

## BBTAG 2.0 Yuzuriha Primer

### A character guide, by BlackJet

#### Introduction

Hello everyone. I am BlackJet, a Brazilian BBTAG Yuzu player, mostly known for labbing and finding/developing techs with her or known as the Safejump Tech Guy who spams safejump techs on Twitter. This is a character primer to help any player, beginner or advanced, to learn and improve their own Yuzu playstyle according to their wishes. If you wanna go BAM!, WHACK! or SLASH!, this is the place for you.

Note: I'll be using what I consider basic fighting game and BBTAG terms in this primer from the beginning, such as the numpad notations, "safejump", "oki" and "Active Switch". If you aren't familiar with those terms, please try to look them up before reading this in order to have a better understanding of the game, the guide, and the character. I also expect you to know the basic moveset of the character, even though I will go through them one by one, so if you are unfamiliar, please at least go to the game's Tactics Mode.

Note 2: This was written by me based on my experience and what I've read, seen and talked about the character with many others, but it is by no means an undeniable truth. There might be mistakes, and I apologize beforehand if that is the case, or different opinions. By all means, if you have anything to point out, ask, complement or critique, please do tell me either on the BBTAG General Discord where I'm active in the Yuzu Channel, or my twitter, @USP\_BlackJet. Thank you.

**Changelog:** As per 09/06/2020, this guide was changed to cover the 2.0 patch.

As per 09/09/2020, included the “The new BNB, Midscreen to Corner Safejump” section.  
Small changes made to guide for better formatting and grammar.

#### Glossary:

X: A, B or C buttons, whichever the case.

[X]: hold button X (usually for stance)

X-Y: do Y quickly after X.

dl: delay

jc: jump cancel

P: whatever assist fits.

X/Y: X or Y.

#### The character:

Yuzu is a mid-to-long range zoner, which excels at threatening any space on the screen with a hitbox. This is effective as it isn't a projectile, so there aren't many counterplays to her moves, and many characters, especially poor mobility ones, find themselves at trouble when trying to get in on her. Not only that, but she also has tools which allow her to mixup hard on the opponent with teleports, making great use of certain assists. She also has tools to deal with other strong zoners, and means to have a great damage output.

#### Pros:

- Able to play zoning at long ranges effectively with her 236 slashes and long range normals.

- Strong mixups with teleports from many different scenarios according to the assists available.
- Decent damage output, easily reaching 6K+ solo bnb combos with good oki very often.
- Incredibly good knockdown game, able to mixup in many different ways safely according to assists, and possessing one of the best (if not the best) safejumps in the game.
- Able to convert almost any hit into combos, and pretty much everything into safejump setups.
- Great to deal with zoners who rely often on projectiles (will be further explained later).
- Lack of any poor matchup, barely having trouble dealing with the rest of the cast (she does a few bad ones, they are just not THAT bad).
- Good air-to-air/air-to-ground game with jA and jB.
- Universal Unist characters' rebeat mechanic.

#### **Cons:**

- Extended hurtbox on her moves often lead to weird trades and interactions.
- Her close range moves have average to worse frame data, not being able to contest much on pressure.
- Slower DP for anti-air and reversals.
- Lack of a fast anti-air outside of stance (will be explained further).

- Lower/weird mobility during stance (will be explained further).
- Lacking safe mixups solo outside of corner or with guesses.
- Meter cost/reward outside of supers and pushblock is usually bad (236C/j236C).
- Demands specific partners for peak performance.

With those in mind, let's keep going with explaining more properly how Yuzu works.

## **Unist Rebeat:**

Yuzu is a character from the Under-Night franchise, so she has the rebat mechanic. Basically, this allows her to ignore the weak>medium>strong (A>B>C) cancelling moves restriction, so she could do strong>weak (C>A) and whatnot. This makes her pressure harder for the opponent to work around and also much safer, since she can often end it with a weak button and be safe in multiple ways or keep the opponent guessing.

## **Slashes and Variations:**

Yuzuriha's 236X slashes have a few properties that every Yuzu player should know by heart, so I'm going to quickly mention them here.

After one slash on hit or block, Yuzu can immediately follow up with another slash. This can be done instantly by pressing A, B or C for their respective slashes. She can also do a teleport slash, which has varying directions and knockbacks, according to the buttons used. In general, the important is:

- Doing 4X after a slash hits will have Yuzu teleport and slash again automatically. The teleports have the same behaviour as her 214X teleports, so basically: with 4A, Yuzu will teleport on the same side (in front of the opponent), and keep her airborne/grounded state the same as before (if she was on air, she will teleport on air. If she was grounded, she will teleport on ground). 4B will have Yuzu teleport behind the opponent and keep the ground/air state. 4C will teleport behind and change her current state from grounded to airborne and vice-versa. The horizontal distance and height where you appear from is always according to the opponent's point character. This also means that even if you hit the assist, teleporting after will send Yuzu to a new position relative to the point, being possible to completely ignore and whiff the assist on the next slash. With the opponent in the corner, B and C teleports as well as 4B and 4C teleport slashes won't go through them, but end up making you slash closer to them than 4A slash. Even after teleporting once, you can press 4X to teleport again for the third slash.
- The tricky part is for knockback. A slashes (236A/j236A/4A) will always send the opponent horizontally for a wallslam. B slashes (236B/j236B/4B) will always knock them up in the air. But C slashes have two variants. Normal C slashes (236C/j236C) will have the same wallslam effect as A slashes, but follow-up teleport C slashes (4C) will have the same knock up effect as B slashes. Also, 4C teleport slashes do not use meter, differently from the normal C slashes. In the end, it is very important to know which way you are sending the opponent, where you are teleporting to and what can combo into what, so that you don't miss on punishes and don't drop combos, as well as setting up for knockdowns.

NOTE: As per 2.0, Yuzu 4A slash on air is bugged. It should be straight forward and

send the opponent to the wall like grounded A slash, but it works like a B slash after the teleport. [Showcase](#).

- It is important to know that after a slash on hit, you should know well enough which following slash to use to follow up after according to height and screen positioning (near/at corner). Another thing is that delaying a 4X follow-up can give you a different result, especially from A slashes, since it can decide whether you teleport behind them or not.

## Stance of Mighty Ki and Quiet Heart:



Yuzu has a stance which you can enter by using any of her three slash specials, any of her teleports, 2BBB/5BBB/jBBB enders, or the 236BC super, and then holding any attack button at the end of her move.

This can be done after any of her slashes, including single slashes (236[X]), follow up slashes (eg. 236XX[X]) or teleport slashes (eg. 236X>4[X]). If on air after a slash or the super, she always lands after stance, becoming actionable only later. During teleports that put her airborne, she actually enters stance before landing and can act then, for example, with a falling slash or jB.

You can notice that happening when a small white/transparent bubble appears around her after those moves are used and the button is held. You don't need to hold the button after she enters stance, as she stays in it once she enters it.

What is important to note is, while being in stance, Yuzu has a few unique properties:

Her grounded movement is reduced to a slow crawl. However, doing 44/66 (backdash and command dash forward) makes her perform a teleport backwards and forwards, respectively. This allows for dodging moves if timed correctly, as well as crossups. It also does not take her out of stance. While on air, Yuzu's back and forward airdash also become teleports similar to their grounded versions. For all of them, Yuzu can act almost immediately as soon as she is done teleporting.

While standing still **without holding any direction on the analog stick and grounded**, Yuzu is **invulnerable** to all projectiles. When they pass through her, she automatically performs a dodging animation which **makes her completely invulnerable**, meaning that other moves, even non-projectiles, can't hit her while she dodges. As a bonus, if they keep attacking without a gap, she extends the animation as long as needed, and once it is activated, it can't be punished, as Yuzu will remain invul until the end of the animation and be able to block/act normally as soon as it ends. Basically just let go of the stick if you want to dodge a projectile. Doesn't work while on air.

NOTE: While dodging, you can actually cancel the stance invul into any move you do, making it pretty good to whiff punish. You can also abuse invul moves like supers or DPs to punish even when there is a hitbox right on top of you. As a safer option, since backdash is invul on frame 1 and a teleport, it is a nice choice to get out of possible mixes and pressure if they are waiting for the stance invul to end. This works since pressing back while Yuzu is already dodging does not make her stop dodging to block, so you can mash 44 as fast as possible for the backdash.

Visual reference with details in the tweet's comments:

[https://mobile.twitter.com/USP\\_BlackJet/status/1205038526061899776](https://mobile.twitter.com/USP_BlackJet/status/1205038526061899776)

While in stance, all of Yuzu's B moves, specials, and 236BC become faster. This has many uses, such as allowing mixups, making her teleport incredibly more threatening as it becomes a 4F teleport, able to use anti-airs more reliably, slashes coming out much faster, and more, thus increasing the pressure of threat on an opponent just by being in stance. For some odd reason, 214BC becomes slightly slower in stance.



Yae Ichirin, or popularly known as Ichirin or Bloom Ender, is an ender that happens when you perform all three 236X slashes in any variation and order, while having started them in stance. It has an incredibly high damage output, and will be the go to for higher damage combo enders and assist/cross combos when you need a kill. It is visually the same as her DP and you can keep stance again by holding any attack button again after all of it's animation. If you don't hit the third slash, you won't get Ichirin, but you only need to hit that one third slash, meaning that even if the first two are blocked, it can still happen. Ichirin also functions a bit like a hitgrab as in you keep hold of the opponent for an amount of unburstable period of time, and it is possible to do happy birthdays with it.



You can constantly keep stance by doing the moves that enter it after their stanced versions. For example, enter stance with slashes, then do another slash and hold it again, or do slashes then 5BBB and holding the button at the end of the combo. What you are doing is pretty much “using” the stance at the first move then entering it again at the end of it.

With those explained, we will now go to the basics of Yuzu.

## **Moveset:**

This is a basic introduction to Yuzuriha’s moves and a small resume of how useful they are. Unfortunately I don’t have their hitboxes, I’m sorry. The moves’ cancel options are on block.

**5A:**



**10F startup, -8F on block, jump cancellable, grab cancellable, special cancellable.**

Yuzu's best combo starter for her bnbs and a pretty fast button for its range and coverage. A decent option for roundstarts if the opponent doesn't have a faster option, with 6A. Has only a few uses mid combo outside of specific things. If they are up close but not enough for 2A, this is your fastest option.

**5AA:**



**12F startup, -11F on block, grab cancellable, special cancellable.**

The one move I WISH was her anti-air, but alas, life isn't that great. It is a good button on

pressure as it's still pretty safe, specially with rebeat, and can still beat pushblocks with tick throws. It has even less uses mid combo than 5A unless you are using it to help confirm 5A better, or going for a 5AAA specific combo.

### **5AAA:**



**10F startup, -5F on block, special cancellable.**

A very niche move, only usable in specific combos where you need to get closer or side-swap, as well as finishing a combo with cross raid. Don't do this on block or you will die, especially if you get pushblocked.

### **5AAAA:**



**10F startup, -11F on block.**

The 5A auto-combo ender. Pretty much only use this for cross raid combo enders.

## 2A:



**8F startup, -5F on block, jump cancellable, grab cancellable, special cancellable.**

Yuzu's fastest button in normal situations, but the range is quite small. It is also a low, so you can use it for a fast low mix if needed. It is also the best option to use for whiffing after a stronger normal into repeat.

## 5B:



**13F startup (7F in stance), -16F on block (-13 in stance), 6F~14F Head invul, special cancellable.**

Yuzu's anti-air, unfortunately not that reliable because of the angle, startup, and only having 2 active frames. It is also not jump cancellable on block, which means you have to commit

even if they block it. More reliable on stance since you can snipe people as soon as you see them in range.

## **2B:**



**13F startup, (7F in stance), -16F on block, special cancellable.**

A great button. It is a low with a very long reach, and she can convert even at max range into a small combo with a safejump. Gets even better in stance, and can be made pretty safe with repeat into 2A.

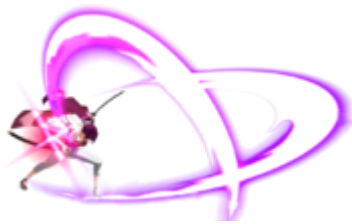
## **5BB/2BB:**



**7F startup, -16F on block, special cancellable.**

The follow-up from both 2B and 5B, can't be used more than once no matter which one you start it from. Usually used in situations to confirm max range 2B pokes, after 2C>2B when you already used 5B previously, or in 5BBB for certain combos.

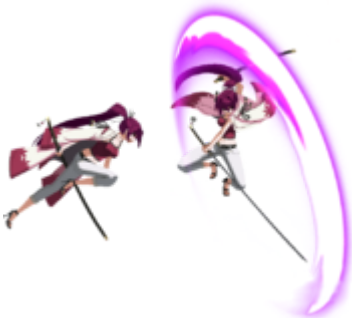
### **5BBB/2BBB:**



**11F startup, -15F on block.**

The ender after 5B or 2B auto-combo, not rebeatable or special cancellable either. You can enter stance after it as per patch 2.0, but being -16 on block is pretty dangerous even from max range, so do be careful with this. It is easily the best starter available in her kit scaling-wise, but you'd need an specific setup to open up with this like a sandwich to crossup with it or stagger. Also needs an assist to confirm. Mostly used in combos or as an ender.

### **5C:**



**26F startup, -4F on block.**

The universal overhead. Nothing too deceiving or amazing, but it can have its occasional uses as Yuzu lacks solo mixups in pressure. Also a decent meter dump with the cross assault mechanic.

**2C:**



**12F startup, -11F on block, special cancellable.**

The sweep, a low. Fairly safe on block, especially for its range and also being able to rebeat into 2A. Also the launcher mid combo if they aren't on air already, but you usually don't want to do this mid combo except when necessary.

**jA:**



**11F startup, special cancellable.**

The neutral button. An overhead that comes out very quickly for its range and great for air to airing or stopping people running at you on ground height. Is also used very often on combos and even mixes.

## jAA:



**8F startup, special cancellable.**

The jA follow-up, can be used to confirm the jA air to airs if jB won't do it, while safely keeping them on block if they block jA. Has its uses on some specific combos. Also an overhead.

## jB:



**14F startup (7F startup in stance), special cancellable.**

Another really good button, with multiple purposes. Covers a different angle than jA in neutral, and comes out even faster than jA in stance while still being an overhead which is wonderful, and also being faster than most aerals. It is also a safejump tool, stanced mix tool and mid combo tool.



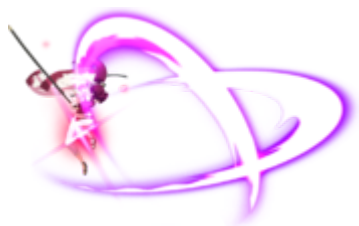
### **jBB:**



**7F startup, special cancellable.**

The jB follow-up, useful in some specific combos and mixes mostly. Not used as often as in the 1.5 patch, unfortunately.

### **jBBB:**



**12F startup.**

Not special cancellable, but still an overhead and can enter stance as per patch 2.0, kind of the aerial version of 5BBB/2BBB. Used for some mixups, some combos and some confirms, but another move which was quite nerfed from the 1.5 patch. Unsafe even at max range and very close to ground, even more than 5BBB, so you need to be careful with it.

**jC:**



**11F startup, special cancellable.**

The famous elbow, but there aren't many uses for it besides crossing over the opponent and hitting them with the backwards hitbox as you do, or some cheeky Active Switch setups.

**(j)236A:**



**21F startup (9F in stance), -13 on block (worse on blocked air slash).**

Yuzu's A slash, goes straight forward, but not fullscreen. Another nerfed move in 2.0 along with her other slashes, but still a bit useful in neutral, and even more useful in some setups/pressure and combos. Can go into stance and/or other slashes after it.

**(j)236B:**

**(No image in dustloop, sorry)**

**21F startup (9F in stance), -13 on block (worse on air), 12F~18F Head invulnerable for grounded version (4F~10F Head invulnerable in stance).**

The B slash. Goes diagonally in front and above, pretty much the same angle as 5B, but longer. Also works as an anti-air, although risky, and on air it becomes diagonally forward and downwards. Has its uses in neutral and setups, but much more used mid-combos. Can go into stance and/or other slashes after it.

### **(j)236C:**

**21F startup (9F in stance), -9 on block (worse on air).**

Yuzu's only EX, also usable on air. Using it mid combo is not worth the meter, so it is often used as a small poke on neutral for pressure and/or stance since it is safer and reaches farther than the A slash, or to confirm other pokes such as a near ground j236A/C or Counter Hit 236A/C. Keep in mind that it doesn't hit characters crouching on fullscreen distance, so you usually want to do it on air but very close to ground as it is slightly angled downwards and confirmable with itself.

### **(j)236XXX/Ichirin:**



As described previously in the guide, Ichirin happens when you hit the third slash of 236X while being in stance. It only activates on hit and will often not leave a good oki, but sometimes it is your only option depending on the situation for a bigger cash out. It is much more used in Resonance since you can cancel into supers after it, and in combos with assists as a source of big damage.

### **(j)236-4X:**



Yuzu's 4X slashes follow-ups. After a slash, pressing 4A, 4B or 4C will have her teleport and slash as previously explained in this guide. This is quite dangerous to do alone on block since it is easily punishable through most DPs and supers, as well as being quite easy to punish on block, especially if you don't finish it with an EX slash to be safer (even then can still be punished by some characters). Used in combo enders or mix-ups with assists, rarely mid combo.

**(j)214X:**



**23F until teleport (4F in stance), invulnerable on 24F~44F (5F~25F in stance).**

The raw teleports, without slashes. This move is pretty good considering you have the right assist and even more if you have stance since it becomes so fast and hard to react to. Also has its uses in neutral and combos. As per patch 2.0, you can enter stance by holding an attack button after it, but you can only perform one teleport until landing on ground.

### **(j)A+D (DP):**



**16F startup, 17F startup on air, invulnerable 1F~27F on ground, 1F~28F on air.**

The DP. It's not really that good of a DP since it is rather slow compared to the cast average and thus can be safejumped quite easily. Being a bit bigger doesn't help that much either since only the initial hop is an actual air unblockable, the small slashes after are actually air blockable AND projectiles, which could lead to weird interactions. As with any slower DP, use with care.

### **B+C (Throw):**



The universal grab. Like all of them, it comes out on 6F if you are point blank, and she dashes some distance before trying to grab if further away. Can be a bit annoying to convert in the most optimal way, which is almost always a 2B pickup.

## **(j)236BC:**



**On ground: 1F(before flash)+35F(super flash)+17F(after flash) startup, -35F on block**

**On ground + Stance: 1F(before flash)+35F(super flash)+5F(after flash) startup, -38F on block**

**On air: 1F(before flash)+36F(super flash)+17F(after flash) startup, worse than grounded on block**

**On air + Stance: 7F(before flash)+36F(super flash)+5F(after flash) startup, worse than grounded on block**

One of Yuzu's super. This one has a bit more horizontal and vertical range so you might wanna use this to catch things like people throwing projectiles from almost fullscreen or counter other supers at that distance. It is also doable on air which is pretty nice for the same kind of situations. Also able to enter stance from it, but unfortunately unable to get any good safe oki. The only super that she can do to hit both characters in case of a Happy Birthday as well. Usable in some combos as an ender where 214BC is not possible.

## 214BC:



**1F(before flash)+35F(super flash)+15F(after flash) startup, -47 on block**

**On stance: 1F(before flash)+35F(super flash)+19F(after flash) startup, -47 on block**

The second super. This one is your go to at the end of combos almost always, as it has better minimum damage over 236BC and even early on in the combo it will still do more.

There are some gimmicky safe DHC setups with this super. At the corner or near it you also get a very nice safejump.

## DHC:



**1F(before flash)+75F(super flash)+1F(after flash), -47 on block**

Yuzu's DHC, pretty long to do any DHC tricks. It is single target only, so it has the boosted 2500 and 3000 (resonance/cross combo) minimum damage, differently from the ones that hit both characters. The frame advantage on hit is the same as 214BC, so at the corner or near you can actually get a safejump from it!



## 222BC (Astral):



**1F+75F(super flash)+16F(after flash) startup, invulnerable on 1F~22F, -55F on block**  
Yuzu's Astral, pretty good since it is fullscreen, able to convert from a lot of stuff, even slashes, although the timing can be a bit annoying to get used to.

### 5P:



**18F(assist call startup)+15F startup, 16F of blockstun.**

The 5P, pretty standard, usually used to extend some combos since 6P wallbounce can be a bit harder to extend from. Although it has slightly worse scaling than 4P, it deals much more damage so it could end up being better at a combo start. It is also one of the few Head attribute assists in the game, being able to win vs some armors and invuls, but also means it can get anti-aired, so try not to call it while jumping in the opponent.

### 4P:



**18F(assist call startup)+11F startup, 18F of blockstun**

Yuzu's 5B as an assist, can be useful to some characters as it can cover a different angle from their own anti-air. It's pretty fast so calling it while jumping forward against the opponent's jump-ins works nicely.

## 6P:



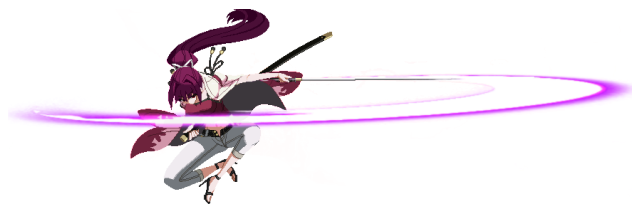
**18F(assist call startup)+28F startup, 20F of blockstun**

Her 236A slash. Usually this is the assist her partners abuse the most due to the distance it covers, but it was nerfed in 2.0 in terms of startup, similar to her actual slash. Still works very nicely for some setups though, and if possible is your go to for combo extensions for its damage and scaling.

Important Tools:

Yuzuriha has an amount of good buttons for a good amount of situations, but I will cover the best ones and their general use in the following list:

- **Jump A (jA)**



Yuzu's jA is an incredible move for many reasons. One of them is mainly due to it being very good at air to air situations where you can space it to hit an airborne opponent with its tip range to stop approaches and it still wins almost every exchange, even if it was slightly nerfed in the most recent patch, due to how fast it comes out for its range.

Although nerfed in the 2.0 patch, jBBB can still be the go to if they are too high for slash loops, so hitting a stray jA can almost always be converted into a full combo for at least a go oki with safejumps and some corner carry. It also has a great use in neutral due to how large horizontally it is, being a good move to throw even if the opponent isn't jumping much, at lower ground heights. It is also possible to do IAD back jA with the fastest jA and still hit some crouchers if you were close enough or with your back to the corner. This is one of her main neutral tools alongside 2B, jB and slashes, outside of assist dependent stuff, as properly timed and spaced jA is incredibly safe and hard to punish. It also has a peculiar use with mixes, which will be covered late on in the guide.

- **Jump B (jB)**



Although slightly slower and with a slightly bigger hurtbox than jA, jB is also a very good move for its uses. Not only does it deal more damage and it has a better scaling than jA, but it has a bit more reach and is angled downwards, which means it can hit opponents where jA wouldn't. The most important things to notice are that jB has an upgrade while in stance, going down from 14F to 7F (half of it!), which makes it not only much faster than jA, but an incredibly fast aerial for its range among the whole cast. The other point is that doing jB on block enables jBB and also jBBB, which is one of Yuzu's mixes, and although in the 2.0 patch needs assist to both confirm and be safe, is still quite a good starter and a good mix since she stops her fall very close to the ground when done well. It is also the go to for the safejumps since it is better able to reach ground height than jA and almost all of the safejumps will have you on stance.

- **2B**



2B is an exceptional move due to it being a low and reaching so far, while not being so slow compared to other far reaching low moves in the game, and still being able to cancel into specials, rebut or confirm on hit into a safejump, and overall an amazing poking tool to hit people trying to jump and/or not expecting a low from so far.

It excels at matchups where opponents remain grounded, complimenting well to the jA and jB coverage of the air space, and specially against opponents where low hits are the best answer against their moves (armors like Yang and Tager or mid invuls like Noel and Akihiko). Another big plus is its incredible 7F startup in stance, being not only faster than 2A, but also better in terms of damage and range, making it excellent for empty low mixups even when further away. Not to mention it usually is DP safe if it is properly spaced, as most DPs can't reach Yuzu that far and 2B barely extends her hurtbox.

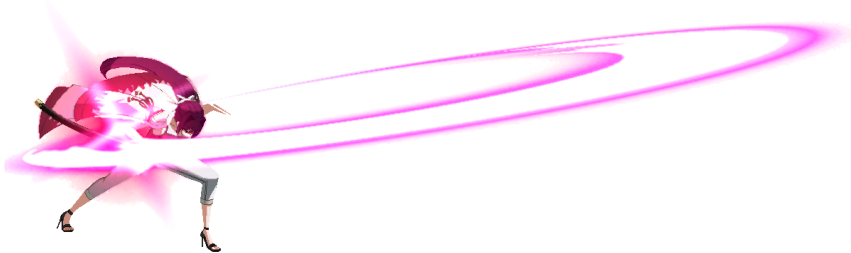
Be careful not to overuse it though, as if the opponent jumps over it the moment you use it, it can be punished since it has a big recovery.

- **2A**



2A is in the list for a matter of opportunity. It is the fastest button Yuzuriha has available on her kit outside of stance, and will be your best bet to go for on a number of occasions for challenging gaps and punishing things as fast as possible, if they are close enough. Although it isn't that good in range and proration, it has its nice use for that, as well as being a quick low to poke, a really good option on block due to it being jump cancellable and able to tick throw as well as being often rebeatable on your blockstrings and pressure, to make yourself safer. It is also often used as a rebeat whiff tool, for example, in 2B max range>2A whiff, since whiffing the 2A will make you have less recovery than actually waiting for the 2B to recover.

- **236X/j236X**



The (in)famous batou, or slash. It is her heavy neutral control tool just for the threat of it being there, even without using it. She slashes across a good portion of the screen, with EX slashes being full screen, although not hitting fullscreen crouchers. It is a great tool for pressure, for mixups, stuffing assists and punishing things fullscreen or from pushblock, but

keep it in mind that if you whiff this, specially on air, you can likely die for it, so use it conservatively, or with an assist. Keep in mind that it is also one of the best ways to enter stance if you can guarantee them blocking it, so if your match up can get heavily in your favor with it (eg. Nu13, Vat), it is worth it to risk if you see a chance, even if they just block it. Keep in mind that if you going to try EX slash from fullscreen, it is best to always try to TK it or do it from a really low height in the air if they are standing grounded, like an airdash back j236C, since it can whiff on crouchers, and if you hit them or their assist you can do the same as grounded, and you have a bonus of being able to spend another meter for a stanced 236C after the aerial version, which will confirm if the the first one hit and go directly into the next slashes for Ichirin, for the better damage, or just a single 4B for the safejump.

When already stanced, the slashes threat becomes much bigger, since it is way faster, as doing a mix with an assist will let you convert into ichirin almost always with an AS, leading into big damage even though slashes or assists starters have bad scaling. Not only that, it becomes an excellent tool for sniping assists, and will allow you to teleport to the enemy point even after you hit an assist, often catching people moving around off-guard and even happy birthdays if they were together.

- **214X/j214X**



The teleports. They are usable in certain circumstances but can be great in those, such as mixing up directly from neutral with an assist, getting away from pressure by jumping up high and teleporting away, or even in blockstring to create a sandwich, it has many uses, but



often dependent on assists and situations. Even then, it is still a good tool to always keep it in mind, which can turn the odds in your favor. Although the stanceless teleports are way slower, they can still be used for mixups with certain assists or more if you are willing to spend the assist meter, and the presence of just the possibility of a teleport while in stance is a huge pressure in itself with the correct assists in your team.

### **Basic mixups and pressure:**

For blockstrings, solo Yuzu unfortunately doesn't have much unless you are willing to risk yourself. Teleport slashes can be DP by most, and even if not, supers are an extreme risk which is up to you whether to take it or not, if the opponent has the meter. Even if they don't and their DP won't hit, just by them blocking you could get punished as well.

Basically, you usually want to keep it short with things like 5AA>2A or spaced 2BB>2A(whiff). The reason being that Yuzu's buttons have an average frame data not only for startup, but for recovery as well. So committing too much on block can easily have you being punished for it with a pushblock, and although you can try and bait it, it is something not that reliable and much worth it. In the end, Yuzu will often play footsies by hitting with delayed cancels (staggers), tick throws, jump cancels and spaced normals/specials that can't be punished so easily.

For reference, Yuzu's 2A and 5A are jump cancellable on block, and both as well as 5AA can be cancelled into throws, which is why they are often the focus of your pressure, with slashes usually only being used against pushblocks to try to catch people making wrong decisions after the pushblock.

If she has an assist though, it is another matter entirely. Being able to call an assist with good blockstun, which hits from a bit away, which crosses the opponent up or which stay for a while in the back, all greatly benefit her due to the fact that she can easily set up not only sandwiches with a partner by using teleport and teleport slashes, but also using them for left/right mixups. Although solo these aren't safe, in a sandwich you can keep teleporting on

whatever side needed to keep the sandwich going, and deal with whatever option the opponent tries to punish with your own. A delayed Active Switch, for example, is able to deal with almost every DPs and Distortions in the game while keeping yourself safe to punish them, and while also being a crossup.

Yuzu, for example, can do this with 2C>236A in the current 2.0 patch. The slash will hit if 2C hits, but will become a crossup if the 2C is blocked. For the later, after changing to your other character you will be able to block if they try to DP between the 2C and 236A.

For solo mixups, Yuzu has the grab bait with a dash into the opponent to fake the grab>airdash back jA. If they fall for it, you will get a counter-hit jA which is pretty easy to convert from. She also has the mixes which come after you get the opponent to recognize her safejump, which will be covered later on on a more detailed mixup section.

#### Basic Combos:

With that in mind, before introducing the more complicated stuff, I'll link this video from Sakasama, teaching the starting Yuzuriha beginner combos. Please do give those a try, especially if you are new to the game and want to get a better grasp of her combo structure first before advancing to the more optimal stuff regarding combos and their oki:

[https://youtu.be/9\\_pZZIMk7pY](https://youtu.be/9_pZZIMk7pY)

The Midscreen Safejump:

So you want to start getting better as Yuzu....

Yuzuriha has a set of the best, if not the best, safejumps in the game. She can often get a safejump anywhere, midscreen or corner, covering all techs without having to react to them, and it can even safejump hard things like 5F supers and Tager DP, if they are properly set up. The only weaknesses are, firstly, command grabs Distortions (and Hakumen's Yukikaze which completely freezes you), which will catch the landing, however, unless they are on top of you or are Tager, it won't connect due to distance. Secondly, come the counter DPs. Those are an issue since they freeze Yuzu when jB hits them, preventing her to land on the ground and block. Although you could potentially dodge some of them by hitting with the tip of jB, you often can't space around that since it will also depend on their tech. In those scenarios, it is often better to try to either bait the DP or perhaps use meaty assist calls, which will allow you to block and punish most of the counter DPs. All of the non-counter ones are no problem, and so Yuzu can keep her pressure and snowball versus a big part of the cast.

The idea for the optimal midscreen safejump ender is to end the three slashes **without Ichirin** on ground, and preferably with a B slash (A slash ender can safejump the DPs if high enough, but it is hard to time and not worth it since you can basically always B slash if you could A slash), and the higher the better. This is because you will have more frame advantage and thus extra time to do the safejump in itself.

A few examples: if you are grounded and finish the combo with 236B, you can do 236B-4B-4B for keeping the same side, or 236BdlB-4B and 236B-4BdlB (dl=delay) to change sides and still get the safejump easily. Delaying a B slash without teleport is often great since you let the opponent rise up quite a bit.

For grounded 236A, you want to do the same, with 236A-dl4BdlB. Delaying the 4B there will make you actually cross up even when the first A slash connects, that in turn would leave you at a good distance for the safejump to still catch all techs, and thus enabling the delay

4B for extra height since the positioning is already correct. If done without the delay, the opponent can potentially end up too far to be hit by the jB safejump on the backtech. With that in mind, adjust your enders as needed.

For aerial, you want to have them at a lower height and change to grounded with 4C teles, which work as a grounded 4B at that point, so j236A-4B-4C works against most options if done properly, for example. Once you get the idea and get used to it, the safejump becomes a matter of knowing at the moment what is the best option to do, based on positioning and the slashes available. If too high, consider doing jBB[B]>236A-dl4[B] if you still are away from the corner and want the safejump. The reason for that is it is still doable even without the last slash if the hitstun scaling isn't too high, and you basically only get the opponent very high if you air to aird them there, so you will pretty much should have it working always from there. The reason you skip the last slash is that since you need stance from jBB[B] to connect the 236A afterwards, the last slash would trigger Ichirin thus making it impossible to safejump.

Note: There is currently a small bug with the aerial 4A teleport slash mentioned previously in the guide, but that can actually help often in the safejump setup, as the upwards knockback is more preferable for the safejump.

Now that we got the setup down, here is the safejump in itself: Stanced IAD jB. After the ender, hold any attack button for stance, then jump as soon as possible, do an IAD at a low height, then use jB after the small teleport. If the IAD is too low, jB won't come out. If it is too high, it becomes worse as a safejump. So ideally, practice to get the lowest height possible in order to just barely get jB hitbox out.

The airdash teleport autocorrects Yuzu if she side swaps them during their tech, so forward tech is not an issue, and back tech is caught since IAD + jB covers a lot of space.

If you hit them with a far away jB, you want to do 2BB>236A>safejump ender again, and keep the advantageous knockdown situation going.

The only issue is that at certain situations, when jB hits at max possible range, 2B can whiff. This means you will need to react directly with jB>microdash 2B.

To solve this and also to keep pressure if they do block the safejump, I recommend doing jB+assist in the safejump. That way, the assist will confirm the safejump for you if they don't respect it, and if they block it they are in further blockstun allowing you to perform further pressure.

For reference, Makoto has the fastest DP in the game with it being 9F, while she and Yosuke have fastest non-trading supers being frame 5. so you will often see me doing the safejumps on them since if it works on them, it will work on all non-counter DPs/non-command grab supers (and non-Haku's Yukikaze as previously mentioned).

#### Midscreen, The Slash Loops Combos:

Slash loops were the 1.3 patch bnb, which disappeared when the jBBB loops arrived in patch 1.5, and now once again returned after the jBBB loops were nerfed in 2.0, with very small changes.

The idea is to basically juggle the opponent using airds then when about to land, do a j236B slash. This will send them high up in the air and allow for combo easy extensions as you are able to pickup with 5B from stance with ease, and you can even repeat the loop once again, before doing the safejump.

The basic route goes like this:

Starter(preferably 5A)>launcher 2C if needed>5B>dljA>dljB>j236[B]>(another loop if you want to/can do it)>5B>Slashes safejump ender (often 236B-4B-4B or 236BBB).

You need the delay mostly on jA so that you end up closer to ground when doing the falling j236B slash, thus making the rest of the combo possible. The delay on jB is not that big and not as necessary, but it also helps especially if you didn't delay jA enough.

Also, depending on how high the opponent is, you might want to also slightly delay the 5B after the falling j236B slash, otherwise the jB in 5B>dljA>dljB might whiff.

For a visual reference, here is one loop and two loops:

[Single loop bnb](#), damage: 6023

Combo: 5A>2C>5B>dljA>dljB>j236[B]>5B

[Double loop bnb](#), damage :6353

The reason why you might want to do a single loop is simple, hitstun scaling. If you took too long to launch the opponent and go into the loops, with, say, 2A>5AAA before the 2C, you will very likely not have enough hitstun to finish the combo before they tech with two loops. So, instead, just go for one loop.

Midscreen Safejump Mix-ups:

Once you get this combo down, here are a few thing you can do to mix the opponent once they acknowledge and start respecting the safejump:

Empty airdash 2B - Although not as good as a late IAD/empty low mix since you already used your IAD, this mix can catch unaware people waiting to block your jB first and don't change guard quickly.

Fast assist+(j)214X - A crossup and fake crossup. Usually the crossup is enough if they are expecting the safejump, if you assist is able to catch people not respecting the safejump and jumping, even better, as it will still be a crossup that will likely hit them even if it doesn't hit

meaty. The A teleport is another layer if they know about this option and try to react to the teleport.

jB+assist>IAD jBBB Active Switch/empty low - The jBBB is still quite a decent mixup even though it needs an assist or AS to be able to get a conversion or be safe. This is a triple overhead which can be tricky, since Yuzu looks like she is about to land after the jBB and possibly do a low, people usually change their block. This is where jBBB comes in, as it stops her midair and performs a third overhead which has quite a good damage and scaling, and will wallslam the opponent on hit. making it easy to confirm too. On block, it also has quite a bit of blockstun, and you could potentially even add another layer by doing a fuzzy with your other character if they can somehow convert from it. You can also not commit to even a single jB and just land with a fast 2A.

jB+assist>late IADB jA/empty 2A - This one is a bit more dependent on assist, since you need to have one that doesn't push your opponent too far and is also able to keep them in blockstun long enough. You need at least enough blockstun so that jumping right after the assist hits their block and landing with a jB will be another safejump, so that they have to respect this as well. After that, just do instead an IAD back jA to catch them changing their block, or empty land 2A.

jB+crossup assist>sandwich - This one is pretty intuitive and even more assist dependent, as it needs those assists that are able to crossup on block. I'm including this here since there are actually quite a few good Yuzu partners that have assists which do that. Just do whatever you want, you have your sandwich.

### The Corner Safejumps:

First of all: yes, there is more than one. In fact, there are four of them! And this is not counting the slashes safejump which also works in the corner pretty much the same as midscreen. Do you now understand why I am the Safejump Tech Guy? Well, let's go on...

Yuzu in the corner used to be quite simple in 1.5, but alas, 2.0 brought quite a few new things despite the nerfs.

Most of the changes for this came from the new ways to get into stance, mainly 5BBB and teleports. I will explain why those changes were great for her now.

Yuzu putting the opponent in the corner was actually a bit weird. She lost the potential to do fast crossups and sandwiches unless there were corner stealing assists like Naoto S 4P (pushes the opponent away from the corner) or Blake 5P (steals the corner herself), but those (and maybe one or another I'm forgetting here) were quite the small exception. She did get access to the fuzzy setup in the corner, which is an advanced mixup I am going to describe later, but that too needed not only for the opponent to completely respect her safejump but specific assists.

Lastly, she had the jBBB mixup, and still does, and although she could confirm from it solo and it was safe, you usually needed to do safejump+assist so that you could continue with the jBBB mixup after that. It is also somewhat vulnerable to pushblock..

Even then, I still think that her mixup game is better now, specially solo.

This is why:

Yuzu being able to enter stance after 5BBB and teleports, allow her to actually safejump after the 5BBB or teleport while **still keeping her double jump/IAD**. What does this mean? It means Yuzu can actually go for the standard empty low/late IAD mixup which she could not before. But it gets even better...

Yuzuriha's airdash is usually the same as the rest of her Under-Night friends, the so called "Assault" from their game, and so they do the airdash as an arc. However, after the corner safejump ender, Yuzu will always have stance. And while in stance, her airdash is the small



teleport. The teleport, not only being faster to act from the traditional Unist IAD, **it also crosses up if the opponent happens to forward tech**. Even better, if they actually call out your mix and don't respect the mix with a DP or Super, or even with other moves, **Yuzuriha will dash through the DP and Super**, as they do it towards the other way (midscreen). This is because of Yuzu's stanced airdash having the property of a teleport and also invulnerability, and it can happen even if they don't forward tech, as some DPs or Supers just happen to have their hitboxes pass by just as she teleports. Of course, if they do a fullscreen super or a DP/super that hits a bit behind, you can get hit, but another great thing is that since she can act faster out of the stanced airdash, sometimes you will still have enough time to even answer with your own aerial DP or aerial super (j236BC), but of course, this will depend on the opponent.

As for the empty low mixup, it gets better as well. Since Yuzu is in stance, 2B is actually a frame 7 low move. This makes it even better than 2A as an option and will hit on corner regardless of their tech. Not only that, it has better damage and scaling than 2A, so you will get a better reward from it.

Last but not least, Yuzu can still make both the fuzzy mixup and sandwich with the specific corner stealing partners previously mentioned, so you have basically no loss from doing this.

Alright, so, how is the actual safejump?

There are four corner only safejumps as mentioned. Three of them which work as mentioned.

The first and most basic way is to end a combo in 5BB[B]/2BB[B]/jBB[B]. What you do from this will depend on the distance you are from the corner yourself. If you are near corner, more to the midscreen part of the screen, and your ender wallslam put the opponent into the corner, you can just enter stance and jump forward, and your stanced jB should easily catch all techs because of its reach.

If you are closer, around a backdash distance from the corner or just a bit more, you can just neutral jump and you will cover all techs from the opponent, as you will likely body-block their forward tech if they try to do it.

And lastly, if you are very close to them, at their face, just jump back with jB to cover all techs.

Next are the teleports safejumps. Those are the two remaining safejumps that end her in stance. After the same B enders mentioned above, you can do teleports instead of raw tele. Each teleport has a reason why you could go for those instead of the neutral jump safejump. They became a thing in this patch because since you can enter stance while on air after a teleport, you can actually do jB before falling since it has way less startup, and then land right after, thus safejumping the opponent. You can still airdash and jB after it, making it possible to do the same late IAD/empty low mixup from the 5BB[B]>jump version above. Their weakness can be a bit harmful though: Calling assist to cover the safejump or convert after it will cost assist meter because even if you are actionable with airdash, double jump or jB after a teleport, calling assist after the teleport will still count as an action, and well, calling assist after the jB would cost assist meter anyways. Also, no need to worry about checking tech as the teleports will catch everything without a problem.

214[C]>jB: This will actually corner steal if you were more to the midscreen part of the screen, since the camera didn't let the opponent actually take all of the corner for themselves as they wallslam, and you teleport before they can backtech to take it. This can catch opponents unaware and will let you work on sandwiches from there, since you can crossup with teles and slashes yourself after the safejump.

TK 214A: This is a bit weird one cause it's not as easy, but you can still meaty and safejump the fastest DPs with it if done properly. The thing with this one is that it works even farther away from the corner compared to the other two safejumps above. The reason being that the aerial A teleport sends Yuzu falling forwards with quite the momentum, that even if they backtech, she will still catch up to the opponent with jB, and if they forward tech, she body-blocks them. This is an option to consider if you prefer the strength of the corner

safejump's mix-ups instead of the midscreen safejump mixups, which would be your other option there.

Lastly, but not least, we have the last safejump on corner, which is not as strong as the others in terms of mix, but is very good in terms of opportunity to dish out damage and change characters. It is the 214BC/DHC safejump.

On corner or near it, the 214BC/DHC super **outside of Cross Combo or Resonance Blaze** will give Yuzu a safejump from neutral/back jump>jB. Like the 5BBB safejump, you need to adjust it based on the distance to the corner so that you do jump back or neutral jump to cover all techs. Since they end up closer to Yuzu, you can't do forward jump to bodyblock the forward tech, so you really need to be closer to the corner for this.

Even without the stance and better mixes, this one is still a really nice option to go for since it is still a very safe way to continue pressure after a super, and you can still call assist after the super pretty much always to cover the jB confirm/block for you since her super is so long that they will always have already left the screen, no matter if you did assist into super or a DHC. Also, you can still mix with the late airdash/empty low if you think it is worth it.

Alright, you understand the safejump setups and how they work, how do you combo to them...?

Corner Safejump Combos:

Let's get to the corner combos. First, I'd like to note that depending on how far you are from the corner, you can adjust your midscreen loop to become the near corner ender for their safejumps. For example, if after I did an aerial slash loop I notice I'm getting closer to corner, instead of doing the slashes safejump I can just 5BBB or even jBBB for a better corner carry (since you can jump closer to corner with the jBBB) and then pick your corner safejump from there.

Well then, let's get to the corner specific things.

### **The jBBB Pickup:**

The jBBB was nerfed in 2.0 but it doesn't mean it is completely useless. With the fact that you can enter stance after it, you can do jBB[B]>5B if you are close enough to the corner, which means bigger extensions for better damage rather than doing slash loops better corner carry as the jBBB will wallslam you opponent, and you can go straight into...

### **The 5BBB Loops:**

That's right, they took away our jBBB loops but we got 5BBB loops instead, on corner. It is sad but quite understandable that they also reduced the scaling on 5BBB as they did that, since Yuzu's damage on corner would then easily skyrocket into the 8k+ or maybe even the 9k+ for no effort and meter.

The idea here is to basically go into launcher>5BB[B]>5BB[B]>... Pretty much it, yeah.

If you are solo and did 2C as your launcher, you will want to delay the first 5BB, as in 5BdlB[B]. This is because the hitstun scaling on the first 5BBB is better, so you will be able to delay there more easily than the later ones. Once you do that, hitting the other 5B's will be much easier and they won't need delays either if you delayed enough on the first one. Be careful though, delaying it too much might actually make the first 5BBB whiff.

If you managed to hit them on the air or your assist launched them for you, you might have to visually check if you need to delay for the next 5BBBs sequence if they are already high enough so that you can just do it from the start without delaying anything at all.

Solo, both the combo into the safejump should look like this:

[https://twitter.com/USP\\_BlackJet/status/1230342706368368640](https://twitter.com/USP_BlackJet/status/1230342706368368640)

You can actually do one more repetition of 5BBBs before the 2B>2C>5BB[B] ender if you started with 5A>2C, and you can always do a super after 2C if you want to.

The Yuzu Fuzzy:

As odd as it might seem, Yuzu has a fuzzy. The fuzzy, simply put, is stanced jB. That means, since you need stance to do it, she can't do it solo, as doing any kind of overhead by herself before would make it so that she doesn't have stance. However, even though this is assist dependent, there are still quite a few ways to setup for this, which we will cover now. For this, I expect you to know how a fuzzy, also known as fuzzy guard break, works.

First of all the characters which the fuzzy **does not** work, are: Jubei, Teddie, Labrys, Linne, Vatista and Mika.

In the corner, there are quite a few assists that are able to meaty all techs, and some being a single hit assist. This is what you need. There are quite a few other characters in the cast that setup fuzzies like this in the corner as well, the only difference about Yuzu is that she needs Stance to do it, but it isn't much of an issue since she gets stanced safejumps from nearly everything.

The idea is to have the single hit assist meaty the opponent on corner as you do the safejump bait. It is important to act as if you are gonna safejump jB to have the opponent block the assist standing then just land, confirm the standing block and immediately IOH jB. Unfortunately, in 2.0, Yuzu needs Cross Combo to convert from the instant overhead with assist again, which is why it is ideal to have an assist that can set it up with a free call so you can do the fuzzy and confirm even from half assist meter. You can potentially convert into 236BC without the cross combo, but you need to react to the jB confirm for that and the window isn't really generous. The only exception for that is Elizabeth, since her 5P is able to set up the fuzzy and also confirm it with the second hit after the jB.

Another partner exclusive thing is Mai. Her 5P is actually fast enough to meaty all techs even on the midscreen slashes safejump, no matter the tech. This means you can always fuzzy mix-up with Mai on every stanced safejump Yuzu does, as long as you have the cross combo available or meter and reaction for the j236BC. You can also use other really fast assist for midscreen fuzzies by calling them with assist meter just a bit earlier, like Susanoo's and Ruby's 6P or Seth's 5P.

Midscreen fuzzy example with Mai as mentioned:

[https://twitter.com/USP\\_BlackJet/status/1203159432483373056](https://twitter.com/USP_BlackJet/status/1203159432483373056)

This uses the Cross Combo screen freeze to check if they actually respected the safejump with a standing block, got hit by the meaty assist or just crouch blocked. If you have the reaction to ignore this, feel free to do the cross combo after the fuzzy to confirm the hit instead.

You can also potentially use a long blockstun assist with an aerial teleport to bait a stanced jB overhead and fuzzy from there, but this is very team/pressure specific.

The new BNB, Midscreen to Corner Safejump:

Ironically, 1 day after I finished writing this guide, I found this. As it is the new core of her bread and butter combos as well as very useful in many ways, I strongly recommend learning this and using it often as it enhances her own gameplan regardless of team composition. Also, it is not hard at all to do.

First, allow me to introduce the combo:

[https://twitter.com/USP\\_BlackJet/status/1303525073534423040](https://twitter.com/USP_BlackJet/status/1303525073534423040)

The notation for this is: 5A>2C>(5B>dljA>dljB>j236[B]x2)>5B>jA>jAA>j236A-4C[B].

As you can see, this combo allows Yuzu to corner carry all the way from being with the back near one corner to another, all of the while **still keeping the airdash option to safejump**, differently from the usual midscreen safejump that uses the airdash. This allows Yuzu to perform the late IAD/empty low mix-up solo, making her have much less reliance on partner to open opponents again after a knockdown, as well as being able to always put the opponent on corner which can be rewarding in terms of damage for further combos and their knockdown oki. That also lets Yuzu use the fuzzy mentioned previously much more often, since more assists will be able to cover the techs in the corner.

The idea behind the combo is to basically have a very high non-stanced slash ender, which will give so much frame advantage that a neutral or forward jump will be able to safejump. To get to that, we use the jA>jAA>j236A-4C[B] ender if still not close to the corner. Using that

will get the perfect height and easily get you the safejump, and once you have your opponent respecting it, you go for the mix-ups.

For the ender, there isn't a need for delays as you won't be doing a slash loop, but ending your combo instead. Because of that, this combo is pretty easy to do once you get the hang of the first slash loops to start the corner carry and get more damage.

If you get near the corner at the end of the combo, feel free to just use a 5BB[B or jBB[B] ender instead, just like mentioned in the corner safejumps section. This is even better as these safejumps have even better frame advantage than the j236A-4C[B] ender.

If Yuzu is with the back to the corner and too far to reach the other corner, she can always do her corner swap combos which will still give the same oki and put the opponent to the corner, at the cost of a little damage. the corner swap combos will be covered later down in the guide.

Note: If Yuzu's aerial 4A teleport slash bug is fixed, she might even be able to do a corner to corner carry with a j236A-4A-4[C] ender instead.

With this combo, Yuzu will have a 100% corner carry rate on any full combo she is able to get, with the exception of stray hits like max range 2B pokes, and max range aerial pokes more to the midscreen side (since being even a bit closer to corner will let you do the aerial conversion straight into the j236A-4C[B] ender). Even then, those can still get her the classic slashes safejump mentioned previously with the right extensions. so she still does get to keep her pressure very safely. You can also choose to use an assist to convert better from those, which is definitely a viable option, even more if the opponent cannot burst.

With all of this said, this bnb and safejump setup is pretty recent as well as easy. It drastically improves her solo pressure and mix game as she will have access to the late IAD/empty low mix from any combo in the screen, as opposed to before where she needed a partner when staying at midscreen. Because of this, there might even be more partner opportunities for her since she does become less reliable on specific partners to open



opponents once you learn this route. Characters that have strong advantages near corner are also a good option since Yuzu can pretty much always put her opponent there for them.

With this said, feel free to still explore the other options she has. For example, the previous slash ender safejump still works really well if you have an assist that crosses up, like Seth, Teddie or Blake, as you will still have your mix from the safe sandwich setup that is safejump jB+assist (although Blake can still steal the corner). Even though the other options might be a bit harder, they can offer a different reward and it is always nice to have different options ready to be used.

#### 5BBB Safejump Midscreen:

This one is a bit less reliable as it works with a guess. It is pretty much guessing which way your opponent will tech and either 214[C] or TK 214[A] after a B ender. The C teleport will catch backtech. The A teleport will catch forward tech. Both will catch neutral so that is not an issue. If you guessed correctly, congratulations, you have a safejump and an potential mix from it. A special reminder that if you guess correctly, the IAD jB mix will **always** crossup and thus be safe from quite a bunch of supers and DPs, being a while still being a late overhead crossup mixup.

The main reason I introduced this less reliable option is the following...

## The 5BBB Forced Sandwich Safejump

This is something which came up with 5BB[B] ender into teleport as patch 2.0 came in, allow me to elaborate:

The reason why 5BB[B]>teleport is not reliable outside of the corner is that you need to guess the opponent's tech, as described above. So I simply decided to try calling assist along with the 214C teleport so that they can cover the forward tech while I cover the back tech, and even better I get a sandwich no matter the tech. Great, right? It gets even better. I noticed that some assists managed to push the opponent depending on when I call them. Which made me remember that most assists will actually move the opponent while they are invulnerable doing their tech animations. And thus, the basic idea I came up with, was this: [https://twitter.com/USP\\_BlackJet/status/1197685973066244096](https://twitter.com/USP_BlackJet/status/1197685973066244096)

The concept is basically using assists that are fast enough and travel far enough to physically push the opponent's forward tech into the safejump, making it effectively cover all techs while also setting up a sandwich for further mixups if necessary. Of course, there aren't many assists that managed to do this, but some are spectacular for it, like Mai or Akihiko. Following is a list of all the characters with all of their assists, and the possibilities, tested on slim characters after 2C>5BBB:

Ragna: 2145PC makes safejump hit

Jin: 6P hits meaty on early call

Noel: nothing

Rachel: 2145PC hits meaty

Tager: 6P hits meaty on very early call

Hakumen: 6P hits meaty on very early call  
Nu: 6P hits meaty on early call  
Hazama: 214PC hits meaty  
Makoto: 2146PC hits meaty, can delay call to make the safejump hit  
Plat: 4P and 6P can meaty but very rng based  
Izayoi: 6P meaty on early call  
Azrael: 2146PC makes safejump hit, 214PC hits meaty  
Celica: nothing  
Nine: nothing  
Naoto K: nothing  
Susanoo: 2145PC makes safejump hit  
Es: nothing  
Mai: 2145PC makes safejump hit, 2146PC can meaty  
Jubei: 2146PC can meaty  
Yu: 5P can meaty on very small delay  
Yosuke: early 6P call makes safejump hit  
Chie: 214PC hits meaty  
Yukiko: 2145PC hits meaty  
Kanji: 214PC hits meaty  
Teddie: 6P early call hits meaty, 4P early call can hit meaty (item dependent)  
Naoto S: 6P hits meaty on early call  
Mitsuru: 6P hits meaty on early call  
Akihiko: 2146PC makes safejump hit, hits meaty on slight delay (can fuzzy)  
Aegis: 6P hits meaty on early call  
Elizabeth: 6P hits meaty on early call  
Labrys: nothing  
Adachi: 2145PC hits meaty  
Hyde: 2145PC hits meaty  
Linne: 6P hits meaty on early call  
Waldstein: 6P hits meaty on very early call  
Carmine: 214PC hits meaty

Orie: 4P hits meaty on early call  
Gordeau: 2145PC and 2146PC hit meaty  
Merkava: 6P hits meaty on early call  
Vatista: 6P hits meaty on early call  
Seth: 6P hits meaty on very early call  
Hilda: 6P hits meaty on early call  
Mika: 6P hits meaty on early call  
Ruby: nothing  
Weiss: 214PC hits meaty, 6P hits meaty on early call  
Blake: nothing  
Yang: early call 6P makes safejump hit and hits meaty, can setup fuzzy and confirm without CC if you commit jB IOH  
Neo: nothing  
Heart: slight delay 2145PC makes safejump hit, 6P hits meaty on early call  
Yumi: 5P and 6P early call hits meaty  
Akatsuki: 5P early call hits meaty  
Blitztank: nothing

Early call means having to call earlier than the 214C motion and very early calls means from 5BB or even sooner.

In my opinion, Akihiko is the best for this. His 6P makes a perfect sandwich bringing the opponent right into your face, which makes the late IAD jB solo mix crossup regardless of their tech. Also, by sacrificing very little frame advantage on the safejump by delaying the 2146PC very little, you actually get a fuzzy setup.

In general, this is a great way to set up a sandwich in a very safe way. Both Yuzu and the assist cover the opponent's options while Yuzu is safe from almost all wake-up options with the safejump, differently from the slash+assist sandwiches.

Keep in mind that there might be setups which work on bigger bodied opponents and maybe even setups from the A teleport, so try them out! Who knows if there might be something good.

### Ichirin Combos

Fast Ichirin routes are good to know since they are your best damage enders/routes, and if you want to go for assist combos and/or Cross Combos, they will be your go to for the big damage since you can keep stance after the first one and then just loop them. So if you can do a solo Ichirin route, you can start with the damage and already have the stance prepared for the next one.

These are basic ways to go into Ichirin ender:

#### **Ichirin routes after 2C launcher:**

...>2C>dl5B>dljA>dljB>j236[B]>236AAA/236BBB

...>2C>5B>jBB[B]>236AAA

...>2C>5BB[B]>236AA[A]

Going straight into 5BB[B]>236A is the best way to cash in for an actual 6.8k damage if you started with a 5A>2C, but knowing the other routes is also useful in case you need more time for more meter building or assist gauge refill.

The Ichirin routes are also a pretty good option when you are with Yuzu at Resonance Blaze. Since her oki mix is noticeably weaker by herself midscreen, you can instead just go for the big damage cash in, by doing fast Ichirin then cancelling into supers.

Ichirin Corner Carry Safejump:

This one is a bit different. It is a midscreen/back to corner route which will carry the opponent to the corner and do a safejump that only works there. Because of that and because it actually uses Ichirin ender, it needs specific routing and positioning recognition, and the safejump isn't so safe against the faster supers, as well as being very hard to meaty on 4F, which means the you can't punish an opponent trying to jump out if you mess up. Even then, because of the extreme corner carry and damage, it is still a nice option to have, not to mention being able to instead call out free meaty assists to deal with the jumping and super issues, since you don't commit to the safejump yourself if you don't want to.

This is how it looks:

[https://twitter.com/USP\\_BlackJet/status/1204226924651827202](https://twitter.com/USP_BlackJet/status/1204226924651827202)

and

[https://twitter.com/USP\\_BlackJet/status/1204249776830566401](https://twitter.com/USP_BlackJet/status/1204249776830566401)

To the explaining: The idea here is basically to abuse slashes and Ichirin to get extreme corner carry and height. Usually, Ichirin leaves the opponent too far away for Yuzu to catch backtech even if she did have the frame advantage after Ichirin. This is solved by doing the

last slash with Yuzu herself in the corner, since she pulls the opponent into her direction when she finishes it with Ichirin. As you can see in the videos, before doing the last slash, I send the opponent to the corner through the combo's and slashes corner carry, but before they actually get the corner, I steal it with a teleport slash so that Ichirin is able to pull them back into it later. This will leave them closer to Yuzu and make it so that she can catch the backtech with much more ease.

Another thing that is needed is height. This kind of thing existed even in patch 1.3, but it was much harder to do. The reason it is easier now is that jAA got a bigger hitstun, which allowed it to combo into more things, one of those being a j236A slash. This let's Yuzu do an aerial slash loop with 5B>dljAdIA>j236[A] instead, which sends them to the edge of the screen, and then goes for the 236[B] hitting real high for the Ichirin. This is because Ichirin needs that extreme height in order to be able to safejump, and the jAA consistency to getting that height made it much easier.

This combo and safejump is more of an "adapt to the situation" thing, so I suggest you learn it only after you have already gotten used to Yuzu and how her stuff works, mainly the slashes and their teleport variations.

If you are able to get this consistently, then you can now try the...

#### Ichirin Corner Keep Mix-up:

This is a mix specific to this safejump. Once you get familiar to this, you need to be able to identify the situations where you are able to pull the opponent VERY close to the corner and to Yuzu, while still keeping the corner yourself. This is not possible with the back to corner variation of the combo.

In this specific scenario, what happens is, you have another way to safejump all techs if they are close enough to you, which is actually Stanced Airdash Back jB. This will also let you keep the corner.

The reason this is a mix is that if they expect you to always forward IAD jB, they will always know which side you are gonna end up and block it no matter the tech. However, by doing the airdash back, you don't allow them to take corner on forward tech, and you can get unaware people by doing this.

Another thing is that at such distance, most assists are able to meaty even back tech. In this case, for backtech, which would be safe from both options, can be caught with a crossup by doing assist+214B/C instead. Although not safe, it is an option to keep in mind.

And the last option is the previously mentioned fuzzy, since you are with them right on top of Yuzu, most of the assists that set up the fuzzy on corner situations will still work in this scenario, so you can try to go for it.

#### The Once in a Lifetime Unblockable:

Yuzu actually has a very specific unblockable setup, which is usually only consistent on corner. It is with super jump jC (elbow) Active Switch, then doing a low as Yuzu falls with the jC on the opponent. This has a few issues:

It is rather unsafe. As Yuzu does a sj jC AS, you have a gap between the AS and the low.

For this, you usually want assists that are able to linger on screen after the AS like Jin's 6P or Orie's 4P to cover that gap for you. Of course, if the opponent respects your pressure too much you can go for it even without them, but keep in mind you can get hit in the face for



attempting it. Here is an example with Orie:

[https://twitter.com/USP\\_BlackJet/status/1303125524936499200](https://twitter.com/USP_BlackJet/status/1303125524936499200)

Another issue is, without the assists covering the gap, they can jump and render the unblockable useless. You can DP them if you react to it for the small air unblockable damage, but you still only get that as a reward. Even if they get hit by the jC, they will almost always be sent flying down to tech on the ground, too.

And finally, like most high/low unblockables out there, it is weak against pushblock. It is very easy to just pushblock the assist and then block the elbow.

This is a very specific gimmick and will potentially only work once or maaaybe twice, so keep that in mind. Still, if you often go for setups where people HAVE to respect you, which Yuzu has quite a few, you can try throwing it out there on a whim and see if it works. I already did it myself with Mai and Gordeau on actual matches, both which aren't even optimal characters for it, so it's nice to at least know it is an option.

### **So is Elbow only used on the unblockable?**

Honestly? jC isn't that good, unfortunately. You can use it for the IAD over crossup jC sometimes if you are in the right spacing and the occasional unblockable.

One setup you can also try is, instead of sj jC on the corner, just do jumping jC instead with AS. This will make there be less of a gap even with normal assist, and although it won't set up for an unblockable, it will make them have to stand block, potentially setting up a fuzzy.

So if your other character can do a fuzzy and convert from it solo, feel free to go for it.

Well, since we are going on about more risky stuff...

The Active Switch DP:

Yuzu's DP, although not that good, has quite a big amount of hits and blockstun. One interesting, but risky use of this, is Active Switch DP on pressure. Use this with care since a DP can always be a big bet, even in Active Switch, and if you mess up the Active Switch, goodbye Yuzu.

The idea is to basically do safejump+assist>some move>AS DP. The DP will then have your opponent at a really nice blockstun, allowing for mix ups, more blockstun than Yuzu's other moves. Another interesting thing is that her DP hitting the opponent at any point will lock them up in the ending animation, meaning any fast overhead/low mix will get them hit by the rest of the DP animation and let you confirm it easily if they don't block it, as well as being unburtable right after the hit.

The problem is mostly the risks and the red health reward.

Red health reward is because every hit after a DP becomes red health damage, thus becoming recoverable health as long as the character stays on the back.

The risk comes from messing up the DP AS. Not ASing will get you to DP on their face while blocking, which is pretty much the equivalent of death in most cases.

To make it easier, I suggest you use a Dap macro and tap it quickly.

Keep in mind that the move you AS from before the DP has its own risks of getting pushblocked and then you could end up getting punished, even possibly with a happy birthday.

So, again, do use this with care. Here is an example with it being used in the corner and used to confirm the Mitsuru IOH jB:

[https://twitter.com/USP\\_BlackJet/status/1152364415489990656](https://twitter.com/USP_BlackJet/status/1152364415489990656)

As you can see, this allows Mitsuru to easily convert her jB if she wanted to, or even do a super directly afterwards in order to kill while keeping it burst-safe.

### Corner Swap Combos:

Yuzu does have a few corner swap variations. From the Ichirin Corner Carry Safejump setups, there is one. Another two are the teleport slash variation and the 5AAA variation. The first one is actually very hard so I don't recommend you start with it, only go for it if you can pretty much already do everything else with Yuzu. The second one is much easier with the sacrifice of some damage, but since the oki is the stanced corner safejump, the mix after it is pretty strong. Here they are:

The Slashes Side-Swap: [https://twitter.com/USP\\_BlackJet/status/1280657024536252418](https://twitter.com/USP_BlackJet/status/1280657024536252418)

The 5AAA Side-Swap: [https://twitter.com/USP\\_BlackJet/status/1295301538294960128](https://twitter.com/USP_BlackJet/status/1295301538294960128)

The combo specifics are in the tweet's comments.

The 5AAA Side-Swap with the j236A-4C[B] ender:

[https://twitter.com/USP\\_BlackJet/status/1303526250795868160](https://twitter.com/USP_BlackJet/status/1303526250795868160)

(This is you go to if you are closer to the midscreen part of the screen).

### Counter-Hit Combos:

Unfortunately Yuzu got less counter-hit options in 2.0, but there are still some CH specific stuff.

First is the 236X slashes. Midscreen, counter-hit A and C slashes can be followed by a C slash after you get into stance, getting you either a safejump with dl4[B] follow-up, or the Ichirin if you want to get more out of it. This works the same for an A teleport slash on ground 4A teleport. For corner, if you are close enough, you can actually extend with a 5B and work from there.

The B slash can also be confirmed on Counter Hit, but it is a bit better in terms of rewards. Since it sends the opponent upwards, hitting a 236B or a ground B teleport slash (4B on ground, will let you confirm with a 5B unless you hit them with the max range 236B. If that is the case, you can do a rising jB into jBBA>jc stuff or just jB>j236X if you think the jBB could whiff.

Those are good to keep in mind because if you get a burst mid slashes, you could actually get a full punish by just entering stance after the counter hit and reacting from there.

Second is the counter-hit 5B. The most important use of this is getting a counter-hit 5B, mostly mid-combo when they burst, after having already used your 2C launcher. What you can do here is actually do a TK 236Bdl[B] from the 5B, which will let you land and continue with another 5B>stuff. This is the optimal way to continue a combo after anti-airing a burst without your launcher available in case they stay on ground after the 5B. Just a small warning that this is not easy and requires practice.

2B counter-hit can also do the same, but there are very few occasions where you can reliably use it.

#### Assist Combos/Cross Combos:

We arrived at the part that everyone enjoys, the Assist Combos and Cross Combos! Fortunately, Yuzu's are incredibly simple for optimization: just loop Ichirins as soon as possible and as much as possible. With this, it is easy to do 7k+ assist combos and 14K+ cross combos with pretty much any character as a partner, but it can get even bigger.

Ichirin's damage is simply ridiculous. Its very high. So the idea is to go into Ichirin's with the least amount of moves before it so that it is able to come in with the best proration/scaling available. Of course, many assist combos and cross combos are situational according to the opponent's burst, your meter and their HP, so it might not always be the same thing. I'll be covering this section for optimal damage considering the best situation, which is no burst and supers if you want/need.

For mid combo assists, you usually do these if the opponent can't burst, mainly for the extra corner carry and damage. Well, fortunately, slashes into Ichirin gives us both of those with ease. What you want to do is early Ichirin, preferably from 5BB[B], then use your slashes, your teleport follow-ups AND the Ichirin itself to corner carry the opponent hard. Then, call an assist to continue from there.

After the assist, you usually have two options. One is keep Yuzu on screen, which means you should try to get a 5BB[B]/jBB[B] ender in the corner for her oki mix, or maybe even cash in with 214BC in the corner if you think you can spare the meter, as you still get safe pressure after it.

The other option is another Ichirin, this time doing Active Switch as you do the last slash. This will allow you to continue with your other character if you wish to, and with a bunch of time to set up things as the opponent is stuck in the Ichirin for quite some time. This is useful to get Yuzu out to recover some HP.

Now, for mid combo assist into Cross Combos:

It honestly doesn't get much different. If you need time to get a full assist gauge, feel free to do a small bnb and go into ichirin solo before calling the assist. Doing the teleport follow-ups even if you don't need them can be helpful to buy extra time, too. The ending is a bit character specific, so you need to try your team out, but if your other character can actually dish out more damage than Yuzu's Ichirin, for example, Akihiko, feel free to activate Cross Combo and switch to them and do you thing with her as the assist.

If Yuzu is the optimal damage option there, you are just going to want to loop Ichirin again after activating cross combo, then for the end you need to check if you can do one of the following:

1- Loop one last Ichirin got the third time before doing a quick Active Switch into enhanced super, if your partner's super can catch them falling out of Ichirin. The idea is  
Ichirin>P>Ichirin>Cross Combo>P>Ichirin>Active Switch>Super

With this, you are usually able to do the three Ichirin for a big damage, and then after switching you need to check for the second thing, which is trying to do your Distortion with the boost of Cross Combo timer. This usually needs you to have either a long lasting Distortion or one that is able to hit directly above your character. This is because the Cross Combo timer usually runs out when the opponent is about to fall from the last Ichirin

2- Keep it at two loops and use whichever character with a small string + assist to deal more damage before going for the enhanced super. Basically Ichirin>P>Ichirin>Cross Combo>AS>stuff>Super or Ichirin>P>Ichirin>Cross Combo>P>stuff>Super

3- Do the three loops then convert with your other character without an enhanced super. If you have no meter for supers, this option can let you cross raid after all the Ichirins, which is still quite a bit of damage. This would be Ichirin>P>Ichirin>Cross Combo>P>Ichirin>AS>stuff>Super

For big punishes like DPs and blocking a burst, you are going to, again, need to see if Yuzu or your other character will be the best source of damage. For Yuzu point, you are likely going to do a free assist call into Ichirin Active Switch, or just go straight into ichirin loops without 2C, using your assist as a launcher.

With Yuzu point, it should be:  
5A+XP.

With this starter, you are usually able to do quite a few things, but of all them depend on which partner you have so I suggest you give some things a shot in training mode.

With Yuzu anchor, you might end up getting even more damage, being able to have better starters than Yuzu 5A and better proration too, as well as being able to go directly into Ichirin without even needing to use a first slash or 5BBBs to enter stance (remember, the less hits before Ichirin, the better). Because of proration, it is often even better to have Yuzu miss her assist if the partner calls her for free, especially if they don't need it to set up a good Active Switch. Good examples would be Seth with 4P(whiff)+5B>214C>Active Switch, which gives Yuzu more than enough time for Ichirin preparation, or Gordeau with 4P(whiff)+5B>236B/236C>Active Switch, which has a big damage and great proration before the first Ichirin.

Another good thing is being able to use 1 meter early (like the two examples above) for high damage and scaling moves, when you have 5 meters. This is because Yuzu can't really use 1 meter well compared to most of the cast.

Of course, you can't have such a situation all the time, so it is best to practice different combos from different situations, but the idea is basically always the same. Don't take this 100% for granted though. This is the basic theory for damage and sometimes a different route can give even more rewards, so lab them out!

Midscreen Double Slash Routes:

So, I left this for last since I think that while it is a decent damage upgrade, this is quite hard, so I'd suggest to learn everything else before moving on to this. I don't recommend trying this online at all...

Basically, it is the same as the Aerial Slash Loop mentioned before, but you do two slashes instead. It should be like this: 5A>2C>5B>dljA>dljB>j236B[B]>5B>...

For this, you need to delay both jA and jB as much as possible. Differently from the single slash routes, this one demands the delay done correctly on both of the aerals or else you won't be able to convert after the double slash at all. A full bnb should look like this:

[https://twitter.com/USP\\_BlackJet/status/1197396289320710144](https://twitter.com/USP_BlackJet/status/1197396289320710144)

This combo also needs to be careful with the hitstun management, since doing even two hits more at the start could make it not work anymore. Same as the single slash loops, if you went for the loop late, only do it once.

I'll say it again: while it is a damage upgrade, it is not that big to justify learning this so soon, so learn the other things first and then when you feel comfortable with everything else, try it out if you want to.

Incoming Mix-ups:

Yuzuriha used to have a godlike incoming mix-up potential versus incomings, but now in 2.0, with the delayed incomings, this changes a bit.

Her potential lies mostly in stance. Killing an enemy and entering stance right afterwards will allow you to use the 4F stanced teleports as well as her dashes and airdashes. This is huge



considering all of them can be used to dodge and crossup (or not) the incoming character. A simple way to work around it is simply super jump as soon as you enter stance, then react to the incoming, doing double jump if need to not get hit by the most delayed call. When they fall, call a fast assist and pick your choice, whether you want to airdash though, to teleport through, to fake a teleport, etc. She has a bunch of options.

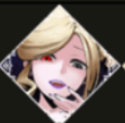






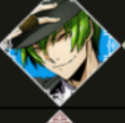

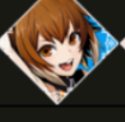
You can also be a god of reactions and just stand there in stance, preparing to dodge the incoming with your 66/44 dashes while calling assist. This is nowhere near easy, but is good, safe, can get you a sandwich and looks very sick.

Partners:

As per 9/7/2020, this is **my personal view on Yuzuriha team's according to what I have tried, watched and discussed with others about her teams**. This is in no particular order from left/right view, only top/down criteria. Since this is my view based on things I have tested, seen and tried, **don't take it as granted as I have always been updating this list often when I see new Yuzu things and synergy, and discovering players performing well with their own unexpected Yuzuriha teams**.

Also, this is a list based on her possible teammates and their performance together, it doesn't mean that the other character doesn't have a better partneR than Yuzu if they are at the top. Take Akihiko, for example. While Yuzu is considered a pretty good partner, there are others considered just as good or even better than her for him.

Next, this also shouldn't disencourage you to playing whatever team you feel like. Don't feel like you need to pick a "top of the hill" character to perform well, cause you don't. Even lower synergy teams can do well and you might as well be the person who finds something new and incredible with the team that no one found before, so do give it a shot.

Yuzu								
S								
A								
A-								
								
B								
								
								
C								
D								
F								

With that said, I will be covering the first two lines of partners for Yuzu, explaining their strengths and weaknesses, and why they are there at the top.

## **S Tier:**

### **Hilda:**

A new team in 2.0, with strong representation among the high level players. Hilda comes in strong offering a lot for Yuzu and vice-versa.

4P covers a huge part of the screen, and is slow enough that you can abuse 214PC, which is what you will see most of the players who run the team doing. This is because not only being a crossup from anywhere and anytime in neutral, it is quite hard to escape from 4P and trying to super/DP could get you killed if you mistime it and face the other way.

Hilda 5P offers enough lockdown and can pick up from pretty high/far because of its size, which is an option when you don't have time for 4P.

Her 6P is great for mid pressure teleports as it takes quite a bit of time allowing Yuzu to get the pressure going first, or with teleport slashes since Hilda stays on the back long enough for active switches. It also has quite a bit of blockstun so even if they do block the mix-up, you can still continue with the pressure.

From Yuzu's side, Hilda is able to use her assists well. Yuzu 6P work nicely for angle coverage, combo extensions since it reaches quite far, and also has a great time to confirm Hilda's IOH jA, since Hilda needs to actually delay it a bit to hit most characters. It also works really well if jC crossups as it gives the time for Hilda to actually cross, covers the block on jC, and on hit, it sends them to Hilda.

Yuzu 4P works nicely as an anti-air for Hilda jumping out, especially people trying to catch her jumping back to zone her opponents better.

Finally, 5P works as a normal 5P being able to also launch Yuzu forward for better pressure and AS potential when Hilda is making her fullscreen pressure. It also makes corner steal setups possible with Hilda's 5BB pulling the opponent towards her.

Kit-wise, they both offer each other quite a bit as well. The team is able to zone very reliably while barely using projectiles if needed, which makes it hard to deal with using the conventional anti-zoning tools like projectile invulnerability. They are also each able to cover quite a large portion of the screen. Hilda can cover from sky to ground really well, and Yuzu can do the opposite too with B slashes or air to airs with jAs/jBs too.

Regarding meter usage, Hilda can hog most of the meter from Yuzu to perform the high/low mix-ups with her EX moves, which Yuzu will gladly enjoy. Being able to use a fullscreen super is also good, since Yuzu's supers actually don't reach all the way out.

Yuzu in turn can deal with other zoners that could bother Hilda incredibly well, because of stance. Not only that, she offers a high damage output in assist combos and cross combos due to Ichirin, which is something Hilda needs. She is also able to set up sandwiches with very ease, for left/right mixes, complementing well with Hilda's ability to mix high/low from anywhere.

While the team can go both ways, it is often more used with Yuzu point to capitalize on her neutral options with Hilda's assists.

The team's weaknesses come mostly in the form of dealing with pressure and rushdown. Both of them are zoners and while they have big buttons, they lack fast buttons to deal with good pressure and good defensive options as well. Opponents like Yu, Mitsuru and Akihiko can be an issue.

### **Akihiko:**

A team already good on 1.5, while slightly nerfed on the 2.0 patch, it remains a strong team, with good options and even new tricks.

Akihiko comes in with very strong options for Yuzu. 4P is a decent anti air as Yuzu usually doesn't want to risk throwing out many 5Bs. It is also able to setup the corner fuzzy perfectly on a free call.

5P works well as your options to call with your safejumps. It is fast enough, travels far enough, and has a decent blockstun to allow Yuzu to throw slashes for a sandwich or close the distance on the opponent again. Doing slash AS with 5P on block is also a good way to keep Akihiko in and safe against most options, including DPs, if you time it correctly.

6P is the best assist for her. In neutral, you can call it to have the opponent block it fullscreen then throw a quick EX slash AS to have Akihiko start making his pressure on the opponent. It also works to easily extend from the 5BBB/jBBB wallslams, as he will travel all the way to the corner, and it is able to perfectly set up the 5BB[B] forced sandwich, allowing Yuzu to even fuzzy with a very small delay on the 2146PC.

For Akihiko, Yuzu is also a bundle of gifts. 4P is able to cover an entirely different angle than his own 2B. It is also able to set up fuzzies for him in the corner if you ever feel like it.

Her 5P can be used to convert things like 2C, 236C crossup and even (TK)214A if you time it correctly, saving you meter from doing (TK)214C. Cork+5P actually works as well even on max range of Corkscrew, as Akihiko pulls the camera and Yuzu along with him, covering his recovery, and thus making it a very viable option versus pushblock on pressure.

She also has a Head attribute property on the 5P, making it so that things like Cork+5P don't lose to mid armors or mid invuls.

Yuzu 6P also works for Cork, needing something different. Doing 236PA will actually have a very small gap between Cork and 6P, so ideally you want to do 23P6A or 6P236A. You opt for this instead of 5P for three reasons, one being the scaling on Yuzu 6P being better. The second is the blockstun being better, allowing for a better pressure for Akihiko if they block it. And finally, 6P is able to hit assists in the back of the opponent if they called them, whereas 5P could whiff them. With B Cork, 236PB works perfectly.

Kit-wise, they both complement each other well. They both are able to deal with zoners in their own ways, through ducking/weaving and stance. They are also able to excel on one part of the screen. Yuzu covers the air really well and safely with jAs, Akihiko excels at the

grounded game. Aki can also abuse the meter Yuzu doesn't use incredibly well and in many ways, for big damage combos, hard to react mixups, and even pushblock>cork+assist to force your turn. They both have a kind of neutral skip, Yuzu by calling Aki 6P and forcing him in with a slash AS, and Aki with the cork+assist. This team is very strong and able to deal with quite a lot of matchups. Akihiko also has excellent anti-air and frame data, which are two things Yuzu lacks. You will almost always have this team with Akihiko on point, due to the very strong and dominant neutral and mix-up game from there, but Yuzu also gets to play really well after his AS setups since her knockdown game is also really good.

The issue with this team is dealing with opponents that stay airborne and Yuzu can't deal with herself, as Aki himself already has plenty of issues reaching them. They also have some issues with opponent's that can shut down Akihiko's neutral control, since that is one of the team's main advantages and core of their gameplan. By having Akihiko on point, it is also often that he will end up shouldering most of the damage early on, and there is the risk of having him die first, which is also a pretty bad situation for the team.

### **Blake:**

A team which suffered a bit from 2.0, but can still go strong and wreck opponents.

Blake's 6P is incredibly good for neutral control on ground, which coupled with Yuzu aerals and slashes pretty much give you the whole screen with a hitbox. Also, it just perfectly enables stanceless teleport mixups from it, and although it doesn't meaty from a free assist call, using it with the assist meter is well worth it at a knockdown option to crossup with, as it is rather easy to time it and it covers the whole screen. It also offers a very nice lockdown and corner pull which could be used for Yuzu teleport gimmicks.

Although 5P also won't meaty, it will cross up, meaning that even if you just do the safejump + 5P, you can still mixup reliably after it even on corner, which is a huge bonus for Yuzu. This will be your go to assist in safejumps and pressure almost always.

4P isn't that good but can still have its uses with the classic chicken block+4P and the fuzzy on corner. Which could still be a safer option than the 5P crossups as you don't really leave a gap where you could get supered or DPed.

To Blake, Yuzu, again, brings 6P to the table. Coupled with 5B, 2B and jB it is a really nice tool for covering Blake getting in the opponent. She is also able to use it with 214A or j214A to create sandwiches and crossups. Even in neutral while Blake is moving around, the space coverage 6P gives is good and she is easily able to confirm hits with her range.

5P is used as a combo tool or CC pressure tools, as it is faster than 6P and goes farther than 4P. It can also be used in place of jB and 2B to deal with the mid armors/invul that 5B can't deal with and without the risk of getting called out for doing 2B/jB.

4P, while not the best of anti air assists, is able to give Blake some coverage, especially since Blake is often moving around quite a bit on air and 4P covers a rather nice distance.

Character-wise, they do have a very nice synergy. Blake is able to dominate large spaces while moving around and covering her gaps with Yuzu's large assists, and Yuzu is able to play her setup game wonderfully with Blake's assists. They both are zoners which don't use projectiles, and have long range mid, foot and head property moves, which makes dealing with their zoning game rather hard. Blake can also use the meter from Yuzu to perform some mix-ups even better or force turns with pushblock>5B+6P, or even make cheeky Fire Clone setups.

The team usually runs Blake point, because of her dominance in neutral, and being able to utilize Yuzu's assist for neutral and pressure, while Yuzu's often comes into play later as she abuses Blake mostly on her knockdown game. One of their problems lie in the lack of good anti airs for both of them, which needs to be remedied by high mobility (Blake) and air to airing (Yuzu), as well as the very average damage output from them.

### **Mitsuru:**

The famous Mitsuru Yuzu. Another team that suffered from the 2.0 patch, but still goes strong.

Mitsuru 6P is the best assist for Yuzu, mainly because of teleport and teleport slashes. It stays so long in the back that you can get so many layers of mix-ups with the slashes and the 6P itself that it is ridiculous. Although a bit unsafe, going for slashes+6P on both pressure and neutral can be well worth it. It is also able to combo nicely from Ichirin when well timed.

The 5P is the B Droit. Quite fast and single hit so you can use it for the fuzzy. Unfortunately, can't be used to get Mitsuru in as ASing into her as soon as she hits block will stop her momentum, but also useful as a circumstantial combo and pressure tool.

4P is the one you are probably gonna use the least. It can be persona broken and doesn't cover that much of space. Mitsuru also comes pretty close to the point character and could get hit.

Yuzu's 6P was godlike for Mitsu, now it is a small shadow from what it was but is still good. Since it is slower now, you actually need to call it before to cover 236A and 236C since they are so fast and don't have much blockstun. The good news is, 236PA connects on hit, so you can use it to catch punishes and on pushblock>236A.

It is also too slow to convert jB now when calling it with the jB, so you also need to call it a bit earlier if you want to use it for that. 236PB, however, works really well, albeit slower, and will cover the whole screen, the problem is that 6P won't connect if the opponent isn't on corner, which is a bit sad. You still get a safejump from the 236B at least. Also, if you want a confirm from the IOH jB after the 236PB, you will need to Cross Combo early and do jB calling another 6P unless at the corner where Yuzu is closer to them and 5P can reach.

236C really needs the 6P pre-call to work with, on both hit and block.

Yuzu 5P can be used on some setups, like a jC corner steal. It is also your go to for a fast IOH jB confirm.

The 4P is mostly used for Mitsu not risking a 2B, but with this team you will often have both characters doing jAs air to airs to deal with aerial approaches rather than anti-airing. Can also be used to safely meaty on corner for Mitsu instead of 5P, which will in turn allow for a



following IOH jB to be confirmed with CC into 5P or 4P, whereas 5P would have the issue of having Yuzu in the air as Mitsu does jB, thus being unable to confirm the jB.

This team is mostly focused on Mitsu, abusing the Yuzu assists for space control, neutral and IOH confirms. Both can dish out meter for a good pushblock usage and space control with their EXs, or just supers at the end of combos, which is nice too. They both have a big corner carry on combos which is something Mitsu appreciates, as she can do her thing better there and do more damage on combos as well. The big range on normals, especially on air, is also really nice to control space. Mitsuru also holds some problems when dealing with zoners, which is something Yuzu is able to help to some extent by counter zoning and with stance. Unfortunately, she can't do much against other zoner who don't rely too heavily on projectiles, like Blake. Mitsu also has a very nice frame data for her range, making her pressure better compared to Yuzu. Even then, both still have issues dealing with opponent's being too close for comfort as their fastest buttons are around 8F. Even then, the team can snowball with ease and has a very good damage output even from the mix-ups confirms, being able to kill a character relatively quickly if they mess up.

**A Tier:**

### **Nu13:**

Another double zoner team, but this one has quite a few gimmicks and synergy. A team that has always been quite strong.

Nu's 6P is a great tool to backup Yuzu as she threatens with her large normals and specials across the screen. Not only that, but it is also great to set up mixups and sandwiches with teleports and slashes in neutral or in pressure, as Nu stays in the back allowing for a big Active Switch window. It also enables DP Assist but do be careful since Yuzu's DP is slow and doesn't have that good of an air-unblockable hitbox.

5P is a near fullscreen projectile which is nice enough for stance teleports, as it travels fast enough. If timed well, it catches techs meaty, and all of them in the corner, enabling Yuzu's further mixups like the fuzzy. 4P doesn't see much use often but with Yuzu it can actually be quite a tool to further enhance her space control and stall for time, if needed, with teleports. Not only that, Nu's 4P has a property where it restricts opponent's movement even when they are invulnerable. This means that you can, for example, use it to make Ichirin actually catch all techs midscreen, and other kind of weird interactions.

To Nu, Yuzu brings not only 6P, but also 4P, which despite its angle, is able to cover a large space of the screen. This is important as Nu can do both different combinations of 4P and 6P with her B moves to cover many different options reliably. Yuzu 6P also enables Nu to sandwich with ease from far away with Parser, and not only reliably confirms Nu's IOH jC, but Nu is able to easily confirm from it too with swords from far away, so 6P knockback is not an issue and even helps further to keep the opponents away from her.

4P is also a pretty good bigger option of an anti-air for Nu to use or to cover herself while trying to jump away for more space to zone.

5P can often be used as a tool with Parser as well, combo extender or pressure in sandwiches. Sending Yuzu forward can also enable a character change with 236X AS.

Nu is an amazing user of Resonance Blaze and meter, greatly improving that part of the team for Yuzu. She also has great tools to abuse from in sandwich mixups such as delayed specials with great damage and scaling, as well as a good IOH to use and easy to confirm from. This team's point is quite dependent on matchups, as Nu can actually bully quite a few

members of the cast but also get bullied by others, such as Yuzuriha herself. This means that you always need to decide the order well when you see what you are playing against.

The team has some issues with pressure as well. Both are zoners and rely often on pushblock to get away from pressure, but that doesn't help in every situation. Not to mention, both their average damage isn't that high as well, which can be a bit of a problem.

### **Mai:**

This is a team people don't really expect but it is super solid as both characters give each other very nice tools.

Mai's assists are all very good for Yuzu, but let's start with 5P, the wonder assist. It is one of the best assists Yuzu could ever ask for. Super fast. Fullscreen. Yuzu can convert. Yuzu can AS with an EX slash to let Mai get her turn. And there is more. The fact that it hits meaty on all techs even on the midscreen bnb means that people can get mixed by 5P+214B/C. The reason they have to respect it is, you could just not teleport and do the safejump instead. Heck, you could also use it meaty to set for the fuzzy midscreen, which is another safe option and still a mixup. Another thing is that after 214B/C, now Yuzu is able to keep her stance making it confirming the 5P much easier, compared to before. Let's also not forget the 5BBB forced sandwich, which works perfectly with Mai's 5P. Last, but not least, even if they jump over it in neutral, you still get a sandwich. Gotta love Mai's 5P.

The 4P is an incredible anti-air assist. Cover a big arc above her, which is an angle Yuzu really needs, as well as coming out fast. It has only that use, but is great at it.

The 6P can be said to be a bit bad by other Mai users but Yuzu has her ways to make it useful. First, Mai stays in the back for a bit before and while shooting the projectiles, which means it is good for slashes mix-ups. Second, it has a very small gap between the projectiles. It is small enough to not let them jump, but big enough to create crossups. This lets Yuzu create some nice teleport setups on block with it as well as not having the issue of losing the mix on teleport slashes because the assist makes it a true blockstring.

For Mai, Yuzu 6P works really well. jC+6P covers a large part of the screen, is quite safe and makes it very easy to make a sandwich by doing an airdash over the opponent. TKjC whiffs on crouching opponents, but it is safe as soon as Mai lands. As an alternative, you can do 3PC if the opponent is crouching too much in that range.

Mai's 236X have some nuisances similar to Mitsuru's, I'll cover them here. First of all, just inputting 236 has Mai performing an action so in order to do 6P with them, you need 23P6X for the free call. 23P6A does confirm on hit grounded, but is not a true blockstring except on tipper range. It also does not confirm on hit airborne unless it hits tipper range, so I suggest you either use it on recognition of the tipper range or just go for the TKjC+6P/3PC which work in about the same range. 23P6B works perfectly on block but only confirms in the corner. Midscreen, try to call 6P slightly earlier as in 6P236B and that should be solved, at the cost of some frame advantage in the following pressure. 23P6C works like B version when far away in the B version's range, so you need to call 6P a bit early too. A bit closer and it has no issues both on block and on confirm.

Yuzu 6P can also be used for some DP crossup setups, like 3PC(1)>DP.

Yuzu 5P has similar uses. 5P+DP will crossup if you are just a bit away and the opponent is crouching. It can also enable charged spear combos better than 4P and 6P.

4P covers a whole different angle than Mai's own 2B so it works as an option for her. If the opponent is not too far, you can also use it as a DP assist and the 4P will let Mai confirm the hit. Only go for it when they are too high to land and block the DP, though.

The team is very nice and can run both characters point. Mai is slightly favored due to the potential neutral skips, but in some matchups Yuzu can potentially do better. Mai can use a lot of the meter Yuzu doesn't to extend her combos and increase the damage output with ease, which is very nice. They both also have a strong corner carry, allowing for better mixes and damaging combos there very quickly.

The team's issue comes with opening the opponent, as they rely often on sandwiches and fundamental mix-ups such as grab baits and late IAD/empty low, not having access to stronger and faster mixups outside of the Yuzu teleport+5P which doesn't work on corner,

and their fuzzies, both which need cross combo to convert from. Because they rely on each other and sandwiches so much, they also suffer when one of the characters die early in the team.

### **Ruby:**

This is an odd team that got better and better as patches went, even with the 2.0 nerfs on Yuzu, the team as a whole only got better.

Ruby's 6P was already great for teleport mixups and neutral control due to how fast it is, but there was one problem: its knockback was low so it was very hard to confirm or you had to make the mixup slower, which was not ideal. Now, with stance from teleports, that issue is gone, and picking up with 5B or slashes is quite easy. Her 6P is also very fast to the point that when properly used, even on free fall it can still catch people in the air trying to jump back on back tech, which means you can still mixup with teleports for a crossup on knockdown no matter the tech. With this team, throwing out 6P in neutral and then working around it with CC and slashes is great.

Unfortunately, 5P doesn't crossup on block, but that is less of an issue as Yuzu can set up sandwiches herself easily when on point. It does, however, crossup and corner steal on invul, which makes it well worth it to abuse calling Ruby on corner as they are about to tech and have a sandwich on wakeup.

4P is a great and fast anti-air, covering for Yuzu's lack of those. Covers a big space in front and above of Yuzu while staying a bit in the back, which is exactly what she needs.

Yuzu 6p can cover 236A recovery if close enough, and on block, this will let you set for 236B AS and then teleport with Yuzu for a mixup. When Yuzu falls with jB from 214C after that teleport, it is a safejump, so the opponent will have to respect it or risk getting heavily punished. Not to mention, going for the stanced IAD mix-up will dodge some DPs and supers. On rifle shot hit, you can actually do a lot of options. Run up and combo with Ruby,

run up and 236B AS then combo with Yuzu, supers, etc. You can also use an OS which is 236A-214B, and Ruby will dash forward only on hit, making your life much easier. Yuzu 5P is nice as a means of combo extension when you don't want them flying too far from 6P. It is also a better option than 6P with Ruby's teleport crossups as it is faster. 4P covers more distance than Ruby's own anti-air, being a nice option for range if that is what you need.

Ruby can do really well with meter due to being able to gunblast cancel 236C, meaning her damage rises to big amounts by using it early on her strings. She is also able to use it to confirm the IOH jC midscreen, or even occasionally go for the 236BC supers just for the corner carry and safejump. Ruby also has great normals and frame data up close, meaning she can cope with the situations Yuzu can't. Buzzsaw and 236B remain as strong Active Switch options, especially during sandwiches for its lockdown as well as crossup, enabling Yuzu's own mixups as well as being rather easy to confirm from. Ruby herself excels more on corner where she has now safejumps from pretty much any hit and route, as well as more damage and able to confirm from her IOH meterless. This synergizes well with Yuzu's having a big corner carry and abusing Ruby there too for the fuzzy and 5P sandwich.

This team gameplan abuse a lot of Cross Combo all the time and meter usage, compared to the other Yuzu team. This is mainly because Ruby can force her mix-ups even better on a sandwich as well as enforcing Yuzuriha's while doing so, due to the lockdown she offers, and the cash in from meter to force such situations with EX slashes and the enhanced supers as reward is well worth it.

The team's issues comes with the risk of forcing cross combo so often that against some teams you can just die the moment you get hit without your burst, and against teams that can force their neutral and pressure in a dominant way, like Adachi teams, you can't force your own gameplan so well.

**Seth:**

Once again another one that has suffered from 2.0, Seth still makes a great partner for Yuzu, and has risen in the eyes of other players as he gathered results.

Seth 6P is Orb, and the fact that it is incredibly slow, is great for Yuzuriha. Abusing it with slashes is perfect, and the orb is actually slow enough to even confirm the third slash hit and Ichirin, allowing Yuzu to continue a combo solo. It is a bit weird to use in neutral though, and with raw teleports, as the orb takes way too long for that and the projectile can be made to miss quite easily.

Seth's 5P is another great assist for her. Very fast, travels quite a good distance, good damage and scaling, and finally, it crosses up on block. While it doesn't steal corner, crossing up midscreen is good enough due to the fact that you can already force strong mixes from and free call with safejump+5P. It is also fast enough to enable a fuzzy on corner. His 4P is pretty average and can maybe see some uses with the classic chicken block + 4P, but outside that and burst punishes, there is nothing in particular.

For Seth, Yuzu 6P works well with raw 214B for crossups fullscreen. It is also good with the 214A and 214C versions as long as you call it a bit early raw or in pressure, like 6PB>214A/C. It is great for extending Seth's combos as he can easily pickup due to his big horizontal range on his moves, and can be used to cross up with jC, j214A or j214C due to covering a large part of the ground.

Her 4P covers a different angle than his own 2B and is quite nice to use since his own anti-air isn't that good. It is also good at covering a big part of the aerial space which is nice since Seth himself doesn't really have good aerals for air to air as well, but he is constantly on air to set orbs, usually.

5P is a faster option to call for blockstrings and extensions, and can also be used with 5P>214A or 5P>214C since Seth pulls Yuzu along with the camera. It is also the go to option for corner meaty assist as Seth sets orbs on knockdown if he needs it.

This team has a few better points in 1.5 being a very strong team as well, but hasn't fallen off too much. Seth remains a strong character in 2.0, being able to utilize Yuzu well and vice-versa. Unfortunately, due to the 6P nerf, Seth cannot Orb set+6P meaty after a j214AA knockdown, which means he needs to give up the orb and meaty the opponent himself if he wants to continue with his pressure. His knockdown game midscreen should be a bit similar to Carmine 5AAAA ender, who often calls assist then goes a knockdown mix-up game without much safety. On corner though, Seth can abuse his gameplan really well and without risk, due to having the option of meaty 5P + orb set there even after j214AA. The fact that Yuzu is able to corner carry easily also helps immensely for that, since on the corner he is not only able to do better oki, but also better damage and better pressure, with late IADs and empty lows, and little risk to orb whiffing due to moving opponents.

Because of that, in 2.0 you usually want to do Yuzu point and work from there since she uses Seth's assists to open the opponent with the slashes, the AS from there and keep it going, unless there is a bad matchup for her like Mitsuru or Yu. Her knockdown game with Seth is incredibly consistent due to the safejump+5P sandwich even doing slash AS will already help for Seth to pick up the combo near corner and finish it there.

Seth also has a very good damage output if he has a good starter, as in counter-hits and orb loops. He is also able to use meter with 214C really well for neutral skips which set sandwiches instantly, and although not often used, j214C is a very good combo starter and fast Active Switch tool. Although not as good with Resonance Blaze due to lack of a partner, Seth can still abuse it for big number punishes to quickly finish one character. The presence of command grabs and fast normals, as well as being very fast himself is very good and complements what Yuzu needs.

The team has a few issues with neutral as, although good, Seth's 214C isn't a complete neutral skip, and orbs are his back up but they aren't failure proof either. Yuzu does have a nice neutral, but is also not that failure proof and the team can have issues forcing their turn against strong pressure. They also lack tools to deal with opponents who can stay directly above and high, like Yosuke.



**Teddie:**

A very recent addition of mine to that place in the list, Teddie brings a lot to the table.

Teddie 6P is a very slow assist. Slow means good for slash teleports, so it works out great for Yuzu. It is actually also good for confirming some things like 2B pokes, the jBBB mixup, and can even combo after 236BC.

His 4P is item toss. You don't get the hitbox from his persona throwing it out, but there is the item itself, and depending on the item, it could work as an anti air or have other purposes. You could use it mid combo to recover health or gain meter, to set up oki, or to extend, there are multiple uses according to the situation.

His 5P is the one you use for oki almost always, as it crosses up on block. The classic use is the safejump jB+5P for free sandwiches on midscreen. It also has quite a bit of blockstun, and jump again immediately after the first safejump will let Yuzu safejump yet again, which be used to force respect for mix-ups. It is also pretty easy to use for combo extensions, compared to 4P and 6P.

Teddie gets nice things from Yuzu as well. 236PA will have the slash hit after Teddie is done crossing up, making you have plenty of time and safety to do your mix choice. 6P+5B will also let you pressure more, possibly doing 236B with Cross Combo activation, using meter for a 22[C] which can make a sandwich without gaps, or even just cover a 5B cancel into item toss just to get the item out there. On hit the 6P will confirm, and even after a 214A item toss Teddie can still run and continue the combo. 6P+jC and 6P+j6C both confirm easily and will also let Teddie confirm without a problem. Even on block Teddie is still completely safe covered by the 6P and can continue pressure, and with a sandwich as well, in the j6C scenario.

Yuzu 5P is a tool which Teddie can use for easy conversions, maintain pressure on Cross Combo sandwiches, and to actually get Yuzu on pressure with 5PB>236B AS. On hit, that also confirms by itself, so it is nice.

The 4P can be used to safely anti-air as Teddie jumps back to throw items as it has quite the range.

This team can be run with whoever preferred on point, as both characters can use each other's assists well to mix, form sandwiches and whatnot. It is preferred to choose the one that can deal better with whoever is on point on the opponent's team. Teddie also has different playstyles. He can be quite aggressive with sandwiches and crossup mixes or very passive by staying back and throwing items, so adapt as you see fit. Yuzu also fits well against the characters that Teddie has problems throwing items against, such as Mai and Nu, as they can snipe him while he is doing so. Meter-wise, Teddie can very easily dish out meter for damage mid combos, be it with 236C or 214C, and he even has routes with double super or possible triple supers, so Yuzu saving all the meter is a godsend to him. Teddie can also perform crossups even with the opponent in the corner with it also being an IOH or steal corner while making a crossup sandwich with 22[C], which makes it really nice as another layer of mixup which Yuzu wants, as on corner she usually has to deal with not being able to crossup anymore. He is also able to use jB persona as a safejump in quite a few routes, letting him safely keep pressure versus counter DPs and even some command grabs, as the counter DPs only freeze the persona and the command grab users can get pushed away from him with jB, and both of those are the worries Yuzu have in all of her safejump setups.

The team has a few issues with opening people up on solo matchups, as they rely often on partners for sandwiches and to convert from specific setups, like Teddie's IOH. This means that when without assist gauge, they will have to risk throwing out slash + 6P directly or bearscrew + 6P for their sandwiches and mixups, and could get punished, possibly with a happy birthday. Teddie and Yuzu both also don't have the best pressure on block, so even if Yuzu let's him get in there and vice-versa, without a sandwich/AS or cross combo, they can't do much.

Yuzuriha Players to watch:

<https://bbtag.keeponrock.in/#/?p1chars=yuzuriha&versions=2.0>

**This link above will get you to a set that has an archive of players with their respective characters. The link goes directly into Yuzuriha players for the 2.0 patch, but feel free to explore.**

Pizamayo127, Yuzu/Hilda: [@pizamayo127](#)

Gerosyabu, Heart/Yuzu: [@ttg\\_gerosyabu](#)

Bace, Mitsu/Yuzu: [@baceNYC](#)

Ebonic Plague, Mitsu/Yuzu: [@EbonicPlagueBB](#)

Jajuka, Yuzu/Hilda, Mitsu/Yuzu

How to fight against Yuzuriha?

You don't. Okay, jokes aside, while Yuzu probably has the best matchups spread across the cast (not so much now in 2.0), there are some weaknesses that can be exploited to some extent in order to get some things going for you.

### **Air space.**

As mentioned a few times, Yuzu's anti-air options aren't that good. Although she has great air-to-air options in jA and jB, she can't stop all of the opponents' air mobility with just that, and it is especially hard to hit opponents that can stay directly above her, like Yosuke and

Mai, and she can't deal well even when the rest of the cast jumps over her head either. This is actually a good zone to be in because although her DP can sometimes reach the opponent, not only is it risky for being slow, but its air unblockable part is only the first initial hop, where the small slashes can all be blocked while on air. Her only solution available would be a good anti-air assist, which could very well be stuffed and is team dependent.

### **Recovery.**

Yuzu's normal don't have that good of a frame data, and that includes their recovery. Rebeat from spaced 2B and 2C into 2A, although a nice pressure, is -8. This means that Yuzu can't over commit or reliably stop the opponent from moving as soon they see 2A come out, often leading into her losing her turn without an assist. Slashes can also be punished for their recovery if properly blocked, especially 4B and 4C teleport slashes, since they end up closer to the opponent compared to 4A teleport slash. Lastly, a whiffed 2B, 5B and slashes have quite a big amount of recovery, especially air slashes, making them easily punishable if close enough.

### **Defense.**

As mentioned above, her frame data isn't the best. Asides from recovery, the moves she can use up close aren't really that fast. 2A, her fastest non-stanced option, comes out in 8 frames, and most characters can either outspeed it or space around it with moves that stay in 2B/5B/2C zones, which are also not only slower but dangerous to use. 5A, albeit safer, in range, can't compete well against those who use fast, rushdown approaches or pokes like Aki, Yu, Mitsu and Carmine. Because of the lack of defensive options, Yuzu has to rely often on pushblocks, a risky DP, backdash, or just try to jump away, possibly with an assist covering her. But all of those have their risks, so try to capitalize on that as much as possible.

### **Teleport slashes aren't all safe.**

A lot of people have issues when Yuzuriha does a teleport slash. But always keep this in mind: Did she call assist? If she didn't and then teleported, she can easily be punished with most DPs and Distortions, regardless of which teleport she used, since the following slash expands her hurtbox with it. The safest option would be an EX slash followed by an A teleport in front of the opponent, because EX slash has a bit more blockstun, and that way they can't really hit her with most DPs or attacks in the A slash, but Distortions are still a great option.

Well, these are Yuzu's most prominent weak points. Try to make the best use of them against her.

## Conclusion

I'm glad I finally finished the 2.0 patch updated guide. I'm sorry for the long wait if you all have been waiting for this, as multiple factors delayed it, but I did my best to pour pretty much everything I know about Yuzuriha in this document, so I hope it helps. I'm also sorry if it is a lot of content to absorb, but I preferred doing this over lacking information.

If there is any issue, something is not clear enough, or even to just chat about TAG Yuzu, feel free to send me a message in the general BBTAG discord, as I am always in the Yuzuriha channel, or even send me a message on my Twitter, @USP\_BlackJet.

I will still be updating this guide when I feel it is needed, in case of new partners popping up, new techs and whatnot.

Thank you for reading and cya!