn is -18, punish with whatever you want (HSPD or HP VT)
Can armor the birdie chain (should never be used though),

EX bullhorn cancel VT is -5, normal bullhorn cancel VT are -2 (bullhorn is the one he uses his head)
Bullhead cancel VT is plus

instant overhead works on birdie

Fuudo's Street Fighter V "30 Minute Cooking" #4

Recipe Name – "Birdie"

- The JikokenTV Archive
 - <https://www.twitch.tv/videos/252045980>
 - From 01:11:00

Birdie's Strong Moves/Normals

- cr.LP
 - A very strong pre - emptive button/poke
 - It's very hard to beat him as he walks towards you while throwing out cr.LP
- st.MP
 - He will try to whiff punish your st.FP with this move
- st.HP
 - From mid - range this move is too strong. It's almost strong enough to the point that I want them to change it.
 - It's hard to whiff punish. Your Medium attacks will almost always lose.
 - Deal with this by mixing up your jumps
- cr.HK
 - It's a very long reaching Low attack
 - If you don't punish this, Birdie will abuse this move and take control of the match
 - For Akuma, punish with cr.HK. This generally works for everyone
 - Depending on the range, the punish changes. Research your own character's options
- f.HK (Overhead/Bull Drop)
 - A very strong overhead. It hits twice.
 - Before the overhead part, it's an attack with a strong vertical hitbox
 - It's kind of hard to punish, so make sure you block or else he will abuse it
 - If he starts abusing this move, you can't win
 - I want to forward jump against this move. But sometimes you end up getting hit by the first part.
- EX Bullhead (The double dashing headbutt)
 - You must understand how to punish this move
 - When Normal Birdie uses EX Head, punish with Light Shoryuken
 - When Normal Birdie uses EX Head, and Akuma is in V - Trigger, use Heavy Shoryuken

- Many people make this mistake, so be careful and punish properly
- When Birdie is in V - Trigger, punish with st.MK
- As you see, the punishes vary whether or not Birdie is in V - Trigger, so research the correct punishes for your own character
- EX Bullhorn (The move he uses to go through fireballs)
 - He will use this on wake up to escape okizeme
 - Especially when he has V - Trigger, if you go to meaty with cr.FP he will do wakeup EX Bullhorn - > V - Trigger and do a ton of damage
 - You can beat the armor with b.FP
 - Important 01:40:00 in Video Archive – cr.LP is effective for okizeme against this. Watch the video to see why.
 - However, this will lose if Birdie is already in V - Trigger
 - Your punish will change whether or not he cancels into V - Trigger
 - If he doesn't cancel into V - Trigger, Akuma can punish with st.HK - > st.HK
 - EX Bullhorn - > V - Trigger can be punished with st.MK
 - Generally, press st.HK to punish, then change if you see the screen go dark for his V - Trigger activation
 - You need to practice this. If you don't, you won't be ready for it in a real match.
- Bull Revenger (Jumping Command Grab)
 - In particular his EX is fast, do your best to jump it when you see it coming
 - Also make sure you neutral jump it
 - Aside from jumping, punishing it is hard
 - Be careful of the Normal Version when he has full CA meter
 - If you back jump the Normal Version, you will get punished by CA before you land
 - Birdie players often aim for this setup
 - To beat this is different from the EX Version, stay on the ground and hit him
 - Do your best and punish it on reaction; aim for a counter hit
 - It's hard to do, so only really try when his CA gauge is max
- 3 Different V - Skills (Break Time, Banana Time, Drink Time)
 - Break Time he will eat a donut and gain V - Gauge
 - Banana Time he will drop a Banana peel on the ground and gain V - Gauge; if you step on it you will eat a combo
 - Drink Time will roll a can on the ground that goes full screen; if you get hit you will eat a combo
 - The speed of these in order is Break - > Banana - > Drink. Break has the least openings to punish
 - The ones you need to be knowledgeable about are 1. Drink 2. Banana 3. Break
- In particular, the drink gives him wings!
 - If you don't have an answer to these, Birdie will take control of the match
 - They generally have openings, so punish them on reaction
 - If the Banana or Can comes out, you can use a floating attack (Tatsumaki, Peach, etc) to go over it and hit Birdie in the process
 - Even if the move doesn't have Projectile Invincibility, if it looks like it can go over the Can or Banana it probably can
 - The Banana disappears after a set amount of time. Keep your distance and watch your opponent. Make sure he doesn't get a second banana out after the first one
 - Even if you are scared of the Can, it's better not to run away. Doing this won't stop the Can from coming after you
 - You'll only end up getting closer to the corner. You're going to have to block it either way, so it's better to

guard it earlier or use a move to get over it

(Closing) Useful Strategy Against Birdie

(Important) Video Archive 01:16:00 shows an effective Hadouken strategy

- Birdie is incredibly good at avoiding projectiles, so using them in neutral is difficult
- Therefore, don't just throw out Hadoukens, input the command and walk forward a little bit before throwing it
- Walking Hadouken is incredibly effective
 - By the way, Guile and charge characters can do this as well
 - If you don't use this as Akuma, you will get easily carried to the corner
- Jumping is effective. You can use air fireball to throw off his cr.MP timing. Divekick is also effective to change your timing
 - If you get anti - air'd by cr.MP, you'll be in a bad situation when you land where you have to deal with st.HK or Command Grab
 - Use Divekick when you're close, and Air Fireball when there's some distance Video 01:32:00
- Throw is an effective Okizeme tool in the corner (Important) Video 01:42:00
 - Birdie doesn't have many options. Anti - air his forward jump with b.FP
 - The situation is guaranteed, so use b.FP - > Demon Flip for big damage
- Birdie is a character that gets away with a lot of unsafe things
- He's hard to deal with because your punishes change depending on his situation
- If you don't properly punish him, he will keep just getting repeating unsafe options
- All of his normal moves are strong. His overhead is very good. He's the best at avoiding projectiles. His anti - air is very good. He has a command grab. He's a good character.
- He is a bit weak on defense though, so bring him to the corner and beat him there
- He's a good character to recommend for Beginners to give them confidence

Quick punish reference	Jab (-4)	SPD (-5)	c.H K (-10)	HK (-11)	F.HP >CA (-12)	HP (-13)												
s.MK(-2), V-reversal (-2)	c.MP(-5)		s.HP (-6)	c.HP (-9)	d.HP >f.H P (-12)	L/M Chai n (-23)												
EX Bullhead (-2)	H Bullhead (-5)		f.HP (-8)	L/M Bullh ead(-10)	Bullh orn (-18)	CA (-30)												
c.MK(-4)	f.HK overhead on 2nd hit (-6)		df.H P (-8)	c.HK (-11)	EX Bullhorn (-19)													
Neutral/Footsie Tips																		
EX dolphin dive (crouching gives you more time to react to it)	At mid range, you should focus on reacting to random dolphin dives. You'll see the bar disappear for dolphin dive before you'll see it on the screen. Neutral jump and get a fat air headbutt punish (hope it works on S2.1). He doesn't get any Oki after ex dive.																	
First button you press in a round	Use HK or F.HP at the beginning of a round can counter a lot of his options.																	

Don't whiff heavy attacks	Don't whiff heavy attacks, he can whiff punish with mp>bullhead easily																		
	Ways to make the banana disappear: empty jump on it, flex it, walk next to it and crouch block, touch it with the tip of your c.mk																		
Banana	If he throws chains or tries to build meter behind it you can fierce over it. Fierce absorbs chain and punches his fingertips from far over banana. If he doesn't do that Just walk up to about your low jab distance from the banana and chill. Whiff some st.mp to catch his limb. st.mk can kick thru the banana. Don't get too close or you cant defend yourself without your limbs bumping it And look out for him to do something stupid like dash or dolphin jump																		
Can	You can walk back and watch him walking towards you. When the distance is right, lp.spd thru the can																		
	When the distance is right, hold forward and flex the can, he usually follows up a hit, you can absorb his hit and release with flex-punch>VT																		
	If he sudently walks back a lot, he's gonna throw a can																		
Command Grab Oki	Killing Head Oki: After the grounded command grab (5F one) Birdie lacks true mixups. He can walk up and meaty you with a normal. If he dashes he is +0 so you can beat/trade any of his buttons except armor																		
Defense Tips																			
Tend to abuse overhead	React to his meaty overhead f.HK, only the 2nd hit is overhead. It's -6, punish with spd.																		
Deal with ex dolphin dive	It usually comes out right after he knocks you down. If he doesn't do it after a few frames of knocking down, he probably won't do it. s.mp cancel into ex dive is also common. he's - if he dash in after kd. But he can dash then use armor to beat your buttons, like our lp.spd>dash>ex.rgb gimmick.																		
							All bullheads cancel VT are plus, don't try punish unless you read a command grab.												
Defense option after get hit by his CA																			
Gimmicks, resets, shenanigans	Counter 1			Counter 2				Counter 3											
	5lp	5mp	5hp	5lk	5mk	5hk	2 l p	2mp	2hp	2lk	2mk	2hk							

5lp	ok	ok	ok	ok	good	ok	ok												
5mp	ok	ok	ok	good	good	ok	good												
5hp	ok	ok	ok	win	ok	ok	ok												
5lk	lose	bad	ok	ok	ok	lose	ok												
5mk	ok	ok	ok	ok	ok	ok	ok												
5hk	ok	ok	good	lose	good	ok	lose												
2lp	lose	bad	ok	ok	ok	ok	ok												
2mp	ok	ok	ok	ok	ok	ok	good												
2hp																			
2lk	whiff	whiff	lose	ok	whiff	lose	ok												
2mk	whiff	whiff	lose	ok	lose	lose	ok												
2hk	whiff	whiff	lose	ok	lose	lose	ok												
6hp	ok	ok	ok	good	good	ok	good												
6mk	ok	ok	ok	ok															

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	+8

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights HK/HP
- 1mid1light HK
- cLP HB vs bdash
- 2light MK vs bdash/bjump

No cLK HB!

Punish sweep

Ankle distance	Max distance	μwalk helps?
μwalk exSPD	Almost impossible	yes

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
whiff	whiff	whiff

Button affinity

Button	Answer
cMP	
HP	
Slide	
cHK	
Blanka Ball	

LRainbow	
MRainbow	
HRainbow	
MP	

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

<https://www.youtube.com/watch?v=w5QycSqU3BE>

<https://www.youtube.com/watch?v=Omu2iAzRwX0&feature=youtu.be>

Reaction tips																			
AA back step rolling	lp rolling can be lariatied if you are looking for the "Rrr" sound.						his command grab is slow												
close/blockstring	vertical roll for getting in																		
Notable Framedata																			
His hop is always minus after cancel from a normal except cc.hp		vt1 pppp is +6o b	Slide and wild lift is spd puni shab le				mk knee is +2												
Offense tips																			
g																			
VS>air spd beats his wake up VT2 dp	He can get out of dp ob in VT2, so he's likely to do it on wake up.																		
VT1 makes his normal vertical roll invincible																			
Neutral/Footsie Tips																			
s.hp s.mp is good	his normals are short except c.hp.																		
neutral jump hk can be good	beats/trades a lot of his moves.																		
flex lp rolling and air spd/dash spd	depends on how early you flex, you can punish rolling with dash>spd or air spd.																		
whiff punish c.hp with s.lk lariat																			
He'll slide eventually. SPD punish																			
Defense Tips																			

just block vt2 rolling	<p>If you stop blocking you might get crossed up. First hit is always crossup. Last hit is pretty much always crossup.</p> <p>Always crouch block midscreen, stand block in the corner. https://twitter.com/wolfgangfinito_/status/972860463422853120</p> <p>All horizontal rolls xx 3hphk is plus. All vertical roll xx 3hphk is minus except the ex one. VR his + roll is a good option, turns -2 to +2. flex https://clips.twitch.tv/TastyBlazingButterDxAbomb</p>																			
He has good mid screen oki after pppp																				
vertical roll is + ob.																				
ex rbg beats his 5mk(+2) frametrap.																				
VT1 roll no charge is -14, charged roll is+3																				

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	24f
Flex OS: cLP > cMP xx VS against VReversal: +?	+8

Post LSPD mixups

Button	Blown up by
--------	-------------

Dash is punishable, most boxers should know that.

Notable mixups

- 2lights HK
- 1mid1light HK
- Test cLP HB/cLK HB
- 2light MK vs bdash/bjump

Punish sweep

Ankle distance	Max distance	μwalk helps?
	LSPD	

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
whiff	whiff	whiff

Button affinity

Button	Answer
HP	
HK	
DashP	
DashL	

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish
LP MK cMP	Lariat
cMP cLP cMP	Lariat
HK MK	exSPD Lariat
HK LP	exSPD
exDash LP	delayed exSPD, fLariat
exDash cLP/cLK	Lariat, exSPD
MK MK cMP	exSPD/Lariat

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Quick punish reference	Jab (-4)	SPD (-5)	c.HK (-10)	HK (-11)	F.HP>C A (-12)	HP (-13)		
S.HP (-3)	Cr.HP(-5)			L/M/H smash 323k (-10)			Not sure how to make this little quick punish reference section clean . Any thoughts?	
C.MK (-2)	s.MK>s.MP (-8)			Cr.HK(-14) even max range can be punished by SPD				
TAP lv 1 / lv 2 (-2) / (-1)	VS spin>K (-6)			EX Smash 323kk (-14)				
V-reversal (-2)	s.lk>s.MK (-7)			Final VT punch followup (-13)				
F+P/K in charge VT (-2)	c.MK>c.MK (-6)			Final VT kick followup (-21)				
L dash straight (-4)	M/H dash straight (-6)/(-7)			CA (-45)				
VS spin>P (-4)	L/M/H dash low (-7)			s.MK>s.MP>MP+MK (-17)				
Reaction tips								
Pay attention to ex punch on block, see if he goes for button or VS. When wake up, watch for VS overhead								
throw dash is -1. spd	lariat/delayed ex spd ex dash punch ob							
After he has VT you only watch for two things	Block low	Block ex punch>o overhead						
Offense tips								
He has 3f TC	He has a 3f TC. Timing your meaty right and keep your frametrap tight. Don't dash after lp.spd, after dash you are -3 so you give him a free TC							
Deal with wake up TAP	The start up is 26f. Prepare for it because if you see your meaty throw whiffs, you'll have enough time to block/vs it . The easiest way is to just back throw and hold back. Meaty mp/headbutt>spd OS works everytime cuz they are not spd cancelable . lv1-3 TAP are 3-18f upper-body and throw invincible; lv4-6 TAPs are 3-18f fullbody and throw invincible; lv7-10 TAP are 1-18f fullbody and throw invincible.							
	Well timed meaty beats 3f invincible TAP. You just need to meaty on the first 2f of his wake up. If your normal throw whiffed, you have enough time to block							
	vid1	vid2						
				https://twitter.com/BaoSpecial/status/938753688163696640				
some universal anti-VR os	https://youtu.be/7_w2up9Av4							
Anti TAP OS	Gief anti Rog wakeup OS that covers TAP/VReversal/Wakeup Jab/Jump/Backdash (video)							
	Another anti-Tap os (video)				one more anti-tap os (video)			

After VT lv2 on block, HP,c.mk,c.mp beats his c.mk. You can use this to suck him in											
Neutral/Footsie Tips											
s.hp	f.hp to avoid get CCed			If he does it too much (zoning with good buttons), he's open to jump-in							
j.lp seems beats his AA											
s.lk is bad for counter poke.											
Strong buttons	He has buttons to blow c.LP. Whiffing your buttons cautiously										
He's a charge character	If you see Balrog back walking, wait for about half a second, then flex, crouch block, or neutral jump. You should catch most raw Straights or Smashes. Same goes for if he's crouch blocking a lot, or hitting a lot of buttons where they'll obviously whiff : he's charging for a special.										
His DP is not a charge movement anymore	Mid screen neutral jump messes up Boxer's mind because he has to give up his charge to do long range AA now.										
Deal with his meaty dash punch	Avoid playing footsies in the range that he can do meaty dash punch, which is safe. If you stand in the danger zone, do some flex in neutral to catch his random dash punch. He can cancel attacks into VT or CA to punish your VS absorption. Beware when he has full VT or CA meter.										
Mid/far range neutral jump can be punished by his CA.											
Defense Tips											
CA (-45)	Minus enough to do jump in punish if you block it. If it's literally full screen (which is rare in real fight,) you can't punish with jump-in combo.										
Block one hit then walk back works well	He can't do much										
VT mid/low reset explained	While he's using his VTrigger Bursting Buffalos on you, if it hits, he can do VS mid/low reset after rekka. Mashing c.lp after the third rekka (after he says "three!") beats following mid/low mixups, loses to KBB>P combo (+2) or delayed KBB>P (It's a reset which counters your button but -4 on block). c.lp after the second rekka (after he says "two!") trades with him and he's about +20 after the trade and can still combo. If you block the initial rekka, just try jab or spd, he's -2.										
	If his VT rekka hits you, mashing VS beats overhead reset. mashing VS then hold forward flex punch beats his VS>low reset. You have to absorb two hits then flex punch the 3rd attack, which means if he's prepared, he can throw you after he sees the 1st low is absorbed. Not many boxers are prepared tho.										
	EX RGB beats all his rekka resets. Lose to neutral jump, but who does that?										
He has no crossup	go for the anti air. If you whiff you should still have enough time to block, jab, or tech										
Weak OKi	Rog has terrible meaty pressure. Backroll and crouch block everything and watch for VS spin overhead. When Rog can get a meaty, he doesn't want the throw. Just eat them. He wants the ST MK or ST HK counterhits to really lay in the damage.										
Strong VT confirm	Block low after he's VT ready. c.MK>c.MK is a favorite way to confirm into it.										
Dash Straight (-4)/(-6)/(-7)	Light and Medium Dash punch can be punished with L.SPD or EX.SPD. Heavy Dash Punch can be punished with H.SPD or CA.			EX RBG will beat any strength of Dash Punch.							
All his TCs can be SPD punished											

Dash Grand Blow (low) (-7)	SPD punishable	EX RBG will beat any strength of Dash Grand Blow.		
KBB (his VS spin)	Everytime you see KKB, hit him out of it if you're ready. If you weren't, stand block will stop both variations.			
Backrise delayed spd if you				
ex rbg, forward lariat and delayed ex spd beats EX dash punch>s.lp	exRBG beats his all follow ups. forward ariat and ex spd beats s.lp follow up. You have to delay the ex spd by at least 1f to make it work. delay 1-3f would grab him. delay >3f you block. It can beat overhead but you have to delay exact 1f.			
Gimmicks, resets, shenanigans	Counter 1	Counter 2	Counter 3	
Dirty mixup 1	https://twitter.com/chewing5gums/status/848325528402743296			
Setups	His mid screen quickrise meaty followups	His mid screen backroll meaty followups	Analysis / Counter	
Crush counter 2HK	Can get meaty 5HK (+5)			
Dash Grand Blow 24K [+22] / [+25]	Dash Throw / dash 2lk / 5HK at distance	Out of throw range / Meaty 5HK (+3) / trade vs overhead with huge frame advantage (+21), on block it's (-6)	Backroll crouch block	
Forward throw [+23]	Out of throw range / manual timed hit at distance / dash hit TC>VT		No reason to press a button on wake up. Just crouch block	
mk>mp>VS+P [35]/[40]	Dash Throw / dash hit	Dash twice manual timed throw / dash twice 5HK	Backroll crouch block	
mk>mp>VS+K [+11]/[+16]				
5LK>5MK>5HK [+30]/[+35]	Dash manual timed throw / dash hit	I don't know what he could do, distance is far	Backroll, back to neutral	
ex punch ob 5lp5hp				
mk>mp>VS+P [35]/[40]				

mk>mp>VS+K [+11]/[+16]				
2mp5mk5lp5hp beats2lp				
mkmkhk				
2lk4lk4mk2mk				

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	21f
Flex OS: cLP > cMP xx VS against VReversal: +?	+9 (HSPD out of range)

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

Test cLP HB cLK HB

2I HK

2I MK vs bjump

Punish sweep

Ankle distance	Max distance	μwalk helps?
Lspd	Ø	yes

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
if does not hold up	if does not hold up	if does not hold up

Button affinity

Button	Answer
MK	
HK	
cHP	
HP	
cMK	
cHK	

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

Jumpins

AA	Blowup
VS MP	Lariat
MP MP	Lariat
cMP MP cMK	VT
bMP LP	Lariat

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Good string start from LK

cMP is only +1

cMP cMP not bear proof

MP MP not bear proof

MP cMP bear proof (cMK link??)

LK with 2 active frames is hard to meaty correctly

Flex the close jump ins (or read with neutral jump airSPD), at least limit the minus frames, cannot beat all the jump arcs cleanly (instant dive, delay dive. Jump high MP, crossup... the risk reward is not good)
Only AA the easy jumps

Fuudo's Street Fighter V "30 Minute Cooking" #01

Recipe Name – "Cammy"

- The JikokenTV Archive

- <https://www.twitch.tv/videos/249459418>

- From 01:17:00

Cammy's Story Attacks/Normals

- cr.MP

- cr.MP - > cr.MP blockstring can be interrupted with a 3F normal

- If Cammy starts getting interrupted and tries to counter the 3F mash, she will change to cr.MP - > b.MP or

cr.MP - > cr.LP

- If she does this, then it becomes easier to escape her pressure

- cr.LP

- This is the first part of her meaty Okizeme

- If you crouch block the cr.LP okizeme, then the following cr.LK - > st.LP will be a true combo/blockstring

- Being stuck in this long pressure string is very rough

- Therefore, you should hold Back (not Down - back) and mash a 3F normal

- If you stand block the cr.LP, then the following cr.LK - > st.LP will not be a true combo

- Against the powerful cr.LP - > Throw pressure string, if you get Counter Hit by the cr.LP then the Throw will

whiff.

- For example, if you are Akuma then mash cr.MP

- Akuma's cr.MP will get counter by Cammy's cr.LP, but the following Throw will whiff

- Which will allow the next cr.MP from Akuma to hit Cammy and lead to a combo

- It also will beat Cammy if she tries to do a delayed attack, so this is a very powerful option

- st.LK

- This is the second part of her meaty Okizeme

- If she goes for st.LK - > cr.LK meaty, then a 3F mash will trade

- If she goes for a throw, then the 3F mash will win

- However, if she does st.LK - > cr.LP then the 3F mash will lose

- If she does this string too much, then you can walk back and escape

- V - Reversal in the Corner

- Even if you push Cammy to the corner, she can reverse positions with you by using her V - Reversal

- This is - 4F, so if you block it you can punish with a st.LK if you are in range

- As soon as you block start mashing st.LK and go for a combo

- Cannon Strike (Divekick)

- IMPORTANT – Be ready to punish it 100% when she whiffs in front of you (see 1:30:00 in the video archive)

- When you block it, you can punish with your 5F knee. This leads to big damage.

- However, she can change to EX Strike or a deep hitting Strike.

- The deep hitting Strike is usually even on block, so you can mash a 3F normal after blocking to trade
- When Cammy has EX Gauge available, Backdashing suddenly is an effective counter to EX Strike
- Being able to tell if you are Plus or Minus after blocking the Strike is very important.
- As a visual cue, if Cammy's Strike hits you at your toes, you are Negative on Block; if it hits you at your knees or above, you are Plus on Block.
- You can go into Training Mode and block Strikes to get a feel for when you are Plus
- Cammy is usually Minus after a blocked EX Strike
- Cammy is usually Plus after a Strike (including EX Strike) done out of her Hooligan special.

(IMPORTANT) Dealing with Cammy during V - Trigger

- Blocked cr.MP -> Cannon Strike
 - After activating V - Trigger, Cammy players will use this string a lot to open you up
 - (IMPORTANT) After blocking cr.MP, jump back and press MK or something similar (1:34:00 in the Archive Video)
 - When her V - Trigger is active, try not to stay on the ground. If you try to play footsies, then you will eat a TK Strike
 - If you block it and input V - Reversal in the direction of your opponent, it won't work because she passes through you and switches positions.
 - Therefore, keep holding the direction you initially blocked in and input V - Reversal
 - However, if you are Dictator or someone with a moving V - Reversal (Fang, Rashid, etc) then holding toward your opponent is ok
- Spiral Arrow (Ground Drill)
 - During Trigger, it becomes more difficult for her to use Spiral Arrow to avoid fireballs
 - Her normal Spiral Arrow is invincible to projectiles from Frame 1, but in V - Trigger it becomes invincible to projectiles from Frame 5
 - Therefore, close range fireballs are effective

(Closing) Useful tools against Cammy

- Figure out what kind of okizeme the Cammy player likes to use. Then apply the answers written above
 - When you're in close, throwing out Akuma's 5F knee is very effective
 - In conclusion, if you block anything mashing a 3F normal is effective
 - Walk back and block low until she switches to low hitting okizeme options
 - If you only have a 4F normal, do your best!
- There's no reason to Jump against Cammy
 - If you insist on Jumping, pray your opponent is weak!
- Cammy is a character that is strong all around; I recommend her
 - She's easy to use, so I recommend her
 - If you just like attacking and staying on offense, I recommend her even more.

Quick punish reference	Jab (-4)	SPD (-5)	c.H K (-10)	HK (-11)	F.HP >CA (-12)	HP (-13)		
c.LK(-1)	f.HK (-2)	Divekick hit your head (-5)		c.HK (-12)	All DPs (-37)			

s.MK (-2),s.HK(-2),c.H P(-2)	V-re vers al (-2)	HK/EX Arrow (-11)	b.M P>H K (-12)	CA(- 30)				
s.HP(-3), c.MK(-3)	VS> Slid e (-2)	LK arrow (-12)	MK Arro w (-15)					
Notable Framedata								
c.mp is -1. It's her weakest button on block. Chance for ex spd or ex rgb	s.hp -3	c.hp -2						
Offense tips								
VR changes sides	Anti- VR OS (vide o)	vide o2	vide o3					
Gief gets a side switch mixup as a DP punish against Cammy. Can lead to death. (Video)								
Neutral/Footsie Tips								
s.mps.lp are generally good against her buttons								
Buttons that counter poke/whiff punish her c.MK	s.MK.cLP, c.MP all work. s.MK is the best counter poke cuz her hitbox can't hit your leg but you can hit her							
AA with c.HP cuz dive kick beats s.lp and lariat								
Deal with her jump divekick	Jump dive kicks are hard to place and be plus in S2. Stand block will give you more frame advantage than crouch block. If she hits you above waist, she' minus. Hits your head, she's -5. You can also AA with c.HP							
Her holligan divekicks are usuauy plus	holligan is slow so you just AA it before the divekick. EX divekick is fast and plus, you can VR it tho.							
Any button beats her VS, just don't use lariat. If you blocked her VS, you are -2, she'll likely using a medium or heavy button to frame trap you. EX. RBG beats those buttons.								
Once she has VT ready she'll do c.hp in neutral and confirm with VT activation. Find a button to counter this (to do).								
Defense Tips								

Anti her VT cannon strike	Activate your VT and flex if you see her jump. It gives you enough frame advantage for spd or s.mp>VT punish. (Video)	You can also do some neutral jump buffer air spd once she activates her VT	Back jump button AA work too. She wants the VT cannon strike
After her c.mp you can mash ex.spd and win the most of her follow up buttons. c.mp is +1, she has only one 5f button (c.mp) to beat spd and c.mp>c.mp lose to ex.spd if it's not point blank			
Her normal frame trap is a 4 button sequence. The 4th button barely touches your hurtbox, you can use ex.spd, lariat, and VT to move your hurtbox back a bit as counter.			
s.lk>c.lk>c.lp has no gap longer than 2f gap. Best frametrap ever. Don't walk back because she can easily catch you with this frametrap, you can backdash to avoid tick throw and get air reseted.			
Her s.mp, c.lp, s.lp are +2 or +3, don't challenge them	c.lk is -1 but can late cancel into c.lp as a frametrap. Mash c.lp if they don't know it.		
After her 4 hits string, she'll either 1. holligan (lariat AA), 2. Jump; 3 dash (jab her out); 4 walk forward.			
backrise mid screen DP and throw, she has no follow-ups			
corner front throw is +9. Her easy meaty is f.HK or walk forward throw. If you see her walk forward, wake up jab. If she does F.HK, still her turn. If she forward jumps she can cross you up.			
Always quickrise or backrise because delayed rise allows her to do dive kick setup which will get normal plat players 100% of time.			

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	+4
Flex OS: cLK > cMP xx VS against VReversal: +?	+5

Post LSPD mixups

Button	Blown up by
backdash	
backjump	
backwalk	
LP	
LK	
cLP	
cLK	
cMK	

Notable mixups

- 2lights HK
- 2light MK vs bump

Punish sweep

Ankle distance	Max distance	μwalk helps?
L/EX SPD	nothing	yes

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
whiff	whiff	whiff

Button affinity

Button	Answer
HK	
HP	
cHK	
FB	
Stomps	

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

cLP MP cMK: exSPD, fLariat, VT

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Quick punish reference	Jab (-4)	SPD (-5)	c.H K (-10)	HK (-11)	F.HP >CA (-12)	HP (-13)												
c.LK(-1)	S.LK (-3)		L Fire ball (-6)	MK Legs (-9)	CA (-20)													
s.MK(-2), s.HK(-2), c.MK(-2)	HK Air Legs (-3)		LK Bird Kick (-6)	HK Bird Kick (-10)	VS(-24)													
df.MK(-2),f.HK(-2)	H Fireball (-4)		MK Birk Kick (-8)	HK.Legs (-10)														
EX Legs (-2)	s.HP(-5), c.HP(-5)		c.M P(-8)	c.HK(-12)														
L/M Air Legs (-2)	M fireball (-5)		LK legs (-8)	EX Bird Kick (-16)														
Reaction tips																		
air legs in frametrap	overhead				f.hk? to cross up you on wakeup													
Notable Framedata																		
VT2 kikoken is -2																		
Offense tips																		
EX Spinning Bird Kick (-16)	Punish with HP CC combo		Bait with jump then punish with air headbutt (I hope it works in S2.1)															
VT1>knee>jump can bait her DP.																		
Neutral/Footsie Tips																		
crMP (slide)	After she has full V gauge, she will do it often and cancel into V-Trigger. F.mk to hop over or whiff punish with stLK xx lariat																	
General tips	*Chun's buttons are a little harder to make whiff than most, so attempting to stuff her st.hp and st.hk in particular with an early st.lk buffered into lariat works*This video to the right shows the OS in action, where you need to stand.					https://www.youtube.com/watch?v=w9x81jBxF4A												

[illegible]

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	21f

Post LSPD mixups

Button	Blown up by
backdash	
backjump	
backwalk	
LP claw	
cLP claw	
LK	
cLK	
cMK	
MP noclaw	

Notable mixups

- 2lights MK vs bjump
- Test cLP/cLK HB

Punish sweep

Ankle distance	Max distance	μwalk helps?
?	?	?

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
whiff	whiff	whiff

Button affinity

Button	Answer
--------	--------

MP	
cMP	
fHP	
Aurora	
Barcelona	
Izuna	

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish
cMP cLP	exSPD, Lariat
noclawHP switch LK cLP	exSPD

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Quick punish reference	Jab (-4)	SPD (-5)	c.HK (-10)	HK (-11)	F.HP>C A (-12)	HP (-13)				
s.HP (no claw) (-1)	EX roll (-2)		f.MK overhead (-6)		f.HP (claw) (-14)					
s.HP (claw) (-2)	EX Claw Slash (-3)		L/M claw slash (-7)/(-6)		MP>HK>VS (no claw) (-13)					
s.HK (-1)	HP claw slash (-4)		HP>HP (claw) (-10)		VT AA (-22)					
C.HP (no claw) (-2)	c.HP (claw) (-5)		VS attack (-13)		CA(-22)					
VT forward / air (-2)	L/M/H Roll (-6)/(-7)/(-8)		c.HK(-13)							
Meaty options	He has no reversal. Even CA has no hit invincibility. Can be air spded (not during the ascending part tho) and meaty hit									
VR beats his V-trigger escape	As long as vega's rose doesn't touch you he won't finish his vtrigger he will just remain in place. They often slide into v trigger to escape the corner if you vreversal the slide before the rose touches you he won't escape.									
Air spd his air dive escape attempt										
Neutral/Footsie Tips										
st,lk buffered into lariat can preemptively stuff many of his pokes, such as f.hp,st.mp, possibly his vskill slash(need to check). Use the video to the right as a resource. You can also whiff punish some of his normals like st.mp, but its a very tight distance.						https://www.youtube.com/watch?v=fgJeOA8lrXc				
MP>HK>VS (no claw) (-13)				Crouch will dodge the HK		It's a frametrap finish with (-13) finisher				
f.HP (claw) (-14)	It's punishable. C.LP works at any range. s.MP/lp.spd mid range. After he has VT, he can f.HP>VT to frame trap you and combo into CA.									
Do some c.lp s.mp footsies with extreme patience.										
How to deal with aurora spin edge (Slice you)	It's pretty minus but the hitbox and push back are very good so you can't punish or whiff punish it			His hurtbox moves forward during the long start up frames. s.HP, c.HK, s.HK can CC it		When he does this he'll move backwards a bit. Take the chance and walk forward				
Treat ex wall dive as ex boom or ex shoulder, you can't react to it and he will just do it randomly. You can punish it with ex air spd if you are prepared.										
Defense Tips										
Air Dive	Sometimes you gotta do neutral jump ex air spd to catch it. Forward jump would jump under him if you are not fast enough			jump AA seems more reliable than ground AA. j.MP, air spd, air headbutt		HK works well when he doesn't use it to attack but to escape.				
EX wall dive kd>roll will land behind you	Watch out for the left/right setup									

hp xx stance change.	punish claw hp xx stance change with spd or c.mp combo		ex rgb beats no-claw hp xx stance change	
VS	flex spd, clp, s.hp armor	reversal hk can cc vs spam		
Gimmicks, resets, shenanigans	Counter 1	Counter 2	Counter 3	
Cross up CA	https://www.youtube.com/watch?v=v9Cd8ZwKMhE	Don't know how to counter, guess the right direction		
Post EX Barcelona left/right mixup	delay your rise to avoid left/right mixup. 80% of time he's cross up tho.	https://www.youtube.com/watch?v=k6CbV2A5xZk&feature=em-upload_owner		
Things to figure out				
claw c.mk c.lp xx slice you M(high) xx slice you(low)	spd beats slice you high	Nothing beats slice you low		
claw lk 2mp mp	after his claw m attacks, spd beats all his imidi ate follow up m bottoms			
vt meat? wall dive				
claw c.lp cmp				
claw c.lk clp slice m				
no caw hp xx vt				

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	

Post LSPD mixups

Button	Blown up by
backdash	
backjump	
backwalk	
LP	
LK	
MP	
cMP	

Notable mixups

- 2l MK vs bjump

Punish sweep

Ankle distance	Max distance	μwalk helps?
exSPD MP?	μwalk LSPD	yes

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
hit	hit	hit

Button affinity

Button	Answer
LK	
MK	

Zonk	
HK	
fHK	
MP	
cMP	

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki
Zonk hit	
exZonk block	
LPx4	
LPx4 back	
Low Ruffian	

Opponent Mixups

Trigger	Situation
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Neutral

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	+7

Post LSPD mixups

Button	Blown up by
backdash	
backjump	
backwalk	
teleport	
Air teleport	
LK	
bMK	
cMK	
CA	

Notable mixups

- 2lights HK/HP/MK/cHK
- 1mid 1light HK
- Test cLP/cLK HB

Punish sweep

Ankle distance	Max distance	μwalk helps?
?	?	?

Button affinity

Button	Answer
MP	HK, HB(hard)
MK	Knee, cHK

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
whiff	whiff	whiff

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

at mid range use jabs to counterhit his long range moves

MK is his fastest long range move, then MP, HK, HP (slower moves give more leeway to counterhit)

can cLP/MP dash SDP to chase wakeup teleport

VReversal VT1 activations

Outside of cHP range sim has no safe crouching button, meaning he will have a big tendency of pressing standing buttons -> HK will hit a lot

Mediums!

- MK will be spammed

=> On a 2 medium string, the buttons to beat sim only depends on the second medium!

1st	2nd	far	mid	close
hit	MK	hop	(c)MP	-2
block	MK	cHK	cHK	+4
hit	MP	Lariat	(c)MP/Lariat	-2
block	MP	dfLariat/HP	cHK/HP/flLariat	+4

crHP

- Used at Mid/Far Range.
- Actually it's not just crHP, but 5MK/5MP are also weak at the tip.
- You can straight up beat it with certain normals, and if it whiffs then you can almost always whiff punish.
- The way to beat it is to not react to the crHP, but to react to any movement from Sim and press a button.
- Your attack will only come out if Dhalsim's attack whiffs, so there is no risk on your end.

Air Drill

- If the drill connects at your feet/lower legs, then Dhalsim has the advantage. So Dhalsim will always aim for your feet.
- If you keep using moves that shrink your lower hurtbox, then you can consistently beat this move.
- Press the button on the timing that you would guard.
- If the drill reaches you then you will block; if it doesn't then you will automatically whiff punish.

V - Skill (Floating)

- VS LP-> if you have the range, can get grounded SPD punish on hit or block

Teleport

- Generally used by Dhalsim to escape Oki situations.
- It's invincible to strike attacks, but if you throw him you will win every time.
- Even if you used a meaty attack, you can still punish him.
- Depending on the character, you can punish the recovery by dashing or jumping after him.
- Generally this isn't a safe option, so make sure you punish him every time.

V - Skill - > Teleport

- Generally if you press a button you will beat this.
- Akuma should press stFP or stMP.
- Make sure you press the button when Dhalsim disappears, not when he reappears.

- Even just stLP is OK; just press something!

crMK - > Yoga Flame - > TK Teleport Okizeme

- Perform a Neutral Tech against this.
- If you back tech, then Dhalsim will have the advantage.
- It's difficult to react the the Front/Back mixup, so it's better to just decide on your Tech position.

EX Yoga Fire - > Teleport

- He will set up the Front/Back mixup from this.
- IMPORTANT Wait until right before you are about to get hit by the Yoga Fire, then backdash and jump and you'll be able to Air - to - Air punish Dhalsim.

Wakeup CA

- If you use a move with a low hurtbox like crMP, the CA will whiff.
- After that, count to 3 and walk in and throw him.
- Check to see if you character has a better punish that can still stay under the CA.

IMPORTANT Dealing With Dhalsim in VT

Trigger 1

- Show him that you are willing to move towards him.
- Even if you backjump, you will still eat a lot of damage.
- Sliding - > VT Activation
- This is generally how he activates
- You want to aim for V - Reversal on reaction after the Slide - > Activation.
- If he does L Slide - > Activation, you can blow it up with an invincible move like EX DP.

Trigger 2

- The orb that comes out on activation only does 50 damage, it's not a lot.
- If he powers it up with fire, then it does 100 damage. This hurts a little.
- If you back away, then you'll get chipped down with his normal and Yoga Gale.
- Therefore, rather than running away and taking more damage from various attacks, you should just go in and shut him down.
- If you can hit him before he gets started then that's a big victory.

CLOSING Important Strategies Against Dhalsim

- Watch 00:45:00 in the video
- Dhalsim is not strong at Long Range, he's strong at Mid Range
- From Mid Range, aim to hit the tips of the normals he throws out. It's important not to be scared and think to yourself that these moves are weak.
- Once you start punishing these moves, then you can start actually playing the Dhalsim matchup. You'll be able to approach him.
- When you do this, he will begin throwing out Yoga Fire.
- Against this, Dash In Throw is effective. This is because he is scared to throw out buttons since you were punishing them earlier.
- Also being able to punish his stMP/stMK on Hit or Guard is important to win.
- In general, it's better to Neutral Tech against Dhalsim.

- Dhalsim can avoid Akuma's VT Air Fireball by sliding under them, so be aware.
- Don't jump too much. If you eat a Yoga Fire then it becomes Dhalsim's pace. Don't try to get lucky and just stay focused.

Quick punish reference (on block) [on hit]	Jab (-4)	SPD (-5)	c.HK (-10)	HK (-11)	F.HP>C A (-12)	HP (-13)					
s.MP (-4)	s.HP (-6)[-3]	c.LK (-7)[-4]	All fireballs (-5)[-3]	c.HK (-21)							
s.MK (-4)		c.MK (-7)[-2]	L/EX Yoga Flame (-3)								
c.MP (-3) [-1]	s.HK(-5)	b.HP (-8)[-3]	MP Yoga Flame (-2)								
reactiontips											
React to his fucking minus slide! Even oh it's minus. He'll throw after it oh											
EX air spd punish raw vt2 activation	He might activate vt2, float, then air fireball. it's ex air spd punishable.										
Offense tips											
More mid-screen meaty options	HP/EX.spd dash clk-clp-lariat combos when he walks back(if a character's backwalk speed >=0.03, it doesn't combo)										
Beat his wake up CA (1-4f throw invincible, 1-9f hit invincible)	AFTER you see the flash of wake up CA, spd beats it. It even works when you are -3 (L.spd dash). Delayed CA also beats it but timing is hard										
Our meaty options	When you do meaty hit, you should always do anti-VR OS and react to his teleport with dash or forward jump hk, it beats all his wake up options except wake up CA										
	Simple anti-VR os: after c.lk, input f.hp then flex really fast. If he V-reversal, you'll flex it; if no V-reversal, you'll headbutt			Meaty SPD/throw can grab wake up teleport. RBG beats teleport by grabbing his landing frames.			After c.lk, input {f.mk}, and {flex/spd} very fast can beat teleport and V-reversal. It's a three-way OS				
	tick spd it's good if you are too lazy to do the anti-vr OS. It beats V-reversal										

EX air spd has a strike hitbox, as long as your hitbox touches his hurtbox, it grabs. it's very good against Sim's long air to air limbs.									
In mid-screen, ending your combo with command grab reset is better than lariat. Cuz after lariat you have no threat to them anymore.									
Watch for two things if you walk him into the coner: teleport out; slide xx v-trigger									
Common ways to get in	knee hop over s.mk then CC HK	c.HK cc s.hk	ex air spd						
after hp.spd, throw/air h.spd OS works. No need to do EX air spd									
Neutral/Footsie Tips									
SPD his slide									
Lariat aftter his s.hp on block catches his follow up buttons									
Do more rbg reset cuz you can't win neutral. You need the corner carry									
Body splash (Jump d.hp) trades with his c.mp AA.If he doesn't know how to deal with it, just keep doing it.									
Flex hit (hold forward while flex) can whiff punish his limb upon absorbing cuz his recovery frames are long. Can't do this too often cuz the grey health stacks too fast									
Deal with s.MK	f.MK can hop over it / Sweep can CC it. Stand out side it's range, c.lk,c.lp,s.lk, s.mp can whiff punish it. https://youtu.be/dj337JEARZ8?t=53s								
	If he's spamming s.mk, block it and wait for about 3f then sweep, you'll crush counter him.								
Deal with s.MP	Counter poke or whiff punishe with s.MP / lariat / f.HP /s.HP. c.mp also works https://youtu.be/dj337JEARZ8?t=27s								
Deal with s.HP	f.MK can hop over it. c.hk can crush counter it from distance, and you can kind of react to it to whiff punish with s.lk https://youtu.be/dj337JEARZ8?t=1m30s								
You can stand outside of sim's reach and whiff punish Sim's buttons. c.lp, s.lk, c.lk, f.hp... a lot of buttons can do the job. s.lp is good because the active/recovery frame is good and it's 10 more damage than c.lp and s.lk. Just don't get pushed into the corner.									
You should not lariat or jump over his ex fireball in neutral unless you see a teleport.									
s.HK	counter poke with f.HP, s.HP. V-trigger sucks it in any range								
Nice vid about this MU by Slaynman	https://youtu.be/dj337JEARZ8?t=19m56s								
He can be jumpy, especially when you get close	Dash confirm air spd is an imprortant skill in this MU. If he whiffs an air attack, most of the time you have time to ground or air spd him. Don't just punish with a heavy attack								
Jab his raw teleport									

If he doesn't float (his V-skill) in mid range he's trying to react to your move and punish	Don't try lariat, the hitbox can't hit high and he can react to it and punish. HK is good, you will get either a cc or a air reset; ex air spd is good too.									
Defense Tips										
Look for yoga flame in his frame trap and lariat/VT										
Lariat/VT his raw/frame trap V-trigger on reaction. For example, slide>VT is a frametrap.										
VR when sim does buttons cancel into VT is good. If you don't do it he's +4 on block.										
Wake up lariat beats his meaty yoga gale										
delay your wake up can avoid some of his VT grey damage.										
Gimmicks, resets, shenanigans	Counter 1			Counter 2			Counter 3			
Fireball teleport	Lariat as long as the teleport isn't meaty									
Corner escape (video)	Air SPD			j.l.p						

Dictator

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights HK
- 2lights MK vs bjump
- Test cLP/cLK HB

Punish sweep

Ankle distance	Max distance	μwalk helps?
?	?	?

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
if does not hold up	if does not hold up	if does not hold up

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish
Hblast > cMP	exSPD, Lariat
exBlast > notMP	Lariat
light cLP light	exSPD

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Whiff punish HP with MP (very close) or cLP far. Don't crouch much or it will be harder to get the nice MP whiff punishes.

Flex the psycho axes/knees.

Need to jump at times.

Delay HK will CC jump back LK on SPD oki.

After HP flex there is a mixup "cancel inferno or does not cancel inferno".

Reaction tips						Notable framedata									
close/block string	s.hp														
	>blast	hk	thro	c.mk											
	(lariat)	dash	w	>infernal	c.mp(+1)										
Notable framedata/moves						Notable framedata									

close and mid range Psycho pressure (vt2) is SPD punishable	EX infernal(-1)	HP blast (+2)	His CA is projectile. Lariat beats it	c.mp(+1) Usually means his turn is over. SPD. He usually cancel it into blast, lariat thru														
3/4 screen psycho pressure (VT2) is +			Psycho Inferno L/M/H/EX -12/-11/-10/-1															
Offense tips																		
More mid-screen meaty options	HP/EX.spd dash clk-clp-lariat combos when he walks back(if a character's backwalk speed >=0.03, it doesn't combo)																	
He has 3f VT confirm	He can do s.lk>46k>VT confirm so you wanna make your meaty timing right after he's VT ready.																	
Deal with his 2lp AA	it beats j.mk. Use j.lp instead.																	
After h.spd, throw/air spd OS doesn't work, he jumps back too far																		
Neutral/Footsie Tips																		
mp-F.HP(-8)	SPD																	
c.mp	good: c.lk, c.hk, f.hp				bad: c.lp, s.hp													
Slide(-12)	SPD		You always need to watch for it in neutral, don't let him read your walk pattern															
mk	good: s.hk, s.hp, f.hp																	
Whiff punish f.hp	hk (easy)	SPD (needs practice)																
You can use counter in the MU	After 3HP on block, tech throw, and VR on hit, he likes to 5mk. Counter it																	
fd.HP(+1)	He'll do it a lot in neutral. Block. Reversal lp SPD beats all his IMMEDIATE follow up buttons if he's not close. EX spd works too but there is a spot that his st.mk outreach you. If he's far away, he can delay st.mk to beat your spd. s.hp armor beats his s.mk.							Flex-SPD works well										
	The recovery is even longer than our s.hp. You can whiff punish it on reaction if you train yourself.																	

VT1 punish psycho blast. It's a fireball.			HK / f.HP / s.MP																
Far dash up spd works well on him because his walk speed is so slow																			
React to his slow dash (22f)	The visual cue is pretty obvious, you should always punish it.																		
Do some random neutral jumps	He's slow so AA you on reaction is hard for him. If he tries 3HP or dash, you can punish with fat jump-in combo. It's a low risk high reward option.																		
Jump in	j.lp beats his c.lp AA	j.lk beats his c.hp AA?																	
clp can whiff punish his "blast" on reaction																			
Defense Tips																			
CA(-40)	Hold up while blocking. It's minus enough to do jump-in punish																		
VT EX stomp (-3 against Gief)		s.HP to absorb one hit then combo into VT																	
Normal stomp	Just AA him after you block the first hit. Flex/block, then instant air spd for style points	Lariat beats normal, EX and VT normal version clean. Beats VT EX stomp too but timing is strict																	
EX fireball	Lariat if you see he dashes up	Jump if he's not in AA range (He might be baiting a jump in), buffer air spd and confirm his jump																	
EX devil's reverse	Hard to AA because he can change the timing. You can always block. He's +13 on block. You block	AA with c.HP, s.lp or lariat. c.HP works the best due to the long active frames. If c.hp whiffs, you will			flex on reaction, if he delays the attack, you'll have time to AA (Snake Eyez uses c.hp)														

	and take a throw or V-reversal.	have enough time to block.																	
VT cancel after scissor kick on block	he's in spd range if you VR his deep scissor kick																		
Lariat beats some frame traps	hk>c .mp																		
Armor thru frame traps ends with specials	hp beats physical blast	flex beats scissor kick																	
EX spd is very good in his frametraps	after s.hk ob, ex spd beats all his buttons except c.mk and s.mp (s.mp can't cancel into special, only VT)																		
VT2 makes his unsafe move frametrapped	Guess he's gonna do command grab or psycho pressure after scissor kick (delayed ex spd?). If you have a bomb on you, he can trade your jab and do big damage.																		
Gimmicks, resets, shenanigans	Counter 1	Counter 2	Counter 3																
EX fireball side switch	Lariat	Block the right side																	
Activate VT, dash dash dash to cross you up	Just mash jab	If he activates VT after ground fireball on block then dash once, he's plus																	
3hp 5lp loop																			
hk 2mp h.blast																			

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights MK vs bjump
- Test cLP/cLK HB

Punish sweep

Ankle distance	Max distance	μwalk helps?
Lspd	Lspd	?

Sfvsim results but seems weird... gotta check

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
hit	hit	hit

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

--	--

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

fMP / fMPfMP “mixup” is shutdown with zangief MP

His KK AA doesn't cover his boot

Can just lariat his Vskill on reaction

Can knee hop his Vskill !??? ← check

Fthrow dash -> -1

You can jump out of his raw CA

When you flex his charged hp, don't punish with raw CA, punish with cHP CA

exFB HP -> blowup with lariat/VT (HP will whiff)

LP MP cMP -> blowup with lariat

fMP

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights HK
- 1mid 1light HK
- 2l MK vs bjump

Punish sweep

Ankle distance	Max distance	μwalk helps?
anything	anything	?

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
hit	hit	hit

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Checklist

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backjump	

Notable mixups

- 2lights HK
- 2lights MK vs bjump
- Test cLP/cLK HB

Punish sweep

Ankle distance	Max distance	μwalk helps?

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
if does not hold up	if does not hold up	if does not hold up

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

--	--

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

ex lunge (-3) is not punishable

V-Reversal and EX Slide are throw vulnerable, so once you get in on FANG and have them scared be sure to use your grabs more often.

You can st.HK and command grab through FANG's Clouds if he's standing close enough to them. The recovery is fairly long.

After h.spd, throw/air spd OS doesn't work, he jumps back too far

If FANG Accidentally combos into his Poison projectile, it is -7 on hit and -10 on block. Easy to punish.

s.hp after s.hk on block can armor thru his following upper body attack

Be ready, the lp>mp has 5f gap. SPD punish ←- ?????

Wakeup ca: Block the first hit regularly, the second one as a crossup, and then Borscht Dynamite him. /// Walk a step, j.Hk, s.HK, VT

cr.MP > LPFB > EX Dash - SPD when you see the fb

Instant overhead: if you flex fang's jump back mk instant overhead you can punish with dash up ex spd. Or if you block it with your back in the corner you can punish with dash up super

ファンレシピ | ふ〜どの30分クッキング

ジコケン映像ソース

- <https://www.youtube.com/watch?v=P2RMzglyuy0&t=143s>
- <https://www.youtube.com/watch?v=oGMF1tBZGyw&t=3s>

ファンの強い技・通常技

- **3HP**
 - 置き技・牽制技
 - 反撃なし
 - 強い
 - 硬直が長いので波動に近いので前跳びで
- **2MK**
 - かためで使ってくる。かため三神の一つ。
 - 2MK以外もそうなのだが、ガード後バックステップ入れると良い
 - 連携で2MK→2HKの時にすかして確定反撃取れる
- **5HK**
 - かためで使ってくる。かため三神の一つ。ガードしてファンが+1F
 - ファンは3F技がないので、ガード後3F技こすると相打ち
 - 豪鬼はVスキルK→昇竜で返すのが優秀、体感有利になる
- **EX式間脚(すって移動するやつ)**
 - 打撃無敵あり、投げ無敵なし
 - けどもこれも打撃当たる
 - 画面端に追い込んだあと使われることが多い
 - 起き攻めで打撃を重ねたあとずっと避けられるが実はそのあと殴れる
 - 殴りたい
 - 殴れる技はキャラによるがリーチが長くて発生早い技を探そう
 - 重ねる技も硬直の少ないやつの方が難易度が低い
- **両鞭打(下に毒打ってふしゅーってでるやつ)**
 - かためで使ってくる。がこれはぼったくり
 - 2MP→両鞭打の連携は上段攻撃で割れるキャラが多い
 - 離れてすかした場合も5LPなどが刺さる
 - ぼったくりなので咎めよう
- **二死球(2個上に毒の玉投げるやつ)**
 - 置き技・対空
 - 基本無視でいい
 - 上からいくのは得策ではない
 - 2MK→EX昇竜などで対策する
 - EXは固めで使ってくる
 - バックジャンプやバクステで結構逃げられる
 - Lは真上に、M・Hは遠くに投げる
 - Lは近ければ必殺技で吹っ飛ばすか、硬直の短い技打ってそのあとガードする

- 双頭蛇(手を前に出して突っ込んでくるやつ)
 - 基本的にはコンボパーツ
 - ガードすると隙がある(LMHだいたい-10F)ので確定反撃する
 - EXだけ特殊で立ち回りでパナしてくる(-3F)確定ない
 - 対空でも使ってくる、遅めでジャンプ攻撃すると相打ち取りやすい
- Vリバーサル
 - ファンのVリバは、裏を追いかけて歩いて打撃が実は繋がる
 - 投げは謎にすかる
- 伏せ攻撃
- 伏せKはかため三神の一つ。
- 伏せ中はファンはガードできない
 - 対空で使ってくる場合は、ジャンプHP→EX昇竜などで叩く
 - 伏せてる最中はKの派生か二死球が出てくる
 - 下に判定の強い技じゃないとスかる
 - 伏せてる最中はずっとカウンターヒット扱い
 - それが重要である
 - カウンターヒット限定のやつ、クラカンもいける
 - 伏せKがスかるくらいの距離にいてスカったあとマジで殴りたい
 - 殴りまくるとKを打ちにくくなる
 - そうすると歩いて行って2HKとかでクラカンとれる
 - スカ確とる→K打ちにくくする→踏み込み2HKでクラカンとるの順番で
- 新技とぶやつ
 - これ結構エグい
 - タイミングずらされて対空が難しい
 - 逃げ攻撃をおすすめ
 - 豪鬼は逃げジャンプMP→空中EX竜巻で叩く
- Vスキル(二升毒)
 - 食らいたくない気持ちわかる。でも下がってはいけない
 - 絶対にさがってはいけない
 - ど無視。がん無視。

【重要】トリガー中のファン対策

- トリガーI
 - トリガーはノータッチです。
 - しゃがみ2HK発動が多い

【さいごに】ファンに対して有効な立ち回り

- ファンはVリバ確定させるのが難しい、伏せ攻撃の2HKを画面端とか。
- 2LK→Vリバを辻で入力する練習しよう
- 実はスタン値が結構高い。継続率は高くない。アレックスに近い。
- なのでスタン値が追えない
- 画面端でEX両鞭打で固められた時は46ガードじゃなくて、13ガードがいい
- 46だと自分であたりにいってしまう

- CA食らった後の毒は普通の毒より減る
- CAの後の確定を取れる練習をしよう、最初はめくりガードだ、そしてタイミングよくジャンプ
- 固めがすごいキャラで4Fキャラと3Fキャラで対応が変わる
- トリッキーに見えるけど近距離でガンガン固めるのが強い、攻めが強い
- いい色があるキャラだと思います
- このようなキャラが増えると今後もファンだけにファンが増えるんじゃないかと思います

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	25f
Flex OS: cLP > cMP xx VS against VReversal: +?	

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights HK
- 1mid 1light HK
- 2lights MK vs bjump

Punish sweep

Ankle distance	Max distance	μwalk helps?
Ø	Ø	yes

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
hit	hit	hit

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Fuudo's Street Fighter V "30 Minute Cooking" #2

Recipe Name – "G"

- The JikokenTV Archive

- <https://www.twitch.tv/videos/315314068>

- From 00:26:30

G's Strong Attacks/Normals

- G Charge (The move where a "Cha - ching!" sound plays and he gains President Gauge)
- G can press Down, Down, P+P to build President Gauge (the Globe marker)
- Level 1 - > Globe is Black, Level 2 - > Globe is White, Level 3 - > Glove is White and Shining
- If you knock G down, he will lose 1 Level
- As his Level rises, his move properties and frames will change and get stronger
- However, even if he is hit but able to tech in the air, his Level will not lower. (EX. mk Tatsu - > cr.MP)
- He's a very scary character that takes knowledge to deal with

- G Spin Kick

- The hitbox while airborne is quite strong
 - Against opponent's who like to use this move, don't jump and wait on the ground to block and gain Plus Frames
- If you block it, you are +5F
- If you are far, it's hard to punish on block; so close the distance and block to get a guaranteed punish
- If you block the EX Version you are +2F, so it becomes a guessing game
- When he is Level 3, the regular version becomes the same as the EX Version, so keep that in mind
 - Furthermore, the Level 3 and EX Version have Projectile Invincibility, so Projectile characters need to be careful.
- G Smash Over (Rushing Straight Punch)
 - If you blocked it, you are +4F
 - So if you block it, press a 3F normal like Akuma's st.LP and get a punish
 - If you block the EX Version, you are +6F
 - It's hard to differentiate mid - match, so I think it's fine to just punish all versions with st.LP
 - G players often like to activate V - Trigger after a blocked EX Version
 - After activation, he has a 50/50 with st.FP or Command Throw (there's a 1F Delay)
 - After activation, just pick Neutral Jump or Guard and pray.
 - When G is Level 3, his regular version becomes the same as his EX and you are +6F after blocking
- G Smash Under (Rushing Low Punch)
 - If you blocked it, you are +8F
 - Therefore, mash st.MK after blocking for a full combo
 - Regardless of his Level or whether it is EX, you are always +8F after block
 - G Players often activate V - Trigger after a blocked EX Version
 - If they activate, you are - 4F
 - Deal with this situation by Fuzzy Jumping
 - To learn the Fuzzy Jump timing, watch 00:49:00 in the Archive Video
- G Burst (Projectile)
 - When G is Level 2 or 3, this becomes a projectile
 - However, there is a gap if this is used as a blockstring, so be ready to jump against opponent's who use this during pressure
 - Actually, it's even easier to jump and punish when G is Level 3 because the total frames are increased
 - People say it's actually stronger when G is only Level 2
- Gaea Burst (CA)
 - If you block the first hit, it's a true blockstring
 - Just hold Up - Forward after blocking the first hit, and you will jump as soon as possible
 - Although I don't know if Dhalsim can punish like this...
- cr.MP
 - G often uses cr.MP - > Straight Punch to build up Levels
 - This is the go - to plan when G wants to build Levels
 - As long as you don't let this happen you'll be ok in the G matchup
 - Moves that shrink your hurtbox like Akuma's cr.MK are great to deal with this pressure
- st.HK
 - A move with a strong hitbox

- However, it's easy to whiff punish, so aim for that
- If they use it too much, then it's easy to jump in and punish!

- st.LK

- I feel like I remember st.LK - > EX Straight being a strong combo tool....
- I remember I decided to add even non - specific advice like this

The General Way G Players Aim to Build President Levels

- cr.MP - > Straight, or any move leading into Straight will build Levels
- G Spin Kick on an Aerial Hit will build Levels
- Strong President (b.HP anti - air) will build Levels if he knocks you down successfully

(IMPORTANT) Dealing with G in V - Trigger

- Deal with his V - Trigger by Crouching
 - By Crouching, G will use his Projectile and his V - Trigger Gauge will lower
 - What G wants to do is Under - > Barrier and get a big damage combo
 - By Crouching you can beat all of this
 - If he walks towards you, don't start panicking and remain Crouching
 - If he walks even closer, he's going for a Command Grab. Stop this with a fast, long reaching normal
 - G will often do Barrier - > Projectile to start his offense
 - You can Jump this on reaction and get a full combo (I don't know about Dhalsim)
- Under - > Barrier - > Projectile
 - You can Crouch Block this
 - However, the Barrier - > Projectile part is not a true blockstring
 - If you want to counter this, use an Invincible (or Projectile Invincible) Reversal and punish
- Spin Kick - > Air Barrier - > Projectile
 - If you're close and crouch block this, it's a true blockstring and you're OK
 - If there is a bit of range, then it's not a true blockstring
 - In this case, hold Up on the Joystick and you can jump over the Projectile for a full combo
 - Check the Video Archive at 00:39:00 for reference
 - He can dodge projectiles with the Spin Kick, so it's dangerous to use them
- V - Reversal is generally a strong option
 - However, if you use it too much, G can read this and punish with a special cancel Command Grab

(Closing) Useful Strategy Against G

- G's V - Skill (G Barrier/Air G Barrier) will absorb projectiles and give him V - Gauge
 - Don't throw out projectiles carelessly
- When you are pressured by G, using Fuzzy Jump is very effective
 - st.MP or Command Grab 50/50 is strong, but it's not actually a 50/50
 - Check the Video Archive at 00:31:27 for the Fuzzy Jump timing
 - Taking a regular throw is fine
- When he's Level 1, wait
 - Like listed above, if you jump at him he will build his President Gauge
- When he's Level 2, you can start jumping
 - You can get a knockdown with a successful jump
 - In terms of Risk/Reward, your Reward from a jump is increased when he's Level 2
- Avoid getting hit by attacks that let him use G Charge

- Follow the notes above when he is in V - Trigger. Not panic. If you panic and run away, you'll get hunted down. Crouch and wait.

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	25f
Flex OS: cLP > cMP xx VS against VReversal: +?	

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

Punish sweep

Ankle distance	Max distance	μwalk helps?
Ø	Ø	Yes but risky, go for walk MP

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	25f
Flex OS: cLP > cMP xx VS against VReversal: +?	+7

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights MK vs bjump
- 2lights HK

Punish sweep

Ankle distance	Max distance	μwalk helps?
EX SPD	MK?, HP, μwalk SPD	yes

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
hit	hit	whiff

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

cLP cLP cMP: exSPD, Lariat

button Fireball button: exSPD, Lariat (VT, cMK only)

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

crMK

- It's really strong. I'm not even going to try teaching you how to deal with it this time.

fHK / Upside Down Kick

- This is strong. Guile is - 2F on block, so it becomes a guessing game.
- Therefore, when you anticipate it, don't block but instead mash.
- And instead of mashing with a Light attack, use a Medium or Heavy attack to get a big return and make your opponent wary of using it.
- You can backdash to cover both throw/fHK options (you'll get hit out of the air), but this is difficult.
- The speed of L Sonic Boom has been increased, so it's become more difficult for Guile to walk after the Boom and go for fHK mixups.

Sonic Boom

- Guile will generally use the L or H Sonic Boom.

- Avoid L Booms by neutral jumping. If there is already a Boom on the screen, then he cannot throw another one.
- If you block the Boom, then Guile has the advantage. And if you forward jump you will get anti - air'd.
- From close/mid range you can deal with this by fuzzy jumping (Jumping at the timing that you would block if he threw an H Boom).
- IMPORTANT Watch 00:21:00 in the video to see the Fuzzy Jump timing. You want to be right at the edge of Guile's fMK.
- If you can do this, you can jump forward next time and make Guile afraid to throw Booms.
- 00:31:00 Guile can deal with your answer by performing an air - to - air with jump forward MK.
- You can deal with this by doing fuzzy forward jump.
- From Mid/Long range you can backdash which forces Guile to come to you and lose his charge.
- Everything up to here was from the Old Version. Please pay attention to the follow parts on the updated Version.

Learn the difference between Safe Booms and Dangerous Booms

- A Safe Boom is one that can't be punished by jumping. For example a meaty boom as okizeme.
- A L Boom into H Boom from far range is also safe.
- A Dangerous Boom is one that can be punished by jumping.
- Preventing Guile from throwing Safe Booms is important in this matchup.
- If you understand this then the matchup will greatly change.
- It's easy for Guile to throw Safe Booms after his opponent blocks an L Boom.
- L Booms are slower than H Booms, so if you neutral jump they will remain on the screen longer.
- Therefore he can't immediately throw another Boom and the next one will become a Dangerous Boom.
- To prevent you from neutral jumping his L Booms, he will mix in H Booms during neutral.
- However, if you block an H Boom from close range, the next Boom will become Dangerous.
- By increasing the amount of Dangerous Booms your opponent is forced to throw, he will become more hesitant to throw them.
- Then you can walk in to get close and win.
- A big change in the last patch: the speed of the L Boom was increased! It's recover was also increased by 2F. It got nerfed!
- In the last version you had to fuzzy jump to avoid both the L and H Boom.
- However in this version, you can just jump them both on reaction.
- You don't need to fuzzy anymore, but there is a specific range you need to be at for it to work so make sure you research it on your own.
- Because of the increase in the frame data, it's difficult for Guile to air - to - air you on reaction to neutral jumping his Boom.
- It's difficult for him to keep you locked down with L Booms as well. Be aware if you can punish him for going for it.

Rolling Sobat (stMK)

- A very strong move to throw out in close/mid range.
- I'll ignore the back moving Sobat and focus on teaching how to deal with the forward moving Sobat.
- Being able to whiff punish Sobat for a lot of damage is very important.
- Mika can use EX Peach.
- Lucyjojo told us that Akuma can use stHK to whiff punish. Everything else was too difficult.
- In the new version, the stHK punish is great! It's even easier to do.
- There have been 4 big changes. It got nerfed!
- Startup increased from 11F - > 12F.
- Added 3F of recovery on whiff.
- Reduced the forward movement distance.
- Increased the hurtbox in the forward direction after landing.

- There's a forward and backwards Sobat. It was difficult to punish him for backwards Sobat in the old version.
- Since the forward Sobat was nerfed, the back Sobat also got weaker as a result.
- The range nerf forces Guile to come even closer to use the Sobat.
- Now from this new range, it's possible to whiff punish back Sobat.
- It's easier than it sounds, try it out!

IMPORTANT: Dealing with Guile in V - Trigger

Trigger 1

- He can activate off a Boom, so he will often make you block a Boom then activate.
- He can shoot out mini - Booms after a regular Boom.
- Even if Guile can chase in after the Booms, his attack pattern will change if you can create some distance.
- Only mini - Booms come out after the main Boom so you can guess and jump over them.
- Therefore one way of dealing with this VTrigger is jumping on reaction to Boom.

Trigger 2

- He can activate off an EX Sonic. If you block a regular Boom he cannot activate.
- Usually started off crHK. When he has VTrigger stocked, you can jump to bait out crHK and punish.
- After activation, his flash kicks become a lot stronger.
- On hit, he can do another to get a lot more damage and better okizeme.
- To deal with this, don't jump. If you jump and eat a flash kick you'll be in a very bad spot.
- He can throw out mini Booms by perform flash kicks in neutral.
- If might not look possible, but if you block the flash kick (not the boom) you can get a big damage punish.
- Practice your punishes in training mode.

Conclusion

- Don't just try and get lucky against Guile. Make decisions and force him to guess.
- If you just walk in, you will eat Sobats and get lose.
- 00:38:00 shows the range of Sobats. Stand here and whiff punish.
- From far range, Akuma's Red Fireball is effective.
- Pay attention to whether Guile is using VT1 or VT2.
- Remember how to deal with his VT's.
- Forget about everything you knew how to fight Guile up until now.
- He's become a lot weaker with the nerfs.
- Namely the nerfs to Boom and Sobat.
- It's easier to get in on him now, so go for it.
- But even so, he's still a strong character.

Notable Move/Framedata										Notable Move/Framedata									
You can jump out of his raw CA	VT CA is +5	VR> dash -2																	
Reaction Tips																			
You can't react to b.hp then block. You can only react to boom and block when you walk forward.																			

He might do AA normal then boom. Lariat?																			
Close/block string	c.mk >overhead																		
Offense Tips																			
Mash ex spd after you block one hit. It beats all most all of his punch frame traps																			
Use more anti-VR os. He likes VR																			
Neutral Footsie Tips																			
Sweep at the start of a round CC his b.hp. You can do dash safe jump if sweep hits. You can also wait then confirm his h.hp and whiff punish with c.hk, no need to gambling.																			
Mid range headbutt is very bad. Get CCed by his f.hp																			
c.mp c.mk, c,hk seems good in neutral due to the low profile																			
F or b LK (bazooka knee)	-3 on block if point blank. In real fight nobody would do it point blank. it usually spaced properly and meaty, the frame advantge is from -1 to 1. SPD is a bad idea.																		
Sweep(-13)	HP is 13f but you have to tap really fast, use HP instead of c.HK if you have VT ready. Test it in the lab to make sure you can do it. It can be very hard.	If you block the first hit, you can always ex.spd punish. If you block the second hit, you can always lp.spd punish. You can also flex sweep for 1 hit then spd.			If you got knock down by 1st hit you can quick rise and CA him, he's only +3 and his quickest move is 4f, still risky(he can jump, ex DP, etc.)														
He can do AA CA	His CA can AA your mid/far range jump-in. You can't air spd to avoid it.																		
Knee seems not effective when they have charge. Most of Guile can flashkick knee on reaction. BUT, you can f.mk>flex to bait a flash kick.																			
Lariat VT2 flashkick on reaction?																			

backdash neutral jump over boom then forward jump?																			
Defense Tips																			
f.HK (Upside down kick)	Throw invincible from frames 8-32. He will use it against throw tech or wake up CA. Wake up flex-spd beats it clean.																		
	Lariat when he follows booms or jump-in behind booms.																		
Wake up backjump j.mk beats throw and upside down kick																			
Stand up when he does s.mp>c.MP.Boom>c,mk>knee pressure. If you keep crouching, he'll hit you and be +1. Stand up makes his knee whiff, punish with spd																			
punish close range VT2 normal dp ob.	if he lands in mp spd range, it's spd punishable.	You can flex on reaction and spd punish vt2 flashkick																	
Lariat if you see he dash dash after a boom																			
EX.spd after block his two hits. His attacks are short.																			
c.mk (-4) > b.hp is a common crush counter setup.	He'll follow up s.hp and cc you	hk can cc his b.hp																	

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	+4
Flex OS: cLK > cMP xx VS against VReversal: +?	+5

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights HP vs bdash
- 2lights MK vs bdash
- cLP HB vs bdash
- 1m 1light HK
- 2lights HK
- 2light MK vs bjump

Punish sweep

Ankle distance	Max distance (actually her ankle)	μwalk helps?
Ø	Ø	yes

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
hit	hit	whiff

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish
light MP cMP	exSPD Lariat

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Fuudo's 30 Minute Cooking #7

Recipe Name - "Ibuki"

Jikoken Video Source

- <https://www.twitch.tv/videos/262313144>

- 00:59:30 Start

Ibuki's Strong Moves/Normals

V - Skill (Horizontal Projectile Looking Move)

- Very Strong Neutral Tool. On block she is now - 7F (uncharged version).
- Once the motion starts, if you press Back you will go into block animation so it's hard to whiff punish if you're in range.
- If you're out of range, then you can whiff punish. With Akuma use stFP.
- IMPORTANT At 01:01:00 in the video, press stFP at the timing you would block.
- You really need to learn this whiff punish timing if you want to win the Ibuki matchup.
- By the way, it has projectile properties so you can go through it with Medium DP.
- There is a charged and uncharged versions, learn the different timings.
- If she uses this a lot, then jump forward at her! Jump, jump!

fHK (Jumping Split Kick)

- Strong Neutral Tool that Crush Counters.
- Whiff punish this move. Use Akumas's knee.
- If you can't whiff punish this and Ibuki's V - Skill, you will be helpless against her.
- Get used to the timing. She goes airborne so it's strong against lows. If she uses this move a lot, then refrain from using lows.
- It's - 3F on block, so it's hard to get a punish. A move like this should be - 4F, right!?

Air EX Kunai

- A move Ibuki uses to get in close.
- IMPORTANT At 01:09:00 in the video, if only the 1st part hits then Ibuki is at a disadvantage. If you block then she has the advantage.
- This is the opposite of what normally happens so be aware.
- You often get hit with this move while dashing forward; in this cases make sure to mash a 3F move.
- Since the ground version got nerfed a lot, Ibuki players go to the air version a lot more now.
- If you don't want to let Ibuki in close, then V - Reversal is an effective option.

EX Kunai

- It was nerfed, Ibuki is now minus after dashing in after this.
- However, she is plus on block if she just throws the kunai.
- This has gotten easier to deal with.

crMP

- A button Ibuki's like to throw out preemptively.
- However, the recovery hurtbox has been extended so it's now easier to whiff punish in mid - range.

Command Dash

- The L version goes short, the M version goes far.
- With proper timing, Akuma can cover both with a crMP.
- They love mashing on this Dash in the corner, so it's crucial that you know how to deal with it.
- Ibuki can only get a throw after a stLP, so being able to beat this dash is very effective.

stLK

- stLK - > short Command Dash - > stLP - > Throw is a very common pressure string.
- Mash a 3F normal after the stLP and you can break it.

crMK

- A move with a big hitbox and small hurtbox.
- As Akuma, use walking stMK to beat this.
- Ibuki's often go to V - Trigger after this move, so being able to beat it is strong.

Kunai Release

- Ibuki will throw all over Kunai - > L Command Dash to get in!
- Depending on the amount of Kunai and the range, the frames will change!
- If she has 3 or less and throws from about her V - Skill range, she will be - 3F.
- If she has 4, she will be - 1F.
- 5 and it's pretty even.
- 6 and she has the advantage.
- If she's far, then she will be plus.
- However, the dash won't reach so nothing will happen.
- The M Command Dash will also change depending on the amount and range.
- Often she will just use it to get in, but there are times when she has over 3 kunai and will be plus.

IMPORTANT Dealing With Ibuki V - Trigger

Fuma Shuriken

- The Long Awaited Change! The first hit was changed from +2F - > - 2F.
- There are some tips written below, but generally after blocking this V - Trigger go for a Medium Attack or Throw mixup.
- However, there are times where Ibuki might counter with an EX DP, so be careful!
- If she cancels into V - Trigger from a normal she is - 2F.
- But if she uses EX Kunai - > V - Trigger she is +5F. However she had to spend 1 Bar and her V - Gauge so we can forgive her.
- IMPORTANT At 01:23:00 in the video, perform V - Reversal and then Back Jump after a set timing
- Akuma can do V - Reversal - > Back Teleport as well.
- Her mixups are getting stronger everyday, so using V - Reversal to get out of the situation is a good idea.

CLOSING Important Strategies Against Ibuki

- IMPORTANT At 01:32:00 in the video, Ibuki will use V - Skill in response to our crMP.
- To deal with this, jump forward and get a full combo.
- Ibuki matchup is all about whiff punishing her V - Skill and fHK.
- Don't forget to mash a 3F normal after blocking close stLP.
- When Ibuki has 1 Bar, she has access to her Air EX Kunai, so if you play a character who anti - airs with a normal move you need to be cautious.
- If you don't know how to stop her Teleport Dash, then she can kill you with that move alone. Be ready!

Quick punish reference (on block) [on hit]	Jab (-4)	SPD (-5)	c.HK (-10)	HK (-11)	F.HP>C A (-12)	HP (-13)				
				ex hit grab	all hit grabs					
Notable framedata										
Spd punishable TCs: s.lp>s.mp(-8) s.lp>s.mp>s.hp(-5) c.mp>s.hk(-5)										
s.mk(+2) looks like Laura and Akuma's mk but plus		St.lk on hit is 0. You can mash spd if you get hit by a far s.lk.				Normal VS is -5, you can punish poor spaced VS				
EX kunai is -2 after dash	overhead is only -2		Notable minus button: s.lk 0 on hit -2 on block; slide on hit -6, on block -10							
Offense tips										
Don't jump when she has VT2 ready										
Neutral/Footsie Tips										
f.HK	Flex>SPD			Use headbutt to avoid getting CCed						
c.mp is her favorite button	It's low profile so it beats s.hk clean. s.mp is good against it.									
Neutral jump j.hp seems beats her AA button (test)										
s.lp if you see Ibuki gliding on the sky.										
When do you jump in?	Out side s.HP range she can AA easily with s.hk. Jump-in unless you read she's gonna do something like kunai or v-skill. Once you get close you can start jump on her more									
tips from Nemo: Spending more time in the air against Ibuki. Do some mid range neutral jumping to avoid air ex-Kunai. Ibuki has a bit of a dead zone in her AA game, particularly ones that end up right above Ibuki. Bad idea to jump at her from far away tho, she can AA your far jump well. Her f.HK and vskill, while being good in the neutral, also open her up to jumpins.										
Command jump attack always crossup and can land in front or back of you depends on how early she hit the button										
V-Skill (-5)	s.HP or flex>spd			This count as projectile, so you can lariat or VT.						
c.lk check often if she likes the dash gimmicks. It's harder to get CCed than c.lp										

	If she's in the corner and you lariat when she tries to jump out you're giving her a chance to super Mario to safety. It is usually best to air to air her, j.Mp or air spd. If you low fierce and she throws ex kunai sometimes itll hit you airborne and it wont combo right		
How do you AA Ibuki?	But dont lariat all the time she can beat that		
Kunai	You can use normal move to parry that. Online Ibuki like to spam Kunai, they'll need to reload often. The reload animation is long, jump or dash punish it.		
EX Kunai	She's plus. She'll use it to get in. You can V-Reversal, but if she does command dash, she beats you.		
V-skill(-5)	This count as projectile, so you can lariat or VT.	If she likes to abuse it you can jump-in or flex>spd	
Defense Tips			
She can't do air lp>mk TC and cross under you. lk dash will cross under but she's minus (I guess, need to test it)			
wake up spd beats her "meaty" attempt after forward throw (+5)			
Quickrise when hit by vs	You should only quickrise when you get hit by vs (42/45). She's minus after mk command dash, plus after lk dash but usually not in mixup range.		
mixup quickrise/backrise when hit by charged vs	Backrise on charged vs (44/47). Quickrise gives her easy mixups if she command dash but she's minus if you backrise.		
mk>c.hk>s.hk TC launches you in the air but she can't cross up unless in the corner			
She likes to end her frametrap with minus button such as c.mk (-3) and do VS to whiff punish you. Lariat, VT, or flex on reaction			
When ex kunai launches you in the air from the ground and follows up in the air with the command jump air TC lp>mk, next she'll do 1. dash lands in front. 2. command dash to your back (minus.) 3. jump and cross up. If in the air she chose j.mp instead of TC, she may or may not cross you up. Seems hit high will cross up, hit low will not			
Buttons cancel into command dash is minus but hard to react	Delayed hit beats command dash cancel. Just like late tech throw but you hit instead of throw. The vid is anti-laura but same idea (video)		
she can start her VT combo from low or mid so it's really hard to block. Need some advice			
normal Dp>dash>s.hk on block is 0. Still her turn			
After forward throw she has no Oki but dashing to your back is a common gimmick			
Her bombs are projectiles, deal with them with your projectile tools. (Lariat, VT)			
Single air kunai can't cross-up. Sometims she'll do a air kunai and land on your back. block it and punish with SPD if it's not meaty. Given her enough frame advantage she can air all kunais to cross-up you.			
90% sure the only thing ibuki can cancel into command dash and still be + from is her mk TC. Otherwise she has to use ex.kunai or vtrigger and some air reset to make her dashes +			
If you get air reseted and you are expecting a left right mixup. Watch her step. If she microwalk back, she usually gonna stay in front.		https://www.youtube.com/watch?v=xYueLdqHnZk&feature=youtu.be	
Gimmicks, resets, shenanigans	Counter 1	Counter 2	Counter 3

Our wake up options?	https://www.youtube.com/watch?v=0CEE0-J3jGs			
Ibuki set ups	https://dafaetlee.wordpress.com/sfv-guides/ibuki/oki-setplay/			
Getting out of VT Cr.Mp F+Rh Block Stun Mixup	https://www.youtube.com/watch?v=YvDVfPCWen4			
corner air TC mixup	https://youtu.be/lzCJTJqiX8s			
Corner air kunai mixup	https://youtu.be/_EqKVuk1Rc			
Common corner ex kunai mixups	https://go.twitch.tv/videos/164680707			
ex kunai b.mp command dash mixups	If she flinches she's in front, if she doesn't she crossed up (kinda doubt you can react to it, but just try)	https://www.youtube.com/watch?v=G-wvbG5lyeE		
ex kunai j.mp mixups	if j.mp hits low she's in front, j.mp hits high she crossed up	https://www.youtube.com/watch?v=Oi-fUwCs9D8		

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	+10

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights MK vs bjump

Punish sweep

Ankle distance	Max distance	μwalk helps?
EX SPD, MK?	LSPD, cLP	no

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
If does not hold up	If does not hold up	hit

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

MP LK	exSPD
MP cMP	VT
LK LK MK	exSPD (reversal)
light light cMP	VT
LK light cMK	fLariat, VT
meatyFB > button	exSPD, Lariat, VT

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Reaction Tips									
mid range	SPD punish sweep		hk thru fireball charge						
Close/block string	Crossup	ex rbg beats lights follow medium traps		c.mk>fire ball	after m attacks her follow ups are beat by ex spd except c.mk				CA punish -2
VT1									
front throw KD	air spd her jump in		walk						

		back spd punish her "throw loop"							
Notable Move/Frame data									
c.lk(0), f.mkoverhead(-6), hk release(-6), all her specials including ex moves are -									
light wheelkick (-3stand) (-8crouch),	All normal axe kicks (half wheel, moves her forward a lot) (-6),				All ex kicks are -2 except dp				
EX DP kd is 4/9 quickrise	CA is only -15 ob, can't dash punish						236MK on block -6=>-4		
c.mk +2									
	ex Fuharenkyaku (she does a few kicks while moving forward long distance) vtc is 0. She'll follow 3f, ex rgb beats it								
Neutral/Footsie Tips									
cr.hk(-12)	maximun range c.hk can be punished with SPD								
s.lp and c.lp are good in neutral									
You can hk her fireball store on reaction in certain range									
mk>hk is common	Counter or flex								
backdash her fireball to keep good distance									
Use counter to bait jump ins									
Defense Tips									
CA (it's a projectile)	VT state VS can absorb it all			VT, Lariat			Only -15 ob		
V-Trigger pressure (block low and counter/flex/ex rgb after s.hk)	With V-Trigger active normals will cancel into the same strength or higher normals. Which makes her every button a frametrap. The tipical pressure is a light>medium>h.hk>hk release>lk release. counter after hk beats hk release. flex after hk then hold forward absorb 2hits hk release. ex rgb after s.hk beats hk release								
Dash after fireball within mk range is minus, outside hk range is plus									
s.lp>s.mp>c.mk	5lariat beats c.mk. 5 is impirtant, don't hold forward or back								
jab after hk release ob (-6)	She can cancel into mp release (-4) to make it frame trap or lp release (-2) to make it safe.								

Throw Oki	If you crouch block she can throw loop you. Back walk and spd punish her throw whiff	She likes to jump over you. It's a cross up. Air spd punish	
s.hp (-3)>flipkick(-6) is a frametrap	just block and spd punish		

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights MK vs bjump
- ????

Punish sweep

Ankle distance	Max distance	μwalk helps?
Ø, at closer range μwalk SPD	Ø	Yes (at close-ish distance)

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	+8

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights HK/MK/cHK vs bdash
- 2light HK/MK vs bjump
- 1mid1light HK

Punish sweep

Ankle distance	Max distance	μwalk helps?
HP	cLP (recheck!)	no

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
whiff	whiff	whiff

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish
cMP > notcMK	exSPD, Lariat
light cMP cMK	Lariat VT

Jumpins

AA	Blowup
HP	jMK(early) jHK mixup
cHP	Empty, jLK empty

Flexes

Flexed	Frames

Opponent Oki

Down	Oki
Heavy Tatsu	1dash > HK (CC), good spot to flex 2 dash is fake
Everything else	Full oki...
Back throw	Quick wakeup cLP can get hit by backthrow>HP
Ex Tatsu	Only thing where she has no oki!!!!

Opponent Mixups

Trigger	Situation

Neutral

VS -5 VS hold -2
shoulder -2 EX shoulder -7
tatsus -7/-6/-15/-2
hop punch -6/-5/-4
hop punch slide -9
rekka -6
rekka punch -9

rekka overhead -2
rekka elbow +1
rekka crossup -11
rekka slide -10
rekka cancel -8

Notable Move/Frame data									
Mid range	ck punish sweep	spd punish her VS							
close/block string	s.lk(+2) don't challeng e. 3 s.lk>c.m k is common .								
Notable Move/Frame data									
EX DP kd is 12/17. Dash is minus.	c.mk is -4								
Her back throw is -2 If she corner back throw you, it's a free CA	VS no charge -5. All distance is EX spd punishable								
VT overhead is -2, can't do spd punish	All normal mujinkyaku is spd punishable. I guess. EX ver is -2								
normal Tenko (dash elbow thing) -10 hk punishable	EX tenko is-7								
shoulder -2. ex shoulder is -7	All normal tatsus are spd punishable.								
L/M hop overhead are spd punishable. H is not	Mujinkyaku L/M/H -7/-5/-15 all spd punishable								
Offense Tips									
If she back throws you into the corner, you can CA punish									
Neutral Tips									
Cr.HK	CrLK punishes max range c.HK / s.LK>Lariat range to be tested			StLK-Lariat		https://www.youtube.com/watch?v=L_g4A2ulchE			
her buttons are some the most easily whiff/punishable that I've found so far. Her st.hk,sweep, and cr.mk can all be whiff punished with relatively lenient spacing. keep in						https://www.youtube.com/watch?v=4Ome3bbIB4I			

mind when dealing with her sweep that you can make it whiff alot closer as long as you're not crouching. references to the right for the three buttons											
L/M Ressenha (hop overhead) are spd punishable, H ver is -4						https://www.youtube.com/watch?v=rBJ_yswcCH4					
When she has VT she'll hit you, walk back and whiff punish then cancel into VT. Don't whiff your button too obviously. Jab is generally safe if you don't whiff it in crazy long distance.											
Neutral jump beats random overheads		Overhead is just reaction test, if you can't react, do some random neutral jumps									
Defense Tips											
quickrise on DP. Jab/spd if she dash.		She's -3 after dash. Punish her dash			She can do meaty s.hk						
Must backrise on c.hk and VT punch											
Dont't jab VT punch once she has CA		If she has CA ready, VT punch>p beats jab then she can cancel into CA									
Obviously don't flex when she has CA											
Only Jab/spd c.mk xx shoulder		mp or hp cancel shoulder beats jab, you'll lose a lot of hp.									
jab/block/flex VT punch											
HP cancel shoulder is a frametrap, don't press a button. Jab will counter c.mk cancel shoulder, you can combo c.mp after it.											
quickrise her elbow>shoulder combo, backrise gives her the same oki											
Gimmicks, resets, shenanigans		Counter 1			Counter 2			Counter 3			
(Vtrigger)qcf+P>any button		You can mash Vskill after her first two hits, this can punish with SPD even move that safe on block(d.P(+1),u.P(-2)) but It's lose to grab(d.P>u.K).			You can try to react, almost every follow up is punishable(except overhead(but can CA) and elbow), just hold downback and wait till you see what she follow after, if you see elbow, prepare for crossup(don't worry about low, It auto block after elbow), punish low and crossup with h.SPD, use m.SPD for palm.						

ジコケン映像ソース

- <https://www.twitch.tv/videos/345325572>
- 00:03:00から

かりんの強い技・通常技

- 刹歩→天狐
 - 2MK→刹歩→天狐 ガード後隙がある
 - 確認はできるが難しいのでミスもある
 - 相手がヒット確認をミスって、**2MK**→刹歩 止める場合がある
 - 2MKガード後に5LPなどこすると良い
 - 2MK→刹歩 で止めた場合でもカウンターヒットしてくれる
 - 2MP→2MP→刹歩 は後ろ下がり2LP
 - ちょい下がりガードをしていくことで、2MKヒット確認が難しくなる
 - 天狐はガードして**-10F**で確定反撃ができるので絶対にしたい
 - 先端になると離れて確定反撃が変わるので自キャラを調べよう
- 刹歩→大蛇
 - ガードして-2F、5F打撃と投げの2択をかけよう
 - 相手のCAが溜まってる時に立ち回りで打ってくる場合が多いから意識しよう
- **EX刹歩**
 - 弾抜け 画面端→ほぼ端から抜けてくる
 - ここが安全だと思った弾も抜けてくるので、弾持ちキャラは気をつけよう
- **5LK**
 - 最後のドット削る時とか、発生速く判定つよい
 - 靴のヒール部分を叩く 豪鬼は2MP優秀
- **5MP**
 - コンボパーツとして、置きとして使ってくる
 - 基本的にP系の真ん中殴ってくる時は、豪鬼は2MKで対応がセオリー
- **2MP**
 - ガード後5LPなどの3F技をこするのが有効
 - 2MP→ガード後の2MKにカウンターでさせる
- **5MK**
 - 判定強い 置きとしても強力
 - こういう系は足先を5LPで叩くと勝てることが多いので覚えておく
 - 本命の技ではない
 - 相手をイラつかせて本命の**2MK**や**2MP**を当ててくるのでそっちを意識する
- **5HP**
 - 判定強い 置きとしても強力 痺れるほど強い
 - 豪鬼は2MKで潰すのが優秀
 - **5HP**→刹歩→天狐 で確認ができる
 - ただこの場合は刹歩まで入れこんで、ガードだったら大蛇、ヒットしたら天狐が多い
 - ヒット確認すると大蛇に対して割り込みができるので暴れよう
 - なので**5HP**をガードしたら暴れるのは有効
 - ただし、暴れると**5HP**→**5HP**で差し返されるパターンが多いのであくまで大蛇まで使ってくる相手用
- **5HK**
 - クラッシュカウンターする 射程も判定も強い
 - 差し返す 豪鬼は5MKの膝
 - 隙はあるので読んだら前ジャンプが有効

- トリガー発動はここが基本になるのでトリガーゲージがあるときは意識しよう

【重要】Vトリガー中のかりん対策

- VトリガーI選択肢が多用
 - どすこいでぼったくられた人はこれを読んで対策しよう！
 - 紅蓮拳が出せるようになる、どすこいどすこいのやつ
 - 紅蓮拳の2発目以降からいろんな技に分岐する
 - 紅蓮崩掌はガードすると-9Fなので確定反撃がある
 - 暴れると割り込めないで食らう
 - モーションはどすこい→掌底
 - 紅蓮頂肘はガードすると+1Fなのでかりん有利でこれがかりん側の本命
 - 実はこれは、割り込める 発生が一番早い技で割り込んでみよう
 - モーションはどすこい→肘 肘をがって当ててくるやつ
 - 手のひらは反撃確定 肘は相手が有利 ただ、肘は割り込める
 - さらに肘からもう一段派生があつて、めくりの派生がくる
 - ガードしたら確定反撃
 - どすこい→下がるやつもある
 - これは相手のゲージが減るのでOK無視
 - **CA**が溜まってる時は結構**5LP**こすの危険
 - **CA**が溜まってるときこのトリガーはすごい強い
 - **2MK**→どすこい→**CA** がメインになるので下段を喰らわないようにしよう
- VトリガーII
 - 当身にぼったくられた人はこれを読んで対策しよう！
 - トリガーIIは当て身
 - 投げは取れない
 - 当て身の隙はカウンターヒット扱いになる
 - ガードしてから当身されることもある
 - 下段の当身のが痛い
 - 天狐のように隙がある技からキャンセルして当て身が出せる
 - 打撃はだめだけど投げは大丈夫なので、近かったら投げると読み合いにならないで勝てる
 - 当て身を読んだら、様子を見て痛いのをいれよう
 - わかりにくい昇竜拳みたいな感じ、モーションがわかりにくいけど昇竜拳と同じと思おう

【さいごに】かりんに対して有効な立ち回り

- かりんは足が速く、通常技からの高い火力が強み
- 投げと打撃でダメージ差が2倍以上違うので、投げは食らって打撃は食らわないようにしよう
- 普段通り投げ抜けを入れると、このキャラには勝てないぞ！足速くてシミーが強いキャラ
- 対空は難しいキャラなので、地上を付き合わないで上から攻めるのは有効
- 足が速いから、めくり攻撃を歩いてすかして**2MP**からのコンボを決められることがある
- これはジャンプ攻撃を打たなければ確定しないので絶対すかと思ったらボタンを押さない
- バクステからEX刹歩で弾抜けをして来ることがある
- M攻撃をガードしたら3F技をこするのが有効
- 跳びは有効 かりんの対空は弱強い 5HP対空できるやつは強い できないやつは弱い

- 5HP対空されると、かなりかりんに有利状況になってしまう
- ちゃんと対空できたらすごい強いが職人レベル
- 中上級者レベルでも跳んでいいです
- トリガーはIとIIで性能がかなり変わる
- 上記の対策で対応しましょう
- 確認や対空がものすごい難しいキャラ、使いこなせば間違いなく強い、職人さんキャラ

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	+4
Flex OS: cLK > cMP xx VS against VReversal: +?	+5

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights MK/HK vs bjump/bdash

Punish sweep

Ankle distance	Max distance	μwalk helps?
EX SPD	MK	?

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
If does not hold up	If does not hold up	whiff

Button affinity

Button	Answer
HP	MP whiffP (tight)
HK	bHK is a god button....
cMK	MK,h.HP

Punishes

Blocked	Punish
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Blowup frametraps

Sequence	Punish

cMP bMP: Lariat, VT

cLP cLP cMP: exSPD, Lariat, VT

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

VT1 Tatsus are projectiles!

Air EX-Tatsu > MP > Run is minus!

MP DP oki, dash dash > oki on backrise, punishable on quick rise

Run cancels -> delay hit

f.throw dash is-1

In VT tatsus are projectiles => no risk lariats or VT1

EX spd beats some of his corner ex fireball+1/+3 pressure

buffer ex air spd when you jump over his fireball at long range to grab ex tatsu

Air exTatsu MP run left/right is - on hit (guaranteed SPD??)

MPdp AA oki -> if you QR and he double dashes you win, (he has easy oki ok BR, like gief larait)

HK tatsu oki -> BR, be ready for the meaty overhead (can flex it~)

He has oki on all dps

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	21f
Flex OS: cLP > cMP xx VS against VReversal: +?	

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights MK vs bjump

Punish sweep

Ankle distance	Max distance	μwalk helps?
?? close-ish MK	Ø	no

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
If does not hold up	If does not hold up	hit

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

cMP MK	Lariat, VT1.1
LP cMP MP	Lariat, VT

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

light parabellum (4 hits) -4
 medium parabellum (5 hits) -6
 heavy parabellum (6 hits) -9
 VSkill -8
 MK HP target combo -9
 MK HP VS target combo -12
 standing kicks are -2
 crouching MK is +1
 HP is -4
 medium to medium (or light kick) are EX bearable

Stand at a range where you can HK tentatives of kolin fireballs and walk her down to the corner patiently

when she goes for potential command jump (kochi yo), neutral jump HB

EX fireball is -8, sometimes she use it in block string

Anti Exslide VR OS: cLP HP slight walkforward Heabutt:

- On block cLP HB
- On slide cLP HP (hits her in the recovery)
- On VR cLP delayHP (she s on the other side so no HB, hits on her recovery frames)

block her instant overhead and air spd

s.hk can whiff punish and cc her b.hk. s.lk>lariat can whiff punish b.hk but you have stand pretty close.

s.lk whiff punish her c.mk

Don't flex walk to her if she's prepared. You can delay flex punch to beat her counter (only against high level Kolin cuz they'll s.hp xx counter)

Her exHands air reset: -> stay on front -> meaty, whiffLK=crossup=>minus frames!

punish close ex parabellum (-4) with c.lp xx lariat.

Can get rid of VT ice with VR

ジコケン映像ソース

- <https://www.twitch.tv/videos/372787399>
- 00:03:40から

コーリンの強い技・通常技

- **4HK**
 - 置き技・牽制技。マジで強い。
 - 豪鬼は5MKで差し返す。足を狙う
 - ジャンプでかわしても、コーリンのEX当て身が間に合うのできつい
 - 垂直をこれで落とされることもある
- **5HP**
 - 置き技・牽制技。クラッシュカウンター技
 - 豪鬼は2MKを仕込むと一方的に勝てる
 - トリガー時じゃない時、クラッシュカウンターした後、前ステ投げをコーリンがして来る
 - これは繋がってないので、投げ抜けしよう。
 - 基本的にクラカンしたあとはキャンセル必殺技じゃないとコンボにならないの覚えておこう
 - ちなみにトリガー中は5HPをクラッシュカウンターするとゲームが終わります
 - なので、トリガー中は**5HP**を警戒する必要があります
 - 豪鬼なら**2MK**のような姿勢が低い下段技が基本的に相性がいい
 - これを軸に戦うと逆にダメージを奪える
- **2MK**
 - ガード後コーリン有利
 - 5LKなどを仕込んでくることが多い
 - トリガーを持っている時に、2MK発動が強いので多い

- ヒットするとコンボ食らうのでトリガー保持してる時はしゃがみガードを多めにしたい
- 5LK
 - 氷とか色々仕込んである技
 - 2MK→5LKの連携で、2MKガードして反撃しようとする5LK食らうことが多い
 - 5LK→EXパラの仕込みが強い
 - 5LKは豪鬼なら2MKのような下段攻撃に対して相性がいいので、下段ばかりだとこれにやられる
- Vスキル(インサイドスラッシュ)
 - 当て身兼打撃技。強かったがガードすると隙が多くなった。-8F。
 - 先端はキャラによっては無理。距離が遠いので確定反撃が難しい。
 - 垂直に合わせることもある
 - トリガー中は距離が伸びる
 - 先端合わせてくることが多い
- パラベラム(百裂拳みたいにシャカシャカ殴ってくるやつ)
 - パラベラム以下パラ。Lパラはガードして-4F。
 - 2MK→5LK→Lパラ連携が多い。これはガードしても距離あるので反撃なしと思っていい
 - ガードしててシャカシャカしてるから嫌な気分になる、反撃したい。けどできない。
 - これは、財布から10円盗まれたみたいなもの、盗まれたことがむかつくだけで、実際は10円しか減ってないようなものです。10円減っただけじゃどうでもいいですよね？※10円の価値は人による
 - EXパラが以前はガードして-4Fだったのが、今回-7Fになった！これは絶対返したい。
 - また、Mパラ・Hパラも-6F以上あるから確定で反撃できる。
 - またパラはカス当たりした場合、ボタン押し得。反撃できる場合がある 動画00:13:00
- ヘイルストーム(氷の塊を斜め上になげるやつ)
 - ガードしても垂直してもきつい
 - これを打たれる立ち回りはぬるい
 - なので基本遠距離で氷だされないように近距離に近づいていくのが立ち回り
 - 後、5LKキャンセルLヘイルストームもよくやってくる
 - 全キャラ共通で覚えた方がいいのは、EXヘイルは手の部分が当たると-8F
 - 5HP→EXヘイルはガードすると-8F。ただし氷が落ちてくるので、豪鬼は5MK→EX昇竜が安定
 - これまじぼったくりなので対処できるようにしておく
 - キャラクターによって確定反撃が変わるので、ちゃんと調べましょう
 - コマ投げキャラは基本コマ投げが正解だと思います
- アイシクルスタンプ(ジャンプして下に氷落としてくるやつ)
 - 画面端の起き上がりにはコーリン使いは斜め上入れっぱでアイシクルスタンプで逃げるの多い
 - 投げがすかった場合、追っかけ前ステップで着地を咎められるのでできるようにしておく
 - これがあるので、画面端の打撃重ねは有効
- フロストタッチ(当て身のやつ)
 - 上中下があってちゃんとしないと当て身にならない
 - ノーマルは3F、EXIは1Fから取れる
 - コーリン戦はこれがあるから、起き上がりに下段重ねるのがあり、2LKとか
 - トリガー後に走って5HPガードされるとEX当て身される連携まじあるので注意
 - 動画 00:19:30
 - 5LK→LパラガードさせてEX当て身もある。動画00:20:20
 - 当て身をとられると、後ろに投げられる。
 - なので、画面端に追い込んでいる時に当て身されると逆に画面端にいつてしまうので注意
 - 画面端で表裏ができる場合、めくりを選択すると、当て身されても中央に戻される

- なので、表裏で正面よりめくりの方が実はリスクが少ない
- 当て身はスカるとカウンターヒット扱いなので、クラカン技とか当てられると最高

【重要】トリガー中のコーリン対策

- トリガーII
 - コーリンはトリガーで大きく変わるキャラ
 - 5HPがクラッシュヒットすると、ごっそり355くらいゲージもってかれる
 - CAまで繋げられると500もってかれる
 - 豪鬼は一応2MKで対処できるが、噛み合わせで試合終わることも多い
 - なので、オススメはトリガー中ほどジャンプ攻撃する
 - 走るとゲージが減る。走り攻撃するとゲージが減る。それ以外は減らない。
 - 走ってる最中は特にカウンターヒット扱いではない
 - ガードしてる相手に対して、コーリンの崩し方は走ってLP→投げが非常に多い
 - 後ろ歩いてる相手に対して、コーリンの崩し方は走って2LKからコンボが非常に多い
 - ぴょんぴょんしまくるのはNG。垂直殺しはコーリンお手の物。Vスキルや4HK。

【さいごに】コーリンに対して有効な立ち回り

- コーリンは垂直狩りが豊富なので、あまり垂直跳びはオススメしない
- トリガーIIはどうでもいい
- 4HKという強力な牽制技があるが、めくり跳びの対空はコーリンは弱い
- 近めからめくり跳びを狙うと4HKも避けれて、コーリンの対処も難しいので有効
- トリガー中になるとキャラクターが変わると思ってください
- 慎重にボタンを押さないとちゃぶ台返しされます、今までのリードがなくなります
- コーリンの中段(あびせ蹴りみたいなやつ)はガードして-6Fです
- EV○JPで7Fの技を打って死んでったプロプレイヤーがいます、そこから流れが完全に変わりました
- そうならないように、みなさんは6Fを打ってください

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	21f
Flex OS: cLP > cMP xx VS against VReversal: +?	

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights MK vs bjump
- 2lights HK

Punish sweep

Ankle distance	Max distance	μwalk helps?
EX SPD	small μwalk LSPD, (HP VT1 is +6)	yes

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
hit	hit	hit

Button affinity

Button	Answer
cHK	HP whiffP

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish
cLK cLP cMP	exSPD, Lariat, VT
MP cMK	VT

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

very susceptible to VReversal CA

After EX elbow she gets everything (+18)

In VT she gets everything (+15)

In normal mode:

after command grab, backdash beats everything but CC

block beat CC

flex unreliable

(gap between fHP & EX grab is only 3f, hard to catch....)

she can normal throw you from light elbow only from very close, if you walk back after a neutral hit (from cMK or something) walk back will her normal throw whiff

Recipe Name – “Laura”

- The JikokenTV Archive

- <https://www.twitch.tv/videos/273491846>

- From 01:14:30

Laura's Strong Moves/Normals

- Thunder Clap (The chargeable electric wave)
 - How do you beat this? The answer is range. Be aware of your range.
 - From Far Range, move into Mid Range or throw a fireball
 - From Mid Range, be ready for the Thunder Clap and move in close when you think she will throw it
 - From Close Range, you can use Akuma's cr.MK or any move with a small hurtbox to punish the Thunder Clap on reaction
 - Don't worry if she doesn't do it from point blank range. If you block it from up close you are +5F.
 - During pressure, she will often do st.FP - > EX Clap
 - If you block the st.FP then interrupt with an invincible reversal, she will be hesitant to use it again
- Volt Charge (The dashing elbow move)
 - This is a move used for combos, and a strong move from Close + Mid Range
 - Even if you guard the Light Elbow, you're only +2F so there is no punish
 - On hit, Laura is +2F
 - Laura will attack with cr.LK - > cr.LP - > Light Elbow or Command Grab 50/50!
 - If she starts her combo with cr.LK then you can be stuck in this loop forever
 - The Medium and EX Elbow are quite minus, so make sure you punish them on block
 - Each character has a different optimal punish! Search for them yourselves!
- You can tell the difference between the L and M Version by looking at the height of her elbow!
 - If you think (Isn't her elbow kind of high!?) then it's the M Version
 - Check the different heights of her elbow and be able to tell them apart!
 - After a Light attack, she will cancel into L or EX Elbow
 - After a Medium or Heavy attack, she will often cancel into M Elbow
 - *After cr.MK, only the L Elbow will connect
- cr.MP
 - In Akuma's case, beat this move with cr.MK
 - If she just throws it out pre - emptively or in close range, just beat it with cr.MK
- cr.HP
 - In Akuma's case, whiff punish with walking st.MK
- st.HK
 - In Akuma's case, whiff punish with st.MK
 - As long as you don't make a mistake judging the distance, this is a very effective counter
- st.LK
 - In Akuma's case, beat it with st.MK
 - Your cr.MK is also very strong against this
 - If she has 1 bar, then EX Volt Charge will combo regardless of the distance
 - Be careful when your opponent has meter
- cr.MK
 - In Akuma's case, beat it with st.LK. It's low reward, but shutting down your opponent's options is important.
 - It's a move with a low hurtbox, so use a move that has a low reaching hitbox
 - In other words, you can't beat this move with a move that doesn't reach low to the ground!

(Important) Dealing With Her Okizeme Command Grab (Video Archive: 01:30:20~)

- Sunset Wheel (Command Grab)
 - After the Command Grab, make sure you tech. If she dashes in, you are +4F
 - If you press a move that's 4F or less, you will punish her if she forward dashes

- For Akuma, I recommend a combo like st.LP -> st.LP into whatever
- Even though Laura is -4F, if she dashes in after a Command Grab and you let her do another Command Grab, you are making a big mistake
 - However, she can also not dash and instead do st.HK; this will Crush Counter you if you pressed st.LP!
 - Therefore, after a Command Grab, you can press st.LP after reacting to the forward dash or use Fuzzy st.LP
 - However, there's also an answer to this; a Fuzzy st.LP will lose to EX Command Grab
 - By the way, after an EX Command Grab, if Laura dashes in you are only +2F
 - If you Fuzzy Jump at the timing of Command Grab, st.HK, and EX Command Grab...
 - ...you can avoid both the Command Grab and EX Command Grab
- Conclusion: Use Fuzzy Mash and Fuzzy Jump with the timing of the st.HK in mind
 - Generally, there is less risk to using Fuzzy Jump
 - Fuzzy Mash will give you a counter hit on Laura's dash Command Grab; use it when you are aiming for a big reward
- But I guess it's better just to always do Fuzzy Jump?
- Be aware that Laura can also do delay st.FP to beat your Fuzzy Jump
- Volt Charge -> Throw Follow - up
 - After eating the follow - up, you are -1F if Laura dashes in
 - Therefore, there is a 50/50 on whether Laura does st.LP -> st.LP or Command Throw
 - Even if you eat the command throw, use the steps above to avoid the following situation
 - I guess generally it's better just to take the command throw?

(Important) Dealing With Her V - Trigger Pressure (Video Archive 01:46:20~)

- V Trigger cr.MP -> EX Thunder Clap -> forward V - Skill -> Command Grab
- Even if you block, you are -4F after this sequence so the Command Grab will stuff anything you do
- It's important to V - Reversal the initial cr.MP
- There's a lot of other stuff she can do, but Fuudo doesn't have a good answer so this is all you get. Thanks for subscribing! Please keep it up! (lol)

(Closing) Useful Strategy Against Laura

- Projectiles are good. EX Command Grab can go through them, but they are still very effective
- After eating a Command Grab, using Fuzzy Jump is very effective
- Laura's forward j.MK is strong. Make sure you anti - air players who use this often
- It's not bad to just eat the throw after blocking an elbow
- Mashing fast attacks while you are getting hit is a good way to beat Command Grab reset attempts
- This is especially useful if you eat something while trying whiff punish in mid range!
- It's OK to eat command grabs. That's why, if you do read a grab attempt, neutral jump and go for a full punish!

Point blank fireball no charge (-5)

M.spd-dash-air L.spd can catch her backdash

Keep full CA to punish her light bolt charges (-2).

3f and 3f armor, keep strings tight

Her MP has close range so can avoid it with lariat in some situations

Thunder Clap no charge (-5) charged (0) full charge (plus). Nocharge version on hit is +-0

If she's out of range of spd or hk, you can backdash and buffer spd. If she dash forward, you spd her.

[Punish with V-Trigger. hit through it with stHK/lariat. headbutt>CA. or SPD / RBG right through. \(video\)](#)

When VT is active 90% of time she's gonna do HP>ex fireball pressure. Reversal lariat beats it. You can't react to the fireball then press lariat, it has to be reversal.

Her frametrapp is not tight as long as she's not mashing jab. EX RBG beats them clean

Her throw os HP Bolt beats neutral jump but not back jump

Post command throw OKI [+13]

Block for up to 4 frames & walk away, backdash, or jumpaway. After dash she's -4. If you see a dash followup, 90% of time she's gonna do a yolo command grab. Punish with jab / CA. H.SPD or neutral jump can punish command grab. Delayed ex spd should be good too

EX command throw/any command throw in VT [+15]

Still best to block a few frames then jump or backdash. Block +1 elbow then jump back throw OS

Mp bolt switch side: she has everything

MP bold same side: she cannot tick throw (range) that s it

Forward Throw and HP Bolt OKI [+17]

After dash she s 0. Can reversal exRBG to beat jab

Back Throw OKI [+16]

Delayed ex spd should beat ex command throw and block meaty f.hp

Fireball HP bolt left-right setup, lariat on reaction

exFB juggle reset no VT, all front except MK (really??? Check idom tapes)

exFB juggle reset VT, all back except MK that will always stay in front

exFB sweep exFB, left/right, beat it with lariat

cMP cMP fireball loop -> stand makes the second cMP whiff

Laura corner exFB mixup, frontVS stays in front, back->front VS crossups

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	24f
Flex OS: cLP > cMP xx VS against VReversal: +?	

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights MK vs bjump
- 2lights HK
- 1mid 1light HK
- Test cLP/cLK HB

Punish sweep

Ankle distance	Max distance	μwalk helps?
HP	Ø	no

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
hit	hit	hit

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Read her s.hp and jump in.

s.hk has fair chance to beat her s.mp

She loses all her vt orbs if she tech a throw.

ジコケン映像ソース

- <https://www.twitch.tv/videos/425535704>
- 00:48:00から

メナトの強い技・通常技

- 2LP
 - 置き技・牽制技。
 - かなり悪
 - パンクも怒ってそう
 - 適当に振られるだけで制圧されてしまう
 - リーチが長く判定も強いしなんと発生も4Fで早い

- ただ手の部分が4で伸びてくる水晶の発生は遅いので間合いによって相性の良い技を変える
- さらにゲージがあるとCAへコンボもつながる
- #ジコケンでTwitterで検索して@TheFuudoに動画あげてるので距離感見てね
- **5MP**
 - 置き技・牽制技。
 - ガード時の硬直が減ったので、強化された。かなり強い技です。
 - いぶきは以前は5MPガード後EX雷打が入っていたが今はもう入らない
 - ミカは以前EXピーチが入っていたのに今はもう入らない(正確に言うと入りにくくなった)
 - 玉に判定はないが、玉を押し出す手には判定があるのでそこを殴る
 - 玉をすかしてから殴るがまあむずい
 - ※メナトは発生と持続もカウンターヒット扱いになる特殊キャラ
 - 思ったよりも殴れるよって感じで良いです、当たっても単発で終わります
- **5HP**
 - 置き技・牽制技。
 - 遠目で置いてくる、めっちゃ強い
 - 5MPは強くなったが、5HPは弱くなった。硬直が長くなった(硬直を16F⇒19Fに変更しました)
 - ダメージも減った。(ダメージを90⇒80に変更しました)
 - スカした後長い技だったら確定するようになった
 - 飛びも確定するようになった
 - 飛び道具のようなものという認識でいると良い
- **2HP**
 - 優秀な対空
 - でも弱くなった
 - 普通す
- **ジャンプHK**
 - 横方向に伸びる玉蹴り
 - 超強い
 - 玉持っているとその分リーチが伸びてさらに強い
 - 垂直でHKをしてくる人は無視しよう
 - ステップして真下で対空するか、空対空で引っ掛けるかで行こう
- **ジャンプHP**
 - 斜め下に伸びる玉殴り
 - 超強い。全キャラ屈指の強さ
 - 玉持っているとその分リーチが伸びてさらに強い
 - 通常技対空の相手は悶絶する
 - 頑張っって早くボタン押そう
- **カーメンキック**
 - 軌道変化のドリルキック。
 - こういうのは全般的にファジー打撃が有効。01:15:00～ 参照
 - あと前後に動いてると良い
- **ソウルスフィア**
 - 玉を設置する技。メナトの生命線。
 - 玉を置かれたら意識することは、メナトと玉をできるだけ離すこと
 - 玉は戻って来るまでに距離に応じて時間がかかるので、択をミスっても助かる
 - 近いと逆にコンボも食らってしまう

- ちょい近いは気をつけたい
- ほんとにはビビリながらメナトは玉を打ってる
- 玉は引き戻す時(ソウルスフィア・アंक)に隙がある、殴れる(見てからは無理)
- 引き戻すと時のメナトの動きには判定はない、玉にはある
- その時メナト殴ると、玉の攻撃判定が消失する
- 玉とメナトに均等に挟まれているのがやばいので、とにかくメナトに寄る
- 近くで玉の発射時をガードするとLが-8F、Mが-11F、Hが-4Fとなる
- なのでメナト側がよくやる連携2LK→L玉は超ぼったくり。咎める。
- 2LK→L玉→玉戻す→2LK...はまじぼったくり。咎める。
- これ食らってると相手は笑いが止まらなくなってる
- 画面端・端で玉置かれてるのはなんもない。
- というよりこんな距離になんでした？
- メナトは近づかないと勝てない
- 水晶とばして、戻した後はメナト側あんま打つ技ないから投げが多い
- これは抜ける

【重要】トリガー中のメナト対策

- トリガーI
 - CA持ってる時はCAぱなし→トリガーを飛ばすとノーリスクでCAが打てる
 - なのでゲージマックスの時は重ねるの危ない
 - メナトが起き上がりや硬直中はピットが飛ばないので重ねるの安定
 - 重ねがピットが飛んでるということは重なってない
 - バクステピットという選択肢が強い
 - 起き攻めで投げを重ねるとバクステされて逃げられてさらにピットが当たる
 - 基本バクステ多いのでクラカン技を起き攻めに重ねるとクラカンしやすい
 - 固められてる時に困ったら前ジャンプすると不思議と助かるので覚えておこう

【さいごに】メナトに対して有効な立ち回り

- 無敵技がないので画面端に追い込んだりすると結構倒せる
- メナトは発生と持続もカウンターヒット扱いになる特殊キャラ
- なので、カウンターヒットを取りやすい 動画00:51:00 チェック
- 発生がだんだんとあるってイメージ
- メナトは距離によって連携を変えないといけない 動画00:54:00 チェック
- メナトは玉を持っているかいないかで技性能がまるで変わる
- 通常技をガードした時のフレームが全く変わる
- 玉を持っていない素手の時はガードして確定反撃取れるものはほぼない
- 5MPがガードされて-8Fだったのが+2Fになるくらい性能が変わる
- 中段の立ち方。技の認識をしないで中段を立つ。相手が動いたら後ろレバー。動画01:10:00 チェック
- ただ、踏み込み2MKに負ける。ゲームはそこから
- 地上がめっちゃくちゃ強くてコンボ火力も結構ある元々は最強キャラ候補の一角でした
- が、度重なる修正でトップティアからは陥落か...！！？
- いいキャラだと思います

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	+9

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights MK vs bjump
- 2lights HK
- Test cLP/cLK HB

Punish sweep

Ankle distance	Max distance	μwalk helps?
HSPD	HSPD	...naaah

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
If does not hold up	If does not hold up	hit

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish
fHP at any time	Lariat
cLK cLP MP	exSPD

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Fuudo's 30 Minute Cooking #5

Recipe Name - "Mika"

Jikoken Video Source

- <https://www.twitch.tv/videos/246859132>
- 00:46:00 Start

Mika's Strong Moves/Normals

Charge HK (Drop Kick)

- A very powerful move for approaching, sealing your opponent's movements, and crush countering. If you block it then Mika is +2F.
- After blocking, her stLK or Command Grab is a very strong 50/50.
- Akuma can punish her Drop Kick on reaction with V - Skill.
- Even if the Drop Kick whiffs, you can still punish with the V - Skill P followup.

- If you successfully land the parry, you can do a combo off crMP starter.
- You should set a V - Skill macro to make things easier.
- If you see the Drop Kick, you can get a big return with a Crush Counter move. Try it out in Training Mode!
- But, she can fake you out by doing the short Drop Kick instead.
- By mixing in Neutral Jumps, you can also punish the Drop Kick with a big damage jump starter.
- You can also interrupt it with a fast move.
- Go to Training Mode and set the dummy to just perform Drop Kick, and test out your different options!

Dive Bomb (Forward Jump Down MP)

- A move used to make Shoryu's whiff. Range is very important.
- IMPORTANT – Review the video around the 00:51:00 mark.
- Play at a range just outside of where your normal will get hit
- Character's that use normals to anti - air will be forced into a guessing game against this move
- Air - to - air will always beat this move...but then you will too focused on looking for it and will get opened up by other moves.
- If you block it there's a lot of recovery so make sure you punish it with a Medium attack starter

stMK (Sobat)

- A move for approaching/sealing your opponent's movements. If you don't have an answer to this move then Mika will never stop pressing this button.
- IMPORTANT – Check 01:37:00 in the video to see Guard+Knee tech.
- She goes airborne when using this move, so it's very strong against lows.
- Therefore, be aware that using lows it not good against this.
- If you block it, Mika is - 3F. If you are point blank, you can punish with a 3F move.

stMP (Chop)

- Mika's lifeblood.
- To deal with this, be aware that Mika is - 2F on block so mash buttons
- Even when she goes for the Front/Back stMP mixup, she is - 2F on block so mash if you block correctly.
- Example: In Corner > fFP > crMP > if she stands still and presses stMP she will be in front, but if she walks and presses stMP she will cross under and hit behind.
- Both of these options are - 2F, so make sure you press a button if you block!

fHP (Lady Mika Upper)

- If you block it, Mika is +3F.
- If you block it, you are stuck in a stMP or EX Command Grab 50/50 mixup.
- Some characters are lucky and can backdash to escape both options.
- Unlucky characters will get hit by the stMP if they try to backdash.
- Go to Training Mode and figure out if your character can escape or not.

K Command Grab (Brimstone)

- I will explain the situation after the Command Grab

- After the L,M,H Command Grabs, if you tech, Mika will be +2F after a Forward Dash. From this +2F situation, if you backdash then her stMP will hit you out of the air and her Command Grab will whiff.
- Therefore, backdashing is a good option in this situation.
- Mika can counter this by jumping forward instead of forward dashing, and punishing your backdash with a jump attack.
- Mashing a 3F or 4F move is also effective.
- It's impossible to react to a tech with Command Grab, so if you decide to mash and get thrown by a Command Grab, that means your opponent is not paying attention to you techs. Therefore, you can choose to delay tech and punish your opponent for trying to guess on Command Grabs.
- However, if you choose not to tech then a good Mika can meaty you with powerful moves like fFP, so it's generally better to tech.
- After EX Command Grab, you cannot tech. Mika is +3F after forward dash.
- It becomes a pure 50/50 between stMP or Command Grab.
- If she wants to play guessing games, then EX K Command Grab is very strong.
- She can get up to 3 50/50's by using EX K Command.
- In the corner, her regular K Command Grab is better than the EX Version because she can get meaty fFP.

Shooting Peach (Flying Butt Drop)

- Generally, you get a guaranteed punish if you block L,M,H versions.
- However, if you get hit deep by the move, there are some instances where you can't punish.
- It depends on the character, range, and whether you are standing or crouching.
- EX Peach is - 15F, so make sure you punish with a big combo.
- After getting hit by EX Peach midscreen, a back tech + back walk will generally avoid any followups.
- However, Mika can anticipate this and chase after you to punish. To beat this, neutral tech and mash buttons.
- If you neutral tech, Mika is only +1F, so if you mash a 3F button you can escape her stMP/Command Throw 50/50.
- If you get carried to the corner by this move, you're in a rough spot.

##IMPORTANT - Dealing With Mika V Trigger

V Trigger 1

- Confirm the variations. There are 6 different types.
- Nadesico can come from above you, behind Mika, or in front of Mika.
- Furthermore, she can come out quickly (short) or delayed (long).
- There are so many variations and so many interactions, it's too hard to explain everything. It's a difficult V - Trigger to deal with.

V Trigger 2

- Confirm the variations. There are 2 types. And she can use it twice.
- Short version has Nadesico come out and throw the chair.
- Long version has Nadesico come and hit the opponent before throwing the chair.
- Different from VT1, the Long version directly powers up the move.
- Usually Mika will perform the Long version.
- Actually the 2nd activation is weak.
- If she cancels into it, Mika is - 30F and incredibly open.
- Furthermore, there is no guarantee it comes out. If Mika gets hit while calling Nadesico, she won't appear.

- Therefore, if you stay close and fight she won't be able to use the 2nd activation of VT2.
- If you retreat then you are letting her summon Nadesico. Getting sandwiched between Mika and Nadesico is a really bad situation.
- Try and time Nadesico's appearance and jump over her if possible.

Closing – Important Techniques Against Mika

- Walking crMK - > Tatsu with Akuma is very strong. It's hard for Mika to deal with this normal.
- Doing crMK - > Fireball is also good. But be careful since EX Peach can punish if you're too close.
- Be careful of using stHP since she can punish this with EX Peach.
- Akuma's crMP - > crMP - > stMP - > crVSkill - > P followup can only be punished by EX Peach.
- This is really effective since it deals White Life and you gain V Gauge.
- Little Trick - 00:58:00 You can punish Mika with Raging Demon during Super Flash
- Mika doesn't have a true reversal except for CA, so this trick is actually pretty effective.
- React to the situation after K Command Grab by following the notes above.
- If you get brought to the corner, any hit leads into a scary Oki situation.
- Therefore, don't be scared in Neutral and walk forward. It's easy to deal with her oki if you get hit midscreen.
- If you keep backing up, then just one hit and you'll be trapped in the corner.
- Mika doesn't have a reversal, so don't be afraid and go for your powerful Oki options.

lk>mp to is -5. She likes to use it after drop kick on block

Get your punish on point. f.MP (-8), slide (-12), Dive bomb, c.HP(-6) are the most common unsafe approaches (even at the tip slide is -5, always safe to HEAVY spd)

Dive bomb: hspd punish works, when hit backroll

if you get hit by it, always backroll. She has to dash twice to grab you but she's -2 to -6 (depends on how high she hits you). She can still meaty hit by dash once and HK but it's an easy block.

c.HP beats it clean. If she whiffs it, you have enough time to do spd punish. You can also try s.lp AA then hold back. If she does the drop you'll block it then spd punish.

Mic drop: Walk up spd. When she drops the mic she extends her grabbox, that's when you spd. Just walk forward until she starts to drop the mic, then you jump in with hk. If you jump in too early your attack gets absorbed.

Don't c.lp after far c.mk ob, she can whiff punish eZ

Vreversal dash is -

s.lk>s.lp>s.lk - exSpd after 2nd hit

Peach +23/+28, on QR dash meaty MK, beat it with wake up VT1 (?test online)

If she is not point blank BR delayed exSPD beats throw and meaty!??? What does it mean??? test

Flex spd, beats VT wingless airplane setup

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights MK vs bjump

Punish sweep

Ankle distance	Max distance	μwalk helps?
∅	∅	yeaaah....

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
hit	hit	whiff

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

cHP cMP	exSPD, Lariat
bMK bMK	VT, Lariat??

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Blow up 2 medium blockstring into sweeps by lariatng the sweep
 Dont contest - frames blockstrings with heavies, sweep is fast and go far
 VSing a sweep is better than blocking it
 Don't VS close range fireballs... losing + frames
 Jump MK for the best return on jumps (jumps seem necessary)
 Start of round knee blowups start of round swipe (light swipe?)
 Opportunities to sweep back walkers
 Nash does not have big combos so can take risks on stuff like sweep or blowup lariats
 Showup tundra

Reaction flex mk swipe is only +2

You can jump out of his raw CA
 All booms are -, ex boom is +2

ex scythe is throw invincible AND upperbody invincible

Mashing lariat beats raw CA at any range

LK MK target combo is -2, LK bMK link is +2, very hard to make the difference
In the corner remember Hboom is -2 on block

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights MK vs bjump
- 2lights HK (no VT)

Punish sweep

Ankle distance (plant of foot)	Max distance (outside of foot)	μwalk helps?
EX SPD	MK?, small μwalk LSPD	yes

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
hit	hit	hit
(VT) if does not hold up	(VT) if does not hold up	(VT) if does not hold up

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

lk/mk/hk

stomps: -4/-2/0

vt stomps: -3/-1/2

MK +2

HP -2, cHP -4

any mix of mediums is not bear proof

HK is -4

When opponent seismo, option select a button or walk forward with block. (fuzzy button/block)

Checkout stomp flex/punish/whiff

cMK lstomp whiff a lot so option select punish

cMK MKstomp 5f gap

cMP MPstomp combi in VT, there is a 3f gap (2f then active), can bear grab

Necalli seismo only -1 on block

When he has VT cannot flex, (VT cancel command grab)

He'll use c.mp to keep you out, c.lk, c.mp, headbutt are good against it

Knee cannot avoid his sweep

Backdashing on one of Necalli's mediums, if he follows up with any of the stomps you can get a punish.

Stand up when he does 5mk>5mk>2mk>stomp string. The stomp will whiff and you can punish

Stomps, -4/-2/-0 VThkStomp +2

ジコケン映像ソース

- <https://www.twitch.tv/videos/300820523>
- 00:29:30から

ネカリの強い技・通常技

- **5HK**(バーンって横に蹴るやつ)
 - 強力な置き技・牽制技。クラッシュカウンター。ガードしても-4F。距離あり確定反撃むずい
 - なので差し返す。豪鬼なら歩き膝。
 - 波動→波動の場合、間に5HK置かれるとクラッシュカウンター食らう
 - なので、近距離で波動を打った後は、5HKがくることを意識できるので差し替えしやすい。
- **Vスキル / 力の集約**(距離変えて地震を出すやつ)
 - 地震をガードするとネカリ側にVゲージが溜まるのでネカリ戦の急所
 - 【重要】動画 00:34:00 ガードするタイミングで前レバー入れて歩く
 - 地震が当たってればガードになり、当たらなければ歩いてコンボ決める
 - 距離に応じて前レバーの代わりに豪鬼ならEX波動も確定するので使う
 - この対策をしないと、ネカリが体力が多い状態でトリガーを発動してしまうのでダメ
- **2MK→L**勇猛なる決起(踏んづけてくるやつ)
 - 強力だけでもスカル場合がある。以下決起。
 - 【重要】2MKガード後、距離が遠いとスカル場合がある。
 - スカったら発生早いコンボに繋げられる技、豪鬼なら膝などで差し返そう！
 - 密着or近距離は決起発生まで、つまり2MKが-4Fなので、小パンも確定する
 - ネカリは決起→**CA**があるのでこの連携をさせにくくするのが重要
- **2MK→M**決起
 - 強力だけでもぼったくり連携。2MKヒットでM決起は繋がらない！けど打って来る
 - L決起が届かない距離で攻めを継続するため、実は気づかずガードしてしまっている
 - 【重要】2MKガード後、M決起の発生までに5F空いているので発生5F以下なら勝てる
 - 小パンはもちろん、豪鬼なら膝も入る。

【重要】トリガー中のネカリ対策

- トリガー中 **2MP→M**決起
 - ノーマル中は2MP→M決起はつながらないが、トリガー中はつながるようになる
 - さきほどと同様に、これもスカル時があるので、ガードして膝を出すようにする
 - 2MPガード後の決起発生までは3F。なので小パンで相打ち取れる

- ネカリの体力が0に近いときは小パンこすって倒せる
- **4F**の技しかないキャラでも**2F**アーマーで割り込める
- **CA**が溜まっていると、**2MP**→**M**決起まで打って来ることが多い、それが普通なので
- 読み合いのための知識として持っておく

【さいごに】ネカリに対して有効な立ち回り

- 【重要】動画 00:45:00 動画で距離を参照。近距離波動拳が有効。
- ノーマル時も、特にトリガー中もこの距離はネカリは5HKか飛ぶかになってくる
- ネカリはトリガー中は下がらない方がいい
- ネカリは前ステップ→投げが非常に有利。
- なので、こちらの前ステップ→投げも届く距離で同じ選択を突きつけられる距離にいること
- 【重要】動画 00:49:00 このくらいの近距離を保つ
- トリガー前とトリガー発動後は全くの別キャラになる。超強化され、トリガーがなくなる。
- なのでネカリの体力が少ない状態でトリガーを発動させたり、スタンを絡めて発動させない
- 永続トリガーは強そうに見えてマイナスポイントもある
 - **V**リバーサルを打てないので、**CA**削りが狙いやすい
 - 例: 決起を**V**リバーサルで確定をとって、白ゲージを溜めて、**CA**で削るプラン
- ネカリの逆転パターンは発動後の**CA**
- なので、**CA**ゲージがマックスの時は、通常技キャンセル決起を死ぬほど打ってきます
 - トリガー中**CA**食らうと画面端+起き攻めが確定します。強い。
- 上記の決起対策でちゃんと対応しましょう。

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights MK vs bjump
- 2lights HK

Punish sweep

Ankle distance	Max distance	μwalk helps?
μwalk LSPD	nothing	yes

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
whiff	whiff	whiff

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Mixer is -2/-5/-11

Run mixer is -2/-4/-10

cLK is 0 on block

chP is -12

HPmixer AA dash, +?/? Looks like a good place to abare, maybe rashid tries to HK shimmy too much

##Rashid's Strong Moves/Normals

Wall Jump

- Rashid has a lot of moves to escape when carried to corner, this is one of the strong options.
- IMPORTANT 01:13:00 Watch for the range Akuma stands to punish this with bHP.
- Punishing with regular moves is good because there is no big risk if they whiff
- Your first priority is making sure he doesn't escape the corner; be ready to air - to - air his escapes
- Hey Devs, are you reading this!? This move is still very strong!

crHP

- Neutral tool. It got nerfed a little bit but is still quite strong.
- If you can whiff punish this then the neutral game will change a lot.
- Before you had to perform a walking stMK to punish, but now you can just stay in place and whiff punish with stMK.
- It's only - 2F on block so there is no punish.
- It's easier than it seems to whiff punish.
- It's a 2part move, so the method to whiff punish is to press a button the moment you see the 1st part come out.

Whirlwind Shoot (projectile)

- He will mix up the L and M versions. If you are in range, then jumping over these will give you a punish.
- If you are far and try jumping, you will eat the projectile and then a followup attack.
- Therefore, you generally want to stay on the ground from far range until you can get close and then start jumping.
- He will use the EX and H versions in blockstrings.
- These are especially strong when you are in the corner.
- It's difficult, but you should learn the following answers to this pressure.
- One of the big answers is jumping forward when you see the Whirlwind and escaping the corner.

fMP (2 hitting spinning slap) - > EX Whirlwind

- You can interrupt with stLP
- If he cancels after the 1st hit, then the stLP will interrupt; if he doesn't then nothing will come out.
- For some reason Akuma can also use stMK to interrupt.
- EX DP is also guaranteed.

crHP (blocked) - > EX Whirlwind

- This blockstring is very common.
- You can interrupt with a 3F or 4F move; 5F moves will trade.
- Therefore you should just use a fast move to interrupt.
- If you don't stop this string, then he will just run it for all eternity. You have to be ready to stop this.
- It's a 2 hitting move, so you should press a button and it will only come out if he cancels the 1st hit.
- IMPORTANT 01:17:00 in the video watch how the timing for Akuma pressing stLP after his whiff punish with stMK.
- If you are looking for damage, then Akuma can also punish with V Skill - > K.
- You can interrupt with EX DP of course, but since you can use normal it's better to use them instead.

stMP (blocked) - > EX Whirlwind

- Press stLP to interrupt this.
- However, this will lose to a stMP - > stMP blockstring.
- Rashid is +3F after this, so he will counter hit you if he goes to whiff punish.

crMK (blocked) > L or H Whirlwind

- You can forward jump to punish with the correct timing. Learnt to fuzzy forward jump it.
- IMPORTANT Check the timing at 01:23:00 ; you want to jump forward at the same time the L Whirlwind would hit you.
- If he did an H Whirlwind then you will jump over it and punish.
- This is very effective when in the corner.

IMPORTANT Dealing With Rashid In VTrigger

Trigger 1

- This is a very strong VT that Rashid will use from mid range when you are in the corner.
- The reason why he uses it from mid range is that if he is hit before the tornado comes out then he will lose his V -

Gauge for nothing.

- Once he has full V - Gauge, don't create distance but rather approach Rashid and attempt to stop it.
- Even after the flash, some characters can still interrupt it with certain moves or projectiles.
- If you are mid screen, then it's not very scary. Just hold back and guard it.
- You can neutralize it with Red Fireball.
- EX Air Fireball also will do it.
- IMPORTANT At 01:29:00 watch how he crouch blocks the wall jump mixup
- Generally you always want to crouch block the mixup. If you stand block there are some cases where you will get hit by an unblockable.

Trigger 2

- They often activate after a stHK.
- stHK is good for beating throws and lows.
- He projectile is very strong in VT. It looks like a wave as it approaches you.
- He mainly uses projectile - > V Skill (roll) to get in.
- Depending on the distance the frames change.
- From close range he is minus, so press a button to interrupt him.
- From far range Rashid is plus. However, you can throw him while he's rolling.
- Example 01:32:00 *there's no sound because the camera battery died*
- It's better to approach him then create distance.

CLOSING Important Strategies Against Rashid

- They often perform a lot of unsafe Whirlwinds. Make sure you read the notes above and know the proper answers.
- stMK is - 4, and stHP is - 3; make sure you punish these or at least trade.
- IMPORANT 01:34:00 When Rashid has V - Trigger he will meaty with stHK
- Early Neutral Jump is effective against his.
- Akuma can do stMK - > V Skill K - > Tatsu to swap sides.
- Make sure you make Rashid feel pressure when he uses crHP.
- He's a very character that has many options that are hard to punish, but it IS possible so make sure you practice and know your options
- He's fun to play as and against. I recommend this character!

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	21f
Flex OS: cLP > cMP xx VS against VReversal: +?	+9

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

2I MK vs bjump

2I HK

Punish sweep

Ankle distance	Max distance	μwalk helps?
Lspd	Lspd	?

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
hit	hit	hit

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish
MP cLP	Lariat
MP cLK	Lariat, exSPD
MP MP	Lariat

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Ex dp is -13/18, fast wake up => no oki

No throw oki too

ジコケン映像ソース

- <https://www.twitch.tv/videos/368923805>
- 00:14:00から

リュウの強い技・通常技

- 5LK
 - 発生が4F、リーチが長くて確定反撃や牽制技として優秀
 - 火力があるわけではない、放置
- 2MP

- 主力の置き技・牽制技。
- 安定した強さ、豪鬼は2LKとかで勝ちやすい
- **2MK**
 - これも主力の置き技・牽制技。
 - ヒット確認→L上段足刀蹴りをしてくる
 - 差し返しは豪鬼は歩き膝が勝ちやすい
- **6HP**
 - いわゆる大ゴス。多分音から「ゴスゴス」って鳴るから大ゴス
 - ガードすると-2Fなので、投げと5F技の2択を仕掛けよう
- **5HK**
 - 起き攻めで重ねてくる、投げと2択ぼくなる
 - 【重要】しゃがみながら後ろを経由して、投げ抜けをしよう
 - コマンド言うと1→4→投げ
 - グラップはしゃがみながらするのが基本
 - ただし、このやり方で抜けると5HKをガードできます
 - 動画00:18:40 参照
- 波動拳
 - リュウの代名詞
 - 波動拳とステップで攪乱してくる

【重要】トリガーI中のリュウ対策

- トリガーI
 - 波動拳が強化される、ヒットするとダウンになる
 - **5HP**キャンセル波動拳が使えるようになる
 - 最大タメでガードクラッシュする
 - ただし、ガードクラッシュしても補正がすごいのであるので基本安い
 - **CA**のダメージが上がって、**CA**にスタン値も追加される、**CA**ピヨりもある
 - ちょいタメバージョンはなんとトリガーゲージ減ってない
 - 【重要】動画00:39:30 豪鬼はガード不能のちょっと前のタイミングで当身する
 - 対策としては、波動が強化されるが、波動を使うとゲージが減るので弱い
 - 波動食らうとダウンするし、弾速が速いので基本ガードで終わらせてしまえばOK
- トリガーII
 - 当て身
 - **5HP**キャンセル波動拳が使えるようになる
 - Iと違って、波動拳でゲージ消費がないので、**5HP**波動拳を多用できるのが強み
 - 当て身はぶっぱなしの技、昇竜拳のようにぶっ放してくる
 - 体感対空で使う人が多いので、一応トリガー中は意識したほうがいい
 - 特に**CA**があるとそのまま**CA**まで使われて大ダメージにつながるので意識してください
 - 多分弱い

【さいごに】リュウに対して有効な立ち回り

- リュウって多分、特徴がないのが特徴
- 対策しにくいのが長所

- リュウの一番強い技は波動拳と前ダッシュの速さ
- 効率よく動くのに下がりながら波動を打つ
- ある程度下がった後に前ステップから後ろ投げをするのがリュウの勝ちパターン
- 追い込んだ時に、後ろ投げを食らわないようにするのが大切
- 波動拳は強いけど対策は跳んだりしてそんなに難しくなく、実はそこまで影響力はない
- 波動を嫌ってステップ後ろ投げや、大ゴスを食らったりするのが負けパターン
- 個人的な話をしますが、リュウは一番有名な格闘ゲームのキャラクターだと思います
- 大会でリュウが動いていたら、「お！ストリートファイターの大会やってるじゃん！」と初めて動画を見た人が思うと思います
- それは人口増加につながる大切な営業行為だとみなさん思っていると思います
- だから、リュウはもっと強くあるべきだと思います
- 小野さん、レシピあげるんで見てください

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	24f
Flex OS: cLP > cMP xx VS against VReversal: +?	

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights MK/HK vs bjump/bdash
- Test cLP/cLK HB

Punish sweep

Ankle distance	Max distance	μwalk helps?
LK Lariat? HP, sweep	LK Lariat? MP	no

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
whiff	whiff	whiff

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Lots of headbutts! Lots of lariats!

ジコケン映像ソース

- <https://www.twitch.tv/videos/425535704>
- 00:20:00から

サガットの強い技・通常技

- **5LP**
 - サガットの最速発生技で4F
 - リーチが全キャラ中一番長い4Fかも雰囲気
 - サガット側の確定反撃として優秀
 - ミカはためなしドロップキックに確定する
- **5MK**
 - 横方向に判定の強い置き技
 - ただし発生が遅い11F(ちなみにかりんの5MKは8F)

- また、足元に判定がないという認識が必要
- 「わたし下段喰らいませんっていうコンセプト」
- 5MKが多い人は横に同じく強い技をぶつける、いぶきはVスキル
- また射程内から一度射程外に下がって5HPなどをぶつけるの有効 00:31:00～参照
- サガットの強い距離から出る
- 足を外から殴る意識
- また発生が遅いので踏み込んで仕掛けるのも、クラカン打ったりするのも有効
- **2MK**
 - 横方向に判定の強い置き技
 - ただし発生が遅い9F(ちなみにかりんの2MKは6F)
 - 低い姿勢でこちらの5MPなど全然勝てない
 - 「わたし腰の上くらいを殴られませんマンっていうコンセプト」
 - 下に判定の強い技をぶつける、いぶきは5LK
- **2HK**
 - 横方向に判定の強い置き技
 - 低い姿勢でめちゃくちゃ判定長い
- **タイガーショット**
 - 上弾の方が隙が少なく回転率が高い
 - 上弾は下弾のサポート、弾抜けをさせずらくする
 - 弾ガードのタイミングで2HKで上の時だけ当てることができる知識 00:36:20
 - 起き攻めで上弾を重ねてくる相手に対してはリバサで2LPのようなしゃがみ攻撃を出すと避けれる
 - 出さないとガードになって、サガット有利な起き攻めやVスキルで溜められてしまう
 - スキル「アングリーチャージ」状態だとEXタイガーショット→移動ノーマルアパカが1ゲージでできる
 - 2ゲージコンボもちろん可能
- **グランドタイガーショット**
 - 下弾。大変強い弾。グランドはしゃがんで打つタイガーショット
 - ショットを見てから飛んでもアッパーカットで落とされる
 - 特にグランドの連打が強い、基本離れてる時はHグランドの連打
 - この弾をどう攻略するかがサガット戦のキモ
 - そこで使うのが「置き垂直」00:23:00～参照
 - 1発目のHグランドをガード後、最速で垂直ジャンプをして2発目のHグランドを下りでかわす
 - その後3発目のHグランドを打ってくると前ジャンプが確定する
 - これに対してLグランドを混ぜてくるがこれは踏んでも良い
 - 打ちたくない弾を撃たせることになるので良い
 - 「置き垂直」後の歩きは強い 00:38:00～参照
 - これで戦えるショットが打ちにくい距離になる
 - EXゲージが2本あるときは、EXショット→移動EXアパカのコンボが痛い
 - EXショット打ってくる可能性が上がるので頭に入れておくこと
- **タイガーニーショット**
 - 色々仕込まれてることが多い
 - 先端以外は確定反撃あり
 - これは、無視。ダメージソースとしてそんなない。
 - むかつくだけ、致命的じゃない
 - EXもあたりどころでサガット有利があるが無視
 - 後ろ投げ→微歩→EXタイガーニーのセットプレイはガードしてもサガット有利なので気をつけよう

- このセットプレイは後ろ歩きとしゃがみガードに対してサガット有利
- なので微歩き→ガードでサガット不利にできる
- しかし難しいので趣味やプロゲーマーなど特殊な方がやるような部分です
- Vリバーサル
 - サガットはめちゃくちゃ打って来ます
 - 特にトリガーIだと打ってくる確率があがる
 - ガードした時に離れる
 - 強い
 - Vリバをガードされた後にサガット側がバクステするのが本命
 - 技が届かない
 - 逃げられちゃう
 - けど大丈夫
 - 前ステップしましょう
 - 前ステ→リーチの長い中攻撃以上とかでバクステを咎めましょう

【重要】Vトリガー中のサガット対策

- トリガーI
 - タイガーキャノンを出ることができるようになる
 - 見た目がでかい弾を2回出せる
 - ただゲージは3本必要
 - トリガー I はノーマルショットから発動できるのが最大の魅力
 - サガットは受けキャラなので待たれて置きショット食らって発動で火力が伸びる
 - 5MK→キャノンが本命の連携となる
 - そんな強くないのでサガットはVリバを打つためのタンクとしてIを使うことも多い
- トリガーII
 - 5HK発動が強いのでトリガーゲージある時は5HKが増えるので見てから差し返したい
 - ショットからは発動できない。EXショットからは発動できる。
 - サガットのトリガーは置き技の火力がひどく伸びる
 - ちょっと5MKくらうだけでCAコンボで500以上減る
 - なのでトリガー中ゲージ持っていると5MKの置きが増える
 - ガードブレイクじゃないやつはガードするとCA等が確定するガードして-8F
 - ガードブレイクしてくるやつはアーマーが1つなので多段技で勝てる

【さいごに】サガットに対して有効な立ち回り

- サガットは弾と中距離が強いので、この2点を押さえて立ち回りたい
- 端に追い込んだ時も2MK→グランドの連携であっちゅうまに距離作られる
- 後ろ受け身した後、上弾を重ねられるとガードしてしまう
- これは受け身後2LPすると上弾すかせるので、上弾重ねVスキルするやつに突進系で咎められる
- サガットは大きいのでF式が決まる
- サガットは発生が遅い分、判定が強いキャラ
- 判定の外で戦うか、おもいっきり踏み込んで発生の早い技で勝ちに行く
- 判定内のぎりぎりに佇むのが一番やばい
- Vリバを多めに使われるVリバ対策しよう

- かなり可能性が秘められているキャラ、弱いとは思いますが少し調整が入るとかなり化けると思う
- ほどほどの調整でよろしくお願いします

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	23f
Flex OS: cLP > cMP xx VS against VReversal: +?	+10

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights MK vs bjump
- 2lights HK

Punish sweep

Ankle distance	Max distance	μwalk helps?
MK? LSPD	HP	

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
hit	hit	hit

Button affinity

Button	Answer
LK	MP,HB,cHK
HK	HK whiffP, HP armor, flex
cHK	MP whiffP

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

cLP,cMP are +1

cLK 0, LK -2/-1

LK/HK tatsu are -2, MK tatsu -6

FBs are -8 (air fb +4)

FBs are -2 on hit

EX FB is +1 on block

can't Bear strings from MP, but can for almost anything else

VT1 FB are +1 on block

VT2 tatsu are -10 on block!

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

2l HK	1m1l HK
-------	---------

2l MK vs bjump

Punish sweep

Ankle distance	Max distance	μwalk helps?

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

序盤

N中P置きと、2弱Kダブルリ刺し返しメインに立ち回る

剣は上を見てなければ弱剣ガードタイミングでN弱P

ヘカトンぶっぱタイプには弱中ヘカトンガード時にはコパ確定

間合いから外してスカラせた所にダブルリ相打ちを狙いたい

たまにダブルリ等対空を混ぜ、的を絞られづらくする

読めたらスキルから最大リターン

スキル1吸い込みされたらスクリュウ食らう事を受け入れる

上手く凌げたら吸い込みが消費するまで使えない為地上がだいぶ自由に動ける

(2強KHIT確認、アーマー確認スクリュウに注意)(ステップスクリュウは置きでなんとかしたい所)

中盤

EXヘカトンぶっぱをケアしつつ前半のように立ち回る

VT2ならばそろそろトリガーが溜まっているので警戒

VT2ガード発動ならば、弾を動かしてる所にリバを当てる

ポイント

2中K弱竜巻は読めたらスキル置きからリターンを取ろう

CAゲージが溜まってたらツンドラで代用

N強K1段ガード後EXヘカトンされると絶対に割り込めない
死ぬ体力だったり臭ったら手は出さない事
こちらCA溜まってる時
セス側スキルガード確認派生でこちらのCAの間合い外(近ければ派生しても確定)
ただマイナス16Fなので、一応回しておいて微歩きスクリュウでもOK、難しい

トリガーが溜まっていた場合は強Kトリガー(Pだとコマンドが残ってる為)(編集済)

VT1対策

基本的に2中Kと竜巻は絶対に食らってはいけない
逆択昇竜のリターンも爆上がりしているので気をつける
HIT確認してくる相手は特にガードを固める
2中K読んでスキルで竜巻を漏らさせた後確定2弱Pダブラリをぶち当てる
生竜巻からHIT確認狙ってくるタイプにも読んでスキル
確認出来てねえなこいつ?って思ったら
2中Kガード後最速でツンドラで割り込むのも丸い
特にCA溜まってる状態ならばスキル絶対ダメ

～端で起き攻めされた時の読み合い～

基本バリキツイ

遅らせグラ × N強K(クソ痛い)剣 遅らせ打撃に負け

決してやるな

最速EXスクリュウ △ グラやるよりはこっちをやる

スキル擦り ○ N強K(受け後読み合い)剣に勝ち 遅らせ打撃△ 重ね×

凌ぐならこれ

ガンガ ◎ 体力に余裕があるなら投げ捨てちまえ 投げ読んだらファジーEXスク

～差し替えし早見表～

前中P N中P N弱Kラリ 2弱P スクリュー

2中K N中P N弱Kラリ(遠ければ弱K単発)

前強P N中P N弱Kラリ 2弱P 頻度的にもスクリュウに意識割かないでいい(編集済)

N強K 問題児、基本刺し返しきついがN強K単発でも良いので当てたい

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	+8

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights MK vs bjump
- 2lights HK/HP vs bdash
- 1mid 1light HK
- 2lights HP vs bdash

Punish sweep

Ankle distance	Max distance	μwalk helps?
LSPD	HP	

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
hit	hit	hit

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish
cLK cLP cMP	Lariat, VT
h.HK MP cMP	Lariat, VT

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

Extackle from close range is not a true block string, mash flex!

- Trying to V - Reversal the first Aegis is risky. Doing it against the 2nd Aegis is ok.
- Check 00:46:00 in the video to get a feel for the spacing and timing.
- A recent trend is Urien crHP - > opponent block - > Activate Aegis - > opponent V - reversal - > Urien Throws the V - Reversal and wins.
- I recommend jumping backwards. You can avoid throw and delay attack and escape.
- Often Urien will go to V - Skill once you jump back out of the Aegis; aim for this and jump back in and land a full combo.
- There are times where Urien uses Aegis on wakeup.
- If you are not trying to meaty him, then a throw is safe and guaranteed.
- Knocking Urien down in the corner then going to meaty with a crLK is risky
- He can reversal Aegis and get a full combo on trade
- In this case, go for a throw.
- However, he can also use EX Headbutt so it becomes a guessing game.

- If you get thrown while he has the Mid - Air Aegis then it's dangerous
- Watch 00:53:00 in the video
- Urien will look for walking grab, so mash crLP like your life depends on it.
- If Urien has CA, he can combo into CA off of throw anywhere on screen if Aegis is out.
- Therefore, his throw becomes his scariest move. Definitely don't get thrown!

Second Aegis

- There are many times Urien gets away with fake things on the 2nd Aegis
- If he cancels into it from a normal, you almost always get a punish
- There is a difference between the close and far versions, so test your punishes in training mode.
- The most common technique is EX Tackle - > 2nd Aegis
- Just EX DP and you can beat this.
- However, there are also some strong uses of the 2nd Aegis.
- crMP - > EX Fireball - > 2nd Aegis leaves Urien at +2F.
- If you can V - Reversal the EX Fireball it's a big win. Be aware of the crMP and be ready to V - Reversal.
- If he has CA available, then he can combo into CA from anywhere on screen if he throws you into Aegis.
- He's throw becomes he scariest option, so even if it's the 2nd Aegis don't get thrown!
- Actually, this is even more common with the 2nd Aegis! Since after throwing the 1st one, Urien is able to build up that extra CA gauge!

VT2 charge is -2 ob. Flex beats raw VT2

lk knee hitting very low can be +

His wakeup headbutt (air borne from 3f) beats ground throw. MP and HP headbut lose to instant air spd when you're +2.

There are a few techs to counter his wake up DP. You can 1. Meaty with c.lk, if it whiffs, block on reaction. 2. Meaty with c.lk, then do a spd end with back. You don't need to react to anything, if he DP you'll block.

3.OS:c.LK>Vskill>s.MP. If he DP, your c.LK will whiff and your Vskill will absorb DP, if he block or get hit you can follow s.MP with LP SPD.

Safe jump set ups: You have pretty big safe jump window to play with. e.g. after hp/ex spd, dash>c.lk, if it whiffs, neutral jump mk is a safe jump, beats his wake up buttons, if your jump-in whiffs, you can block and punish his ex DP. There must be more safe jump setups in corner, test needed.

His s.lp beats our c.lp clean

If he walks forward immediately, his gonna do a manual timing f.mp, ex RBG has a chance. If he doesn't walk forward, he's gonna do a meaty s.hp, ex SPD beats it but ex RBG gets crushed. ex SPD also beats his dash up (-5) shenanigan. lk.knee is common followup too, air spd if you are prepared.

CA is -47 ob, it's minus enough to do a full jump-in punish

His wake up VT would trade your meaty hit and kill you. Keep it in mind. Meaty/delayed throw beats it. You can kinda wait and confirm the VT flash and spd thru the mirror.

Frame traps have huge gap, vulnerable to ex RBG. Long range buttons all have slow startup, vulnerable to ex/lp spd if he likes to use them in frame traps. e.g. c.lp>c.lp>c.mk can be SPDed. Basically 3 hits frame trap won't beat ex/lp spd, you can grab the 3rd hit. The 2nd hit can be grabbed if the distance is far enough

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	25f
Flex OS: cLP > cMP xx VS against VReversal: +?	

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

Test cLP HB cLK HB

2l MK vs bjump

2l HK	1m1l HK	cLP HB vs bdash	cLK HB vs bdash	2l cHK vs bdash	2l HP vs bdash	2l MK vs bdash
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Punish sweep

Ankle distance	Max distance	μwalk helps?

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
whiff	whiff	whiff

Button affinity

Button	Answer

Punishes

Blocked	Punish
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Blowup frametraps

Sequence	Punish
cLP cMP LK	exSPD
MP cLP LK	exSPD
fullHP cLK	Lariat
fThrow HP	VT

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

No VT2 on, cannot HP, will get flexed

VT2 on, HP, if opponent flexes VT activate grab

ジコケン映像ソース

- <https://www.twitch.tv/videos/384228643>
- 00:03:00から

ザンギエフの強い技・通常技

● 2LP

- 置き技・牽制技。
- 遠目は判定強い技で対応できる
- ヒットもガードも硬直差は+3F
- なので2LPを食らってもコンボにはならない
- いっぱいふってくる相手には前ステップが有効
- 止められても2LPで終わって、通ったら打撃と投げの2択にいけるのでトータルプラスでしょ！
- 2LP→ヘッドバッドの連携をしてくる相手には2LPをガードした後に暴れよう

● 5MP

- 置き技・牽制技。
- 遠目で置いてくる、めっちゃ強い
- 豪鬼なら2MKで対応、リターンは薄い
- ただし豪鬼の2MKに対しては、5LK→ラリアットで差し返されることもある

● 5HP

- これはまじで差し返したい
- ザンギの腕が伸びきったところを叩きたい
- 豪鬼は膝。見てから余裕でいける
- 5HPクラカン→ステップスクリューは繋がってないのでぼったくり！
- 一応、バクステ置いておくとリターンも取れる
- 5HPクラカン→歩きスクリューは確定するが、距離によって難しいので、ここも一応バクステポイント
- トリガーが溜まってる状態は、5HPからの発動が強く、頻度が増えるので、差し返しを狙いたい

● スクリュー(LMHで変わる)

- Lは「ふん、おりゃ」→ループしない、前ステップするとザンギが不利。絶対に受け身を取る。
- Mは「ふん、ねりや」→Mスクリューでループする
- Hは「ふん、だりゃ」→Hスクリューでループする
- 食らったあとはバックジャンプがオススメ
- 2LPとかを刻まれても、もう一度バックジャンプがオススメ
- ボルシチとかで刈って来るようなら、めんどくさいやつだなって思いました
- いちおう、キャラによってバックジャンプ最速攻撃とかでボルシチの追撃も落とせる
- 豪鬼はバックジャンプ最速EX斬空も読み合いで使うのあり
- バックジャンプは5HKで追撃はされるが、ループはなくなる
- バクステして5HKされるとクラカンでループするので、バックジャンプの方がリスク低い

● Vスキル(アイアンマッスル)

- アーマー技、止まってる状態は2回まで取れる。
- 1歩あるくとさらに2回取れるようになって
- 1歩あるくと絶対に派生のなんかポーズみたいなのが出る、これ結構重要
- 歩いたらスカリ確定を狙いたい
- トリガー中は99までずっと取れる。
- ザンギが起き攻めされてる時に、使ってくることがある、特にトリガーが溜まってる時
- これにたいしては5LP→5LP→投げの刻み投げが有効
- あとは、密度の高い連続技。EX百烈脚とか。

【重要】トリガー中のザンギエフ対策

- トリガーI
 - トリガー発動前の保持時は実は強くない、発動中は強い。
 - なので、ザンギは生発動でもいいから発動したい。
 - スクリュー決めた後に発動して持続当てる連携してくる、きつい
 - 立ち回りでの生発動は見てから前跳びが刺さる
 - あと、5HP→発動が多い
 - 発動中は2LP→トリガーの連携が強い
 - ヒットすると+3F、ガードすると-6F
 - 吸われている最中ガード-6Fなので、コンボ始動の6Fまでの通常技をコスろう
 - ザンギに吸われたら、豪鬼なら2MPを連打で対応が良い
 - 通常技キャンセル吸い込みとかは必ず**6F**までのボタンを押す、絶対
 - ザンギ側はそこで確定反撃取られたくないので、派生の離れるまでのくるくるして来る
 - ただし、スクリューや起き攻めの後の吸い込みは持続になって、ザンギが有利の場合がある、注意
 - 発動したあとメーター見るのが重要
 - ある程度メーターが減ると、食らっても追撃を受けなくなる
 - ザンギ側もここから当てたいというメーターラインがある。**7割**くらい。
 - **V**トリガーを消費させてから**V**リバする
 - 例：**5HP**ガード→トリガー発動→吸われる→**6F**までの技を連打する→相手はそのまま派生を出す→連続ガードになって押してた技はでないので、**V**リバをする。そうすると相手の**V**ゲージは**2段階**消費している。
 - 例：**5HP**ガード→トリガー発動→**V**リバ。この場合は**1段階**しか**V**ゲージを消費しないので**V**ゲージは**7割**ラインを割ってこないし、そもそも相手が派生までいかなかったら、**6F**までの技が確定するので勿体無い。
 - 発動中の**2LP**→トリガーも一緒に、吸われたら**6F**以下のボタンを連打
 - **CA**がある時は流石に強い、**2LP**→吸い込み**CA**(**2LP**ヒットで確定、ガードだったら**-6F**)

【さいごに】ザンギエフに対して有効な立ち回り

- 小ネタで豪鬼のCAはザンギは膝で抜けられる
- バクステするんだったら5LPとかで暴れる方が良かったりする
- 2LP→頭突きと5HKの連携はガード3F暴れで割れる
- スクリューM以上は、受け身を取る、受け身を取らないを混ぜるのも有効
- 特に**EX**のあとは状況悪いので受け身取らないはあり
- 垂直は、ボルシチやラリアット食らうので、バクステ→投げすかし→前跳びが優秀
- トリガー関連の吸い込みのぼったくりが多いキャラなので上記の対策をしっかりとしよう

Old Zeku

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	+9

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights HK/HP/MK vs bdash
- 2lights MK vs bjump
- 1m 1light HK
- Test cLK/cLP HB

Punish sweep

Ankle distance	Max distance	μwalk helps?
L/EX SPD	L/EX SPD	yes

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
If does not hold up	If does not hold up	whiff

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral

We can hit our jMP from reallyyy far if they empty Hkoku (empty EX SPD better though)

Dash spd punish his CA. Raw VT for damage

s.hp can armor thru his c.mp

Young Zeku

Checklist

Backwalk (zangief forward 3.05)	
Backdash (zangief forward 25f)	
Flex OS: cLP > cMP xx VS against VReversal: +?	+9

Post LSPD mixups

Button	Blown up by
backdash	
backjump	

Notable mixups

- 2lights HK/HP/MK vs bdash
- 2lights MK vs bjump
- 1m 1light HK
- Test cLK/cLP HB

Punish sweep

Ankle distance	Max distance	μwalk helps?
M/EX SPD	M/EX SPD	?

Opponent block > backdash against cLP xx Lbear. Does the bear hit?

After HSPD	After exSPD	After EXAirSPD
whiff	whiff	whiff

Button affinity

Button	Answer

Punishes

Blocked	Punish

Blowup frametraps

Sequence	Punish

Jumpins

AA	Blowup

Flexes

Flexed	Frames

Opponent Oki

Down	Oki

Opponent Mixups

Trigger	Situation

Neutral