

MUI MUI (XIV)

=Normals=

"Standing"

* st. A: Mui Mui quickly punches the opponent in the mid-section. Good to use as a close ranged poke. Neutral on block. Not cancel-able.

* st. B: This is a long ranged side kick that is special cancel-able. Useful as a mid-to close ranged poke or to use during combos. Can chain out of her other crouching & standing light normals.

* st. C: Mui Mui steps forward to deliver a strong punch aimed at the opponent's mid-section. Outstanding poking tool, can whiff punish very well. Can be beaten out & evaded by some crouching normal attacks (or command attacks).

* st. D: This hopping kick is Mui Mui's best anti-air normal. Can evade a fair amount of low attacks & ground skimming projectiles. Whiffs on crouching opponents. Good to pressure opponents and is +1 on block.

"Close"

* cl. A: A special cancel-able elbow strike that can chain into Mui Mui's other standing & crouching normals.

* cl. B: This special cancel-able kick aimed at the opponent's leg, you might not see very often because you will need to be VERY close to the opponent in order for it to come out. Most of the time, st. B will activate instead.

* cl. C: Mui Mui punches the opponent with both of her fists. Special cancel-able & activates much farther out than the rest of her close normals, this makes it easier to combo from MAX Mode cancels & hitting from run ups & jump-in attacks.

* cl. D: A special cancel-able splits kick that reaches above her head. Can be used to anti-air opponents attempting to jump over Mui Mui's head. More damaging than cl. C when used in

combos, but it is much harder to use for MAX mode cancels, especially mid-screen. The timing is extremely tight going from lights into a MAX mode cancel into this kick.

"Crouching"

* cr. A: This cancel-able crouching punch can be chained into Mui Mui's other standing & crouching light normals.

* cr. B: This special cancel-able crouching light kick is good to use as a hit confirm combo starter because it can easily chain into her standing & crouching light normals, or to just use as a close range poke. Hits low.

* cr. C: Mui Mui crouches down to hit the opponent's lower leg. Does not hit low. Special cancel-able & good to use as a poke or to hit confirm starter into combos.

* cr. D: A good ranged cancel-able sweep. Hits low.

"Jumping"

* j. A: A straight arm short horizontal punch. Can be used as an air-to-air.

* j. B: This horizontal kick has more range than j. A. Great to use as an air-to-air & can cross-up as well.

* j. C: A jumping punch that leans forward, & can cross-up at certain distances.

* j. D: A sharp downward angled kick that makes it much easier to confirm into combos than j. C. Can easily cross up opponents.

"Blowback"

* st. CD: Mui Mui steps forward to headbutt the opponent. Great range & speed. Special & whiff cancel-able.

* j. CD: Mui Mui performs a horizontal flying head butt. Good to use as an air-to-air attack during hops, or as a ground-to-air attack during hops. Can be low profiled by the opponent's low height crouching attacks if performed too high & too early during the jump or hop.

=Throws=

"Daientou" - (b/f+C) close

* Mui Mui grabs the opponent's wrist to throw them across the screen.

- * Can be broken
- * Soft knockdown

""Hien Nage"" - (b/f+D) close

- * Mui Mui punches the opponent's torso, then tosses them over her shoulder. The opponent lands at the corner of the screen.
- * Can be broken
- * Hard knockdown

=Command Moves=

""Nouten Kudaki"" - (f+A)

- * Mui Mui steps towards the opponent with a strong chop
- * Minus frames on block
- * Good to use as a hit confirm into combos from cl. C, cr. C, or cl. D.
- * Special cancel-able
- * Hits overhead

=Special Moves=

""Hien-Ryu Ken "" - (qcf + A/C)

- * This is Mui Mui's dragon punch. She flies 45 degrees upward with two burning fists. The heavy punch version starts with a roll forward.
- * Light and heavy punch versions have a small amount of upper body invincibility at the start, but the light punch version has the less amount.
- * Light punch version has 90 damage, heavy punch version has 100 damage.
- * Unsafe on block and if whiffed.

""EX: "" More damaging, the roll has 3 hits, same speed as the heavy punch version however.

""Ryusougeki"" - (qcb+A/C)

- * This is the start of Mui Mui's rekka chain. Mui Mui hits the opponent with a fiery palm thrust that moves her slightly towards them

* Decent range but lacks speed.

* Can combo from Mui Mui's standing heavy normals & her f+A command normal

* Minus frames if blocked but pushes Mui Mui back

* Heavy punch version has more range than the light punch version (that adds to the follow-ups)

* Super Cancel-able

::"**Ryusougeki • Derivation 1**" - (qcb+B/D)

::* Mui Mui spins around & moves backward after the first attack, granting her space & making the rekka safe either on block or if whiffed.

::* Mui Mui steps back farther when using the heavy kick version

::"**Ryusougeki • Derivation 2**" - (qcb+A/C)

::* This is the second hit of Mui Mui's rekka chain. She throws out a palm thrust using her other hand while stepping towards the opponent.

::* Can be delayed if necessary

::"**Ryusougeki • Derivation 2-1**" - (qcb+B/D)

::* Same as "**Ryusougeki • Derivation 1**"

::"**Ryusougeki • Derivation 2-2**" - (qcb+A/C)

::* Final & 3rd hit of Mui Mui's rekka chain

::* Soft knockdown

::* Unsafe if blocked

* "**EX:**" This version will do all 3 hits with one motion & wall bounce. On a cornered opponent, on hit this will fly them over your head.

"**Ryusenshu**" - (qcf+B/D)

* This is Mui Mui's tornado kick that travels diagonally upward in the air.

* Light kick version hits twice, heavy kick version hits twice as well but has more damage and travels up farther

* Doesn't have any invincibility

* Both versions can combo from her standing & crouching light normals (heavy kick version is recommended)

* Not recommended for use as an anti-air, best used as a combo finisher

* Unsafe if blocked and whiffed

""EX:"" More damaging, hits 3 times and has a start-up invincibility. Good to use as an anti-air or reversal attack.

""Doraryutotshu"" - (hcb+B/D) close

* This is Mui Mui's command throw. She grabs the opponent, then kicks their legs which causes them to spin like a wheel vertically. Then she palm thrusts them in the mid-section to blow them away towards the corner of the screen.

* Quick start-up but not a 1 frame throw.

* Heavy kick version has more range than the light kick version

* Soft knockdown

""EX:"" Wall splats, more damaging, has more range than the light kick version & has some invincibility frames during the start.

=Super Special Moves=

""Higi • Chouryuha"" - (qcf, qcf + A/C)

* Mui Mui crouches down on one knee to throw a full screen beam at the opponent.

* Can convert into this fairly easily from Rekkas (qcb+P) or a wall Splat (st.CD or hcb+BD)

* Has no invincibility, or very fast start-up.

* Speed of beam isn't very fast but it can challenge the opponent's projectile which correct timing and spacing.

* The best time to Advance Cancel into Super Flying Attack (qcf,qcf+BD) is up close. Advance cancelling mid-screen or full screen will cause the super to miss.

* The beam doesn't push the opponent back if its blocked which may make it susceptible to guard canceling for a punish.

""Max: "" More damaging, but has no invincibility & no increase in start-up.

""Enten Gouryuha"" - (qcf, qcf + B/D)

* Mui Mui immediately rises up in the air, then arcs down towards the opponent performing a fiery uppercut

* This attack travels towards the opponent at a very quick speed, and at a half-screen distance

* Mui Mui is invincible during the rise but loses it while she is in motion towards the opponent.

* Can Climax Cancel, just be sure to do it as Mui Mui is dropping down from the sky at the end of the attack.

* Very unsafe on block or if whiffed.

""Max: "" More damaging, travels at a 3/4ths screen distance

=Climax Super Special Moves=

""Seiryutenmei"" - (hcf, hcf + AC)

* Mui Mui summons a dragon, then shoulder charges the opponent. The dragon devours the opponent after Mui Mui double fist punches the opponent in the mid-section.

* Dashes at a 3/4ths screen length very quickly. Has a fair amount of invincibility during the start and during the dash.

* Be aware that if you use this on wakeup, you may fly under an opponent trying a meaty jump in.

=Combos=

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

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

===Rush Auto Combo===

""Meterless:"" description here

""1 Meter:"" description here

""EX:"" description here

==0 meter==

* cr. B, cr. A, cr. A, st. B, qcf+D = 174 DMG

(four lights into her qcf+D. You can use 2 or 3 cr. B's into st. B if you like.)

* cl. C, f+A, qcb+Cx3 = 222 DMG, 232 DMG if starting with cl. D

(add a jump in attack for more damage)

* st. D (link) cr. A, st. B, qcf+D = 204 DMG

==1 meter==

* cl. D, f+A, qcb+Cx3 (SC) qcfx2+P = (355/345 DMG in corner)

(place combo description here)

""Corner""

* cr. Bx2, st. B [BC] cl. C, f+A, hcb+BD, qcb+AC, qcf+D = (369 DMG) {1000}

(input the qcf the opposite way because of the wall bounce from qcb+AC. Loses the corner positioning but gives max damage. 421 damage if start with cl.C/D, f+A)

- cl.C, f+A [BC] cl.C, f+A, hcb+BD, qcf+AC, qcf+B = (400 DMG) {1000}

(Max damage without losing the corner.)

==2 meters==

* cl/cr. C, f+A, qcb+Cx3, qcfx2+AC = (464 DMG)

(you can start with cl. D more a bit more damage)

* cl. C, f+A [BC] cl. C, f+A, hcb+BD, qcfx2+P = (494 DMG) {1000}

(Easy damage. Can start with cr. Bx2, st.B into Max Mode activation for a bit less damage)

==3 meters==

* cl. C, f+A, qcb+Cx3, (SC) hcbx2+AC = (529 DMG)

""Corner""

* cl. C/cr. C, f+A, [BC], cl. C, f+A, hcb+BD, hcbx2+AC = (547 DMG) {1000}

==4 meters==

* cl. C, f+A, qcb+Cx3 (SC) qcfx2+P (CC) hcbx2+AC = (607 DMG)

(Works mid-screen to the corner for less damage, and full damage if performed in the corner)

==5 meters==

* cl. C, f+A, qcb+Cx3 (SC) qcfx2+AC, hcbx2+AC = (703 DMG)

""Corner only""

* cl. C, f+A [BC] cl. C, f+A, hcb+BD, qcfx2+AC, hcbx2+AC = (719 DMG)

=Misc=