# Zarina (XIV)

# Gameplay Overview

(write gameplay overview here)

# Normals

**Standing**

- st. A: A quick front kick. Has short range but makes a good close range poke or blockstring ender. +2 on block.
- st. B: A high kick that makes a great, speedy anti-air. Slightly minus on block. (Buffed to hit crouchers as of 3.10 patch.)
- st. C: A high kick very similar to st.B, albeit slower and stronger. Its range makes it a great anti-air or even poke. This move doesn't hit crouching characters. -4 on block.
- st. D: Zarina performs a roundhouse kick. Very good range as she steps forward but rather slow start up. Can be utilized as a poke. Good move to MAX cancel from due to range and high hitstun. -4 on block.

**Close**

- cl. A: Zarina kicks in a similar manner to st.A. Decent move for pressure at +1 on block. It's also special-cancelable, unlike st.A.
- cl. B: Zarina does a shin kick. Not a low despite appearances. No real reason to use this normal over cl.A. -2 on block. Special-cancelable.
- cl. C: Another high angle kick. Makes good combo filler. Also works as anti-air for foes right in front or above you. -4 on block. Special and super-cancelable.
- cl. D: Zarina does a handstand kick. Not an overhead despite looks. Does more damage than cl.D and is useful in MAX Mode combos.

**Crouching**

- cr. A: Zarina reaches down and kicks toward the opponent's shin. Doesn't hit low despite looks. Far reaching normal that makes a good poke or hit confirm tool. -2 on block. Chain-able and special-cancelable.
- cr. B: A kick to the foot. Counts as a low attack but is slower and has less range than cr.A. Chains into her other light normals but not itself. Useful for mixups and combos. -1 on block.
- cr. C: Zarina performs a flip kick. Can be used to stop cross-ups or hit opponents trying to jump over Zarina's head. Launches foes on hit, allowing for juggles. Very useful in almost all her combos. -2 on block.
- cr. D: Zarina does a pair of sweeps. Active for quite awhile and is -9 on block, making it fairly unsafe. Does soft knockdown. Only the first sweep is special-cancelable.

**Jumping**

- j. A: Quick air-to-air that whiffs on most crouchers. Does enough hitstun on standing foes to combo into her heavy normals.
- j. B: Another air-to-air. Also works as an approach option. Like j.A, it will combo into her heavy normals on hit, though this normal hits both standing and crouching opponents.
- j. C: Dropkick-like normal that is a slower, albeit stronger, air-to-air than j.A. Completely whiffs on a majority of crouching characters. Has a huge amount of horizontal range.
- j. D: Slow, downward kick that makes an excellent ground-to-air if done late due to having a fair amount of start up. Can be done very late due to Zarina's floaty jump, allowing her to fake an empty low cr.B.

**Blowback**

- st. CD: Zarina takes a big step forward and kicks. Poke with very good range and basically safe on block due to being -1. Has some lower body invincibility. Special-cancelable.
- j. CD: Aerial snap kick. Has pretty good range and works as an air-to-air, air-to-ground or pressure normal. Start up is bit slow, so Zarina can be stuffed before the hitbox appears.

# Throws

- **Zarina Rocket** - (b/f+C) close

Zarina does a little spin and then kicks the foe away fullscreen

Can be broken

Soft knockdown

- **Zarina Ton** - (b/f+D) close

Zarina slams the foe on the ground before taking a seat on their back

Switches sides with foe

Can be broken

Hard knockdown

# Command Moves

**Trick • R** (f+B)

- Zarina does a handstand kick that hits twice
- Both hits cancel into Supers and MAX Mode
- Chains from a majority of her normals
- Does a hard knockdown on airborne opponents
- Completely safe normal that works as a poke and combo tool

**Trick • S** (df+C)

- Zarina performs a leg sweep and then an upward kick
- First hit counts as a low attack and is special-cancelable
- Second hit is only super and MAX-cancelable
- Chains from a majority of her normals

# Special Moves

**Peduncle Pruning** - (dp+A/C)

- A command throw where Zarina flips forward and will attempt to grab the opponent
- A Version flips a short distance. C Version flips slightly less than half screen.
- Both versions will whiff unless Zarina's jump arcs goes directly over the opponent.

'"EX:"' Faster start up and causes a wall bounce. Can be combed into unlike the regular versions

**Floral Screw** - (hcb+A/C)

- Zarina lifts off the ground and performs a spin kick
- Depending on which button you press, Zarina will spin a farther distance
- Combo filler as both versions are very unsafe on block
- Both versions have some lower body invincibility that can be used to go over low attacks and ground fireballs if timed correctly
- Super-cancelable

EX: Causes a wall bounce on hit. Useful in most of her combos.

**Spinning Petal** - (dp+B/D)

- Zarina performs a 3-hit spinning kick that functions as her Dragon Punch
- B Version has upper body invincibility and is a good anti-air
- D Version has full invincibility and works best as a reversal or combo tool
- Both versions can be super-canceled up to the second hit
- Both versions start up in 7 frames and are therefore susceptible to safe jumps
- Like most Dragon Punches, this move is very unsafe on block

EX: Faster startup, more damage and more invincibility

**Growing Flower** - (qcb+B/D)

- Zarina does a spinning handstand while kicking
- B Version does 2 hits and will combo from her light normals
- D Version does 4 hits and will only combo from her heavy normals and df+C
- Both versions are super-cancelable up to the last hit
- As of 3.10, B version is -2 on block and Safe

EX: Starts up about the same as the B Version and wall splats. Great for combos.

# Super Special Moves

**Yellow Eruption** - (qcf, qcf+A/C)

- Zarina causes a pillar of yellow flowers to shoot up from the ground

- Reversal and combo tool
- Combos easily from her heavy and command normals, as well as a lot of her specials
- Has some utility has an anti-air due to range and invincibility though has slow startup
- Unsafe if blocked or whiffed

'''Max:''' More damaging and faster start up, making it a great anti-air, reversal and combo tool. Can whiff in the corner depending on Zarina's spacing

**Hurricane Dance** - (qcb~hcf+B/D)

- Ranbu super that does a bit more damage than Hurricane Dance but is harder to use in juggles
- Easily combos from her heavy and command normals, as well as a lot of her specials
- Very unsafe if blocked and especially if whiffed
- Briefly invincibile during the super flash

'''Max''': More damaging and has a bit of invincibility during startup. Still hard to combo during juggles

# Climax Super Special Moves

**Yellow Cyclone** - (qcf, qcf+AC)

- Zarina creates a huge cyclone of flowers that carries the opponent up. She then jumps and slams them to the ground
- Incredibly easy to combo and very damaging
- Works great as a combo tool, anti-air or reversal due to speed and invincibility

'''Max:'''

# Combos

===Rush Auto Combo===

'''Meterless:''' description here

'''1 Meter:''' description here

'''EX:''' description here

==0 meter==

**Anywhere**

- cr.B, cr.A, cr.A, df+C(1), qcb+D (192 DMG)
- cr.C, hcb+C (171 DMG)
- cl.D, df+C(1), qcb+D (210 DMG)
- st.CD, dash, f+B(1) (100 DMG)

  (Must be half screen or closer, causes a hard knockdown)

- st. CD, dash, hcb+C (165 DMG)

(Must be half screen or closer)

**Corner only**

- cr.B, cr.A, cr.A, df+C(1), qcb+D, dp+D (286 DMG)

  (for small characters, use qcb+B)

- cr.C, qcb+D, dp+D (268 DMG)
- st. CD, cr. C, qcb D, dp D = (300 DMG)
- cl.D, df+C(1), qcb+D, dp+D (317 DMG)
- st.CD, cr.C, qcb+D, dp+D (300 DMG)

==1 meter==

**Anywhere**

- cr. C, hcb C, qcfx2+P = (341 DMG)

  (use this when someone tries to jump over you)

- cr. B, cr. A, cr. A, df+C (1), qcb+D [SC] qcb~hcf+K = (344 DMG)

  (Super cancel on the 4th hit of qcb+D)

**Midscreen**

- st. CD, dash, hcb+C, qcfx2+P = (318 DMG)

**Corner**

- cr. B, cr. A, df+C, qcb+D, dp+D [SC} qcb~hcf+K = (351 DMG)

  (for small characters, use qcb+B instead of qcb+D)
- st. CD, qcb+D, cr. C, hcb+C, qcfx2+P = (421 DMG)

  (misses on small characters)
- st. CD, cr. C, qcb+D, dp+D, qcf~hcb+K = (380 DMG)

  (use on small characters)

====Max Mode====

**Anywhere**

- cr. B, cr. A, f+B [BC] cl. D, qcb+BD, hcb+AC, run, dp+BD = (363 DMG) {1500 Max Mode Meter}

- cr. B, cr. A, f+B [BC] cl. D, qcb+BD, hcb+AC, run, cr. C, hcb+C = (365 DMG)

  (make sure you run far enough for the cr. C to hit if you perform this with Zarina's back cornered. Mid-screen and in the corner is much easier and does not require a dash.)

**Fullscreen/Cornered Zarina**

- cr. B, cr. A, f+B [BC] cl. D, qcb+BD, hcb+AC, (delay) dp+AC, hcb+C = (376 DMG) {1500 Max Mode Meter}

**Mid-screen to Corner/Corner**

- cr. B, cr. A, f+B [BC] cl. D, hcb+AC, cr. C, dp+AC, dp+D = (397 DMG) {1500 Max Mode Meter}

(if you start this combo mid-screen, the dp+D wont reach after the dp+AC throw. Substitute with hcb+C. If you perform this combo deep in the corner, you will need to reverse your inputs for the dp+AC.Also, input the dp+AC immediately after the cr.C hits.

- cr. B, cr. A, f+B [BC] cl. D, hcb+AC, cr. C, dp+AC (delay) dp+BD = (421 DMG) {1500 Max Mode Meter}

  (just delay the dp+BD slightly after the dp+AC)

==2 meters==

**Anywhere**

- cr. B, cr. A, df+C, qcb+D (4) [SC] qcfx2+AC = (437 DMG)

- cr. C, hcb+C [SC] qcfx2 AC = (448 DMG)

(Good damage from an anti-crossup anti-air)

**Midscreen**

- st. CD, (run) hcb+C [SC] qcfx2+AC = (407 DMG)

  (Make sure that Zarina is either directly under the game's timer, or under the end of the opponent's lifebar to be able to connect the hcb+C after the run when st. CD wallsplats.)

**Corner Only**

- cl.D, df+C, qcb+D, dp+D [SC] qcfx2+AC = (504 DMG)

  (on smaller characters, switch out qcb+D, for qcb+B. Keep in mind that it hits twice. Switch cl.D with low hit confirm of cr. B, cr. A before df+C but for less damage.)

- st. CD, cr. C, qcb+D, dp+D [SC] qcfx2+AC = (461 DMG)

====Max Mode====

**Anywhere**

- cr. B, cr. A, f+B [BC] cl.D, qcb+BD, hcb+AC (run), cr. C, qcb~hcf+BD = (501 DMG) {1500 DMG)

  (make sure to dash quick and far enough for the cr. C to connect)

**Corner Only**

- cl.D, f+B, [BC], cl.D, qcb+BD, qcb+D, qcb~hcf+BD = (534 DMG) (1000)

- st. CD, qcb+D, cr. C [BC], dp+AC, hcb+AC, dp+AC, hcb+C, qcfx2+P = (535 DMG) (1500)

- cl.D, f+B, [BC], cl.D, qcb+BD, cr.C, qcb+D, dp+D [SC] qcb~hcf+BD = (565 DMG) (1250)

- cl.D, f+B, [BC], cl.D, qcb+BD, cr.C, qcb+AC, qcb~hcf+BD = (575 DMG) (1500)

(Delay the super until the foe nearly touches the ground or else it won't fully combo. Add a jump attack for more damage. Switch cl.D with low hit confirm of cr. B, cr. A before df+C but for less damage.)

- cl. D, f+B, [BC], cl.D, qcb+BD, qcb+D, cr. C, hcb+C, qcb~hcf+BD = (579 DMG) {1500} (misses on small characters)

**Cornered Zarina**

- cl.D, f+B, BC, cl.D, hcb+AC (run) cr. C, hcb+C (SC) qcfx2+AC
- cl.D, f+B, BC, cl.D, hcb+AC, dp+AC (delay) hcb+C, qcfx2+A/C = (452 DMG) {1500}
- cl.D, f+B, BC, cl.D, hcb+AC, dp+AC (delay) qcb~hcf+BD = (483 DMG) {1500}

==3 meters==

**Cornered Zarina**

- cl.D, f+B, BC, cl.C, dp+AC, qcb+AC, cr.C, qcb+D, qcb~hcf+BD = (619 DMG)

(You have to delay the super or else it will whiff)

**Midscreen**

- cl.D, f+B, BC, cl.C, dp+AC, qcb+AC, dash, cr.C, qcb+C, qcf, qcf+AC = (604 DMG)

**Corner Only**

- cl.D, f+B, BC, cl.D, qcb+BD, cr.C, qcb+D, qcf, qcf+BD = 600 DMG (1000)

(You have to Climax cancel as soon as the last hit of qcb+D hits or else you will run out of MAX Mode meter)

- cl.D, f+B, BC, cl.D, qcb+BD, cr.C, qcb+D, dp+C 2 hits, qcf, qcf+BD = (626 DMG) (1250)

==4 meters==

**Cornered Zarina**

- cl.D, f+B, BC, cl.C, dp+AC, qcb+AC, cr.C, qcb+D, dp+C 2 hits, qcf, qcf+BD = (697 DMG)

**Midscreen**

- cl.D, df+C 1 hit, qcb+D, qcf, qcf+A/C, qcf, qcf+BD = (675 DMG)

**Corner Only**
- cl.D, f+B, BC, cl.D, qcb+BD, qcb+AC, cr.C, qcb+C, qcf, qcf+BD = (643 DMG)

==5 meters==

**Cornered Zarina**
- cl.D, f+B, BC, cl.C, dp+AC, qcb+AC, cr.C, qcb+D, dp+C 1 hit, qcf, qcf+A/C, qcf, qcf+BD = (774 DMG)

**Midscreen**
- cl.D, f+B, BC, cl.C, dp+AC, qcb+AC, dash, cr.C, qcb+C, qcf, qcf+A/C, qcf, qcf+BD = (764 DMG)

**Corner Only**
- cl.D, f+B, BC, cl.D, qcb+BD, qcb+AC, cr.C, qcb+C, qcf, qcf+A/C, qcf, qcf+BD = (733 DMG)

=Misc=