

## Aoi guide



Aoi is a very strong defensive character who can use her attacks in order to make your opponent second guess their offense. Aoi has to be dealt with in specific ways due to her tool set and safety which can cause a lot of frustration at lower levels. Due to how powerful her defensive moves are, she can also be played in a very aggressive fashion. She has 3rd lightest weight(not including dural) in the entire game. This guide is going to simply go over basics of the character. Hope this is helpful and that you enjoy the guide. AIEEEEE!!!



## Need to know stuff

### Tracking moves

- k+g
- 2k+g
- 4+p

### Advantageous Moves

- p
- p+k+g4,p
- Bt p+k,pp

### Fuzzyable moves

- 6p/6pp
- 43p
- 3p
- 2p
- 4k
- p+k
- [2]3p+k
- k+g
- Sudome P
- Sudome K
- j.p (rising + descent)
  - 7/8/9k
  - Bt 2p

## Combos

<http://virtuafighter.com/combos/list?ver=5fsa&chara=aoi>

## Wall Combos

**Wall stagger starters:** 66p, 66p+k, p+k+g(6)k, jump while descending k, sudome k(guaranteed)

**Wall splats:** 3k+g, 9k

**Wall filler:** 6k+g, p, p+k

**Wall enders:** 2kpp/kpk/64p+k,p/66p+k,p

# Yin Yang(p+k+g)



Yin yang is an extremely powerful stance that reversals high/mid punches and mid/high kicks. This stance is basically who Aoi is as a character. Because of this stance it can cause your opponent to second guess every move they make. It loses to full circulars, lows, double limbed moves, back attacks, head butts, butt attacks, jumping attacks and throws(you can break throws in yin yang). While this stance is extremely strong it should be used in an intelligent manner, this can get blown up and very hard and all attack that work on it become counter hits. This stance makes moves that can be + on block into -11 and or more. Aoi can also hold this stance as long as she likes.

## **Entrances Into Yin Yang**

- pppk
- ppp2k
- 4p
- 6k
- 3/9p+k,p
- 33p+k
- 2k+g

## **Punishment from Yin yang:**

High/mid punch reversals: ppk

High/mid kick reversals: 33p+k/66k(33p+k leaves them side-turned for the launch)

Knee reversals: 33p+k/66k

# Yin yang stances

## Ryu-In (p+k+g,6)

This move ducks under stuff very quickly and has a built in mixup to it(unfuzzyable mixup). If you believe your opponent is going to go for a circular high/throw this is a really good move to throw out and is especially good in neutral to just deal with flying kicks. This is also very strong as an okizeme option.

**Ryu-In P:** This is a launch that is -8. It's very similar to 66k's launch.

- Combo: Ryu-In p, 2kp, 64p+k,p

**Ryu-In K:** A low kick that is +4 on nh, staggers on wall hit and knocks down on ch.

## Ryuka(p+k+g,4)

This move allows aoi to sway back and this stance has her best mixup potential. The sway isn't that good up close but it is quite strong as a neutral tool. This move also works very well if you nail someone with 2k+g at further distances of the sweep and then enter this move.

**Ryuka P:** A guard break that leaves her at +15. It's a high, if ducked you can be launched.

- After guard break:64+p+k,p(you need to be frame perfect)/6p+k,p

**Ryuka K:** An extremely long reaching mid kick that crumples on normal hit

- Combo: Ryuka K,2kpp

**Ryuka K+G:** Low sweep just incase your opponent decides he wants to sidestep both options. -15.

## Ryusen(p+k+g,2/8)

This move is a command sidestep. This move is extremely strong when dealing with extremely laggy linear moves.(Ie: wolfs low dropkick, vanessa's 44k+g ect.)

**Ryusen P:** A very strong chop to the stomach. Crumples on nh and the damage hurts.

- Combo: Ryusen P,2kp, kpk

Sidenote: I think ryusen p also works well with a throw mixup.



# Reversals



## Reversals

- **High reversal:** 4p+k
- **Mid reversal:** 1p+k
- **Low reversal:** 2p+k

If you know your opponent is specifically do an attack go ahead and use these. Reversals do 25(or more) damage and leads into a free ground throw mix up(d+p+g/d+f+p+g) or a guaranteed downed strike. Unlike yin yang these will actually catch everything. You can also buffer throw breaks into these strikes. Certain attacks Aoi cannot parry and she will just spin to the side. These leave her at advantage.

## Bt reversals

- **High reversal:** bt 4p+k (single limbed punches/kicks)
- **Mid reversal:** bt 1p+k (single limbed punches/kicks)

These are actually very practical and rage inducing to most players. Most stuff that is actually guaranteed on back turn isn't against Aoi. I believe parries start up in 3 frames. So many things such as kage's 6p+g combo no longer works against Aoi because of this and becomes a mixup scenario.

## Ground Parry

- **Ground parry:** p+k (while on the ground, face up only)

If your opponent likes attacking you while you're on the floor and you're face up. Simply inputting p+k reversals the ground attack. If you performed this move correctly, you get a free launch on your opponent. This is not very practical because this move whiffed allows opponents to get a free launch.

# Sudome

This is another tool which is also very specific to Aoi. Sudome is integral to her gameplay as it creates very interesting scenarios for your opponent to deal with. Sudome is a feint which can be linked into two very powerful attacks. This creates a very nasty meta for your opponent to deal with. In order to do sudome continue holding guard and then simply press p/k for the follow ups.

**Sudome P:** This move is a hit throw which does very good damage. It's a high that's -2 on block.

**Sudome K:** Godlike move. Staggers on crouchers, is a +4 standing mid. -4 on block.

## **Entrances into sudome**

- ppp2k
- pp6p/pp6pp
- pp8pp
  - 6pp
  - 66p
  - 4p,k
  - kpk
  - 2kpp
  - 6p+k,p
  - 64p+k,p
- 3,9p+k/3,9p+k,p
  - 33p+k
  - 2k+g

# Sabakis

64p: Sabakis single limbed low punches and high punches. Ch combo starter. Hit throw when successful.

- **Combo:** 64p, pp6pp

236p+k: Sabakis single limbed high and mids punches. +1 on ch or creates a launch.

- **Combo for launch:** 236p+k, 2kp, 64p+k,p

4k+g: Sabaki's single limbed mid kicks/knees/somersaults. Crushes highs.

# Crushes

43p: 13 frame start up mid and crushes highs instantly. Staggers on ch and crouching. 0 on hit.

[2]3p: crushes highs, mids, puts your kids in college, has a hit throw all for the low low cost of -13.

66k: low crushes and is a launcher. Toronto Unblockable. -13.

4k: ex high move. Due it's hitbox it crushes a lot of stuff.

44p+k: crushes highs and is a very damaging launch. -13 but it has a sudome point to make it safe.

## Offense and pressure

### Mixups

**P**:throw/43p/6p/43p+k(Ch launcher)

**6p+k**:6p+k,p/throw/43+p+k

**43p ch**:46p+k/ throw

**2k+g**:2k+g/ Sudome K

**64p+k,p**(*mixup heaven*):64p+k,p/sudome k/Sudome Throw/ bt p+g/bt 2p/bt p+k,pp

**4p**:4pk/bt T/bt p+kpp

**6k**:6k,p/6k,P+k+G6P/P+K+G6K/P+K+G6 Throw/P+K+G8P/P+K+G8 Throw

**Descending jump**:p/k (mostly used as an okizeme mixup)

- Ch descending p = free low throw mixup
- Ch descending k = free knockdown

### FC game(*full crouch game*)

[2]3p+k,p/2k+g/[2]4p+g/[2]6p+g

This hands down is probably one of the nastiest mixups(it has it's own section) in the entire game and this literally covers every option. [2]3p+k is a mid that is +3 on nh and becomes a launcher with the second hit on ch. 2k+g is a low that catches sidesteps and they decide to simply block they have to deal with a two way throw.

### Dealing with wake up kicks/attacks

I hope your timing is good. This is one of the few moments where it's important to use reversals. When aoi parries most wake up kicks they become launch punishable. You can specifically tell when the reversal becomes launch punishable because she simply pushes them away and they're left in a crouching position. The other wakeup kicks/attacks get properly reversed and leaves your opponent to deal with a ground throw. The other options you have is 66k to hop over low kicks and [2]3p timed correctly to crush mid attacks(not the full circulars). The reversals are the safer bets as 66k might leave you in a float.

### Okizeme(Tech rolls/meaties)

- FC game

- Descending jump ins
- p+k+g6 p/k/Throw

## Aoi Punishment Chart:

### The regular cast

**12:pk** dmg:28 adv:+4

**13:6p+k,p** dmg:30 adv: kd

**14:kp** dmg:28 adv:+3

**15:64p+k,p** dmg:35 adv: hkd

**16:4k** dmg:17 adv: stagger(if opponent is bad at stagger breaking can launch, use 66k)

**17:66p** dmg:21 adv:+6 (wall stagger)

**18:33p+k** dmg:23 adv: launch

### Taka specific punishment

**12:ppk**, dmg:40, adv:hkd/ pp6pp dmg: 54 adv:-3

**13:6p+k,p** dmg:30 adv: -3

**14:kpk** dmg: 47, -1

## Notable Throws

**6p+g**:A throw that sends your opponent into a specific direction and allows you to attack after.

- **Forward**:6p+k,p/64p+k,p(frame perfect)
- **Side**:ppk(hard knockdown), Kpk
- **Back**:64p+k,p/3p for advantage

**64p+g**:An amazing throw for positioning because it tosses the opponent far behind her.Good for ring outs.

**Hcf+p+g and Hcb+p+g**: Chain throw. Your opponent needs to constantly guess on which break to use. These throws do good damage.

**Starter**: 41236+p+g/63214p+g

**Mid**:68/48+p+g(ends chain) 62/42+p+g

**End**:28+p+g,82+p+g

**[2]4/6p+g**: Two throws for aoi to have during her fc(full crouch) game.

**FCF/FCBp+g, hcf+k+g**:These are her most damaging throws.Learn it, love it.



**Bt p+g:** This throw is incredibly nasty. It leaves the opponent in back turn. 64p+k,p is guaranteed. 3p leaves them at +7 in side turned which is extremely nasty for an opponent to deal with and allows you to begin sudome mixups.

## Aoi's neutral

### Get in tools

**66k:** As mentioned earlier it is a launcher that crushes lows, It has deceptively long range and can catch back dashes.

**[2]3p:** A fairly decent longer ranged move, As mentioned earlier it crushes highs/mids so it's good to use this in tandem with 66k in case your opponent tries keeping you out. Safe if spaced correctly.

**66p+k,p:** This move goes an extremely long distances and a CH starter(good damage too). This sometimes catches sidesteps when delayed. Safer than the above two mentioned.

**66p:** As mentioned earlier a very good move with long reach and can wall splat. This also has a sudome point if to make it safer.

**P+K+G 6:** good for crushing predictable highs in neutral, not much else for use

### Keep out tools

**6K:** CH launcher and starts some pretty nasty mind games. 6k can be canceled into yin yang or 6kp to make your opponent think twice about rushing in recklessly.

**4K:** Ex high that causes a stagger. It's also very safe for what it can do.

**43P:** This move should only be used if you know they're going to be rushing in. The range is pitiful but it does crushes highs immediately.

**2K+G:** Low sweep that will catch people off guard, yin yang makes it safe and you can go into yin yang 4 for further keepout.

**6P+K,P:** long range high that's 13 frames with a mid after with a sudome point.

**P+K+G 4:** sways back and you can do long range moves.

That is my guide for simply understanding the character and her tools and I hope you enjoyed reading it. *Ōkini.*

