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# Tech/Non Tech mixup at wall

## Explanation

Jun's SSL 1+2 puts them at the perfect angle to do the generic ufn4 crossover on tech both directions. And 1+2 puts them in a certain wall state where they can get hit by moves that don't normally hit grounded if they don't tech in fear of ufn4 tech trap. B3 is a perfect move for this as Jun can easily continue pressure afterwards regardless of what they do.

## Combo

df3 w! DF2,2 b! SSL 1+2 (56 dmg)

df3 w! df2,2 b! f1>d4 as a normal combo does (68 dmg)

## opp techs either way after 1+2

UFN4 in the back to free BT d3(need online practice to test if free)  $56+33+16 = 105$

## opp remains after slump

SSL 1+2 to b3 to hit as a non tech slump for 12 damage ( $56 + 12 = 68$  dmg). Can also do b32 to let (b3)2 hit grounded for 20. ( $56 + 12 + 20 = 88$ ) if they insist on remaining. B3,4 is a nice option with (b3)4 hitting grounded ( $56 + 12 + 14 = 82$ )

## opp techs after slump hit

SSL 1+2 then 1+4 to hit them in the 60% slump and do 1+4,2,d4\_4 to act as a mid/low option if they tech after 1+4 hit. d4 for a combo and 4 for ( $56 + 3 + 31 = 90$ ) You can get a wallsplat with (1+4,2)4 if they tech with 3\_4 on a straight axis.

B3,2~d for FC mixup

B3 (hits) into 4 to hit people as a low option. B(3)2 will whiff unfortunately as a mid option as its too fast. B3,2~d might be a better option.

# Backroll Catches

WS2,1 to db1,2 and f2 works, can visually confirm the backroll.

Jun's 3 b42 F3 F1+2 IZU 1+2 b! WS2 to run up f2 is a backroll catch.

F3 B2,1 F1+2 IZU 1+2 b! WS2 to run up F2 is a backroll catch

## Wall tech trap

Jun b3,4,1+4,f3 as a filler forces the opponent to block it then you can land unblockables such as Bears b1+2~3+4

## Random shit

Ws4 to b21 picks up non tech, ss4 spam to hit them and mixup with lows on tech

## Gimmick IZU setups at wall

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\* Wallsplat into d/f+2,2 (B!), d/f+1, f+3~b+1+2 GEN 1\_3: If the opponent techs, Jun gets a 50/50 between GEN 1 and GEN 3, but if he decides to remain grounded to avoid the mixup, both the low and the mid will hit grounded for more damage. If the opponent techs right, GEN 1 may whiff; it must be delayed a bit.

\* Wallsplat into d/f+2,2 (B!), d/f+1, f+3<f+1+2 IZU 1+2\_1+4\_4,1: If the opponent techs, Jun gets a slower 50/50 between IZU 1+2 and IZU 4, but if he decides to remain grounded to avoid the mixup, both the low and the mid will pick up / hit grounded respectively. The transition to IZU is delayed for the 1+2 to track if they tech. The throw can be used to annoy the opponent, because it connects while they are teching.

\* Wallsplat into d/f+2,2 (B!), b+2,1~b+1+2 GEN 1\_3: Mix this trap with the other ones to confuse your opponent. Works exactly like the first trap, but in this case, there is no need to delay the low; it will hit every time, even if they tech right.

\* Wallsplat into d/f+2,2 (B!), f+3<f+1+2 IZU 1+2\_1+4\_4,1: Same as the second trap, but faster, and this time, IZU 3 will track both ways in case they tech and duck. If this happens, IZU 3,4,4,4 counts as a combo and gives the max damage, because it will be impossible to bound the

opponent as the 3 wont wallsplat. The only way of getting a bound using this trap is by delaying IZU and going for the 2, but this may be dangerous as its launch punishable and delaying the move leaves Jun open for any quick attack.

- The trick here is to make your opponent want to duck, so abusing the trap into GEN 3 / IZU 4 may do the job; once they do, mix the trap with mid wallsplats such as d/f+3, f+3~SS 2 / b+2, 1~SS 2 to get more damage out of it. For the IZU traps, you can use the throw to make them duck if they are not breaking it. If you wanna play safe, mixing up IZU 1+2 with IZU 3+4 should do the job; this may be useful to test your opponent before going for the more dangerous 50/50. The amount of possibilities is endless, given the fact that Jun can mix this traps to confuse the opponent even more. The best way to deal with this setups is just to remain grounded and take the grounded hit.