

Made by JoleneCoda.com

Current things working on.

- Down back more on defense. Take the damn throw.
- Punish with 214HK 20 frames
- Wake up block and be ready to anti air on wakeup. Maybe just stand block? It's a risk/reward thing, but it stresses me out.

If this was useful, please check out my youtube:

https://www.youtube.com/channel/UC8CYh7c2sDQ4_2WJgKImuag

If you have suggestions for improvements, find me on discord as "Jolene"

5mp drc 2mp 4hp 236pp~k 4hp 236k? 236p better combo extension?

https://youtu.be/ICHpA6RsAgs?si=1eZEft_me09TCXY9

dr 5hk punish?

safejump

PC 4HP 236MP~K 236KK 214MK 9 jHK

can also be done from DR 4HP

Only works in the corner. You need to 9MK to do it midscreen, but iirc it was not perfect perfect.

4HP x 236PP~K 4MK~4MK is also a safe jump, works midscreen

Blockstrings:

- Not much outside of burnout. Mash 5 or 2 LP
- DRIVE RUSH!

Frame Traps:

- Not much outside of burnout. Chain 5LP
- DR 2MP situation +3
 - DR 2MP 5LP
 - On hit 236K
 - On block option for L cmdgrab

Things to learn:

- Stun combo
- Short 214HK combo.
- Medal combo from light hits
- OPTIMIZE THE PUNISH GAME.

https://twitter.com/speedking115/status/1665195523039457281?t=0_Gd-kH5AbS207xaeURfnA&s=19

<https://twitter.com/velsman/status/1665800398894948356>

El Carlosmobile Today at 6:11 PM
i think it's functionally an unblockable
cr.MP>66>HP command grab
st.LK>66>HP command grab
st.MP>66>LP command grab
all of these setups CH 4f buttons

Light hit confirm:

- 2LK 2LK, 2LP x 236MK

Medium Confirm:

- 2MP, 5LK x 236MK

Punish counters:

- Punish counter command grab - 1.5k- 4k 5f VERY range dependant
- JHP 4HP 236MP min 2880 max 3360
- 2MP 4HP 236MP min 2640 7 frame
- 5HK into 214LK midscreen or 214MK corner. Longest range 15 frames
- 5LP 2MP 214LK/MK Short range 4 frames.
- Highest damage Standing PC:
 - PC 214HK, 5MP DRC 2MP 4HP 214KK 5MP DRC 4HP 2MP 236HK LVL 3
 - PC Starter, 6 Drive Gauge 3 super.
- PC HP > HP
 - 236KK DR 5LP x 236MP 2861+
 - 236KK DR 5LK x 236MP 2861+
 - 236KK DR 5LK x 236MP x 236236Plvl 3 cancel 4365+

Punish Counters:

- 4 Frame:
 - 5LP, 4HP x 236MP Close 1980
 - 5LP, 4HP x 214KK, 5LK x 236MK 2240 2 bar medal gain
 - 5LP, 4HP x 236PP~K, 4HP x 236HP 2480
 - 5LP, 5MP x 214LK/MK Far 1540 - 1680
 - 5LP, 5MP x 236KK, 214LK/MK 2000 - 2120
 - 5LP, 5MP DRC 2MP, 4HP x 236MP Medal gain. 2190
- 5 Frame:
 - 5LK x 214LK/MK 1160 - 1320
 - 5LK, 5LK x 236KK 214LK/MK/lvl 1/lvl 2 1760/1880/2360/2840
 - 5LK x 236KK lvl 1/2 2400/2930
 - 5LK DRC 2MP, 4HP x 236MP 1954
- 7 Frame:
 - 2MP, 4HP x 236MP 2640
 - 2MP x 236LP 2070
- 8 Frame:
 - 4HP x 236HP 2460
 - 4HP, 4HP x 236PP~K 4HP x 236HP

- 20 Frame:
 - 214HK, 5MP cancel into ender or DRC
 - 214HK, 5MP DRC 2MP, 4HP x 214KK, 5MP DRC 4HP x 236HP 3987
 - 214HK, 5MP x 214LK 2600
 - LVL 1
 - 214HK, 5MP x 236236K 3400
 - 214HK, 5MP x 236KK, 236236K 3840
 - LVL 2
 - 214HK, 5MP x 214214K 4040
 - 214HK, 5MP x 236KK, 214214K 4400
 - LVL 3
 - 214HK, 5MP x 236LK x 236236P 4720
 - 214HK, 5MP DRC 2MP, 4HP x 236MP x 236236P 4782
 - 214HK, 5MP DRC 2MP, 4HP x 214KK, 5MP DRC 4HP, 5MP x 235LK x 236236P 5915

DI Punish Counter Combos:

- Meterless: 4HP x 236MP 2580 + 1 medal
- **1 bar. j,HK DR 4HP 236MP 2786 + 1 medal**
- 2 bar: 4HP x 236PP > K, 4HP x 236 HP 3080 +1 medal
- Side switch: Dash 3HK 1760 +9 after dash
- **Side Switch 1 bar: 8HK DR 3HK 2190 +9 after dash**
- Side switch 2 bar: EX Spinkick 3HK 2120
- Side switch 2 bar far: jMK 236KK 236MP 2760 + 1 medal

DI Wall Splat Combos:

- Meterless: 4HP x 236MP 1760 + 1 medal
- <2 Drive Gauge 4HP x 236KK, 236MP 2176 + 1 medal
- 3 Drive Gauge 4HP x 236KK, DR 4HP x 236MP 2370 + 1 medal.
- 5 Drive Gauge 4HP x 236KK, DR 4HP DRC 4HP x 236HP 2688 + 1 medal.
- 2 Drive lvl 2. 4HP x 236KK, 214MK, lvl 2 3560
- 2 Drive lvl 3 4HP x 236P~K, 236KK, 236LP x LVL 3, 3738
- 3 Drive lvl 3 4HP x 236KK DR 4HP x 236MP x LVL 3 3809
- 5 Drive lvl 3 4HP x 236KK DR 4HP DRC 4HP x 236HP x Lvl 3 4218

All values calculated on block and 1 medal.

Wallsplats deal more damage if the DI is not blocked.

DI reset after 4HP hit only 1 frame gap.

Stun Combo:

- Meterless: 8HK 4HP x 236MP 2840
- No Drive lvl 1 8HK 5HP x 236236K 3200
- No Drive lvl 2 8HK 5HP x 214214K 3680
- No Drive lvl 3 8HK 4HP x 236MP x 236236P 4120
- <2 Drive lvl 1 8HK 4HP x 236KK, 236236K 3480

- <2 Drive lvl 2 8HK 4HP x 236KK, 214214K 3880

Oki:

- DR 2MK?
 - backthrow +4 block +11 ch
 -
- Corner Oki
 - 2LK 2LK 2LP x 236MK +34
 - Also works after 236KK 214MK tho only +8
 - no frame kill Also 236KK lvl 1 +10 requires a delay on throw
 - also 236KK lvl 2 +9 after framekill
 - +9 after 5MP
 - Hit: 4HP +3 on block 2LK, 2LP x 236MK on hit
 - Overhead: DRC 2MP +3 on block, combo into 4HP x 236MP on hit. DRC into throw/heavy command grab works too.
 - Grab: LK command grab meaty
 - Shimmy: walk back gets grabbed, frame kill into jump forward and you jHP can punish the throw.
 - 236KK 214MK +33
 - Dash 4HP is +8 on hit and +6 on block
 - Dash grab needs to be manual
 - Command Grab +19
 - +4 but spaced after DR 5MP
 - 5HP is a good counter poke
 - DR jab blocks Reversals
- Hard Knockdowns:
 - Command Grab
 - +19 DR 5MP.
 - On hit, 5HP TC
 - On air hit you did it too late. But can 214MK if quick
 - On block +3 I just hit 5MP again, can dr or grab or back off.
 - Can go into L command grab to throw, but needs delay, or downback to bait.
 - 214HK also works if you just wanna tack on damage meterless
 - Hit Grab
 - +15
 - Manually timed 5MP
 - DR 2MP?
 - Sweep
 - +29, +8 after dash
 - Can just 5MP
 - 4MK is -3, the overhead follow up is unsafe, but you can DRC it to make it safe.
 - Lvl 3
 - +16
 - Kinda too far to do much.
- Soft Knockdowns:
 - Throws

- Forward +16
 - DR 2MP, can combo into 5MP x 214LK/MK on hit +3 on block
 - Shimmy needs to be manual, no safe dr
 - Walk 5MP Meaty also possible but manual
 - Walkup throw possible in corner or if no backroll
- Back +18
 - Copy and past DR 5MP from command grab except you're closer.
 - Important to remember you can throw loop in the corner.
- 236MK
 - +34 If they backroll you don't really get anything. If they don't you're in their face +13
- 236KK
 - 214MK dash up, walk time 5mp if they back roll you get nothing tho
 - 214LK dash up +2 in ex grab range.
- 214LK
 - +21 Manually timed meaty Light grab, or dash up +0.
 - DR 4HP 4HP leaves you +1, if either hits you can combo off with either 4HP x 236MP or if the latter hits 5LK x 236MK
 - DR 2MK leaves you +5 MP grab or 5MP frame traps
 - DR downback baits OD DPS
- 2HP>HP
 - It varies depending on the hit, but approx +15. Gotta manually time.
- Lvl 1
 - +7 If they backroll you get nothing, if they don't meaty grab.
- Lvl 2
 - +32 dashup +11 on regular rise in their face. On backroll you can meaty 5HP.
-

236KK Oki:

- 214MK dash up, walk time 5mp
- 214LK dash up +2

2LK 5LP 214LK Oki Loop:

- - Corner:
- DR 4MK +2
- Grabs need manual timing.
- Dash is +0

In case of Perfect Parry:

- Go for medal with command grab
- Go for medal with 4HP hitgrab
- Go for drive damage with 4HP DI

DI Setup:

- 4HP x DI 2 frame gap

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- In burnout:
- DR 5MP x DI 1 frame gap

Blanka:

- Light and Medium Blanka Ball can be punished by 214LK. -23 to -21 but a lot of distance.
- Aerial Ball. EX is plus. But regular is -6 to -2, so Mash 2LP and confirm into a knockdown. It's always your turn. And importantly can be blocked low.
- EX Up ball is -40 though the range can be deceptive so don't be afraid to dash in.
- Lvl 1 is -29 Lvl 3 is -46 Make them pay. ALL DI punishable.

Cammy:

- Spiral Arrow 236K -12 to 0 depending on spacing. Everything is punishable if not spaced correctly. EX is always -14.
Punish with 4HP into reverse. Can just grab depending on spacing. But 4HP is safe if the punish isn't timed correctly.
- Cannon Spike is -36. Ex is -40. MAKE THEM PAY.
- Divekick is -8 to +3. Heavy is -7 to +3. Ex is -4 to +5. Can be blocked low, but block them standing for better frame data.
- Hooligan. Jab it.
 - Slide is +2
 - Divekick is -7 to +3. Heavy and ex are 0 to +5.
 - Overhead light and medium is -4 to -1. Rest is safe.
- Supers: Lvl 1 -24. Lvl 2 -24 to -18. Lvl 3 -33. Only Lvl 3 DI punishable.

Chun-Li:

- Kicks. L & M are -8. Heavy and EX are -3. Punish with 2MP. Go for them all, worst case it trades with a 4f. Extended EX is -13 so punish that.
- Air legs -5 to -3. Heavy is worse. EX IS DEATH ON BLOCK.
- SBK. L & H -18. M -17. EX -12.
- Hazanshu. L & ex are punishable. L -9 EX -5. M & H are safe. But mash a 4 frame and you good.
- Up kicks are death on block. Just kill them.
- Stance stuff:
 - LP palm, -3 on block. Punishable if they leave stance.
 - MP Slide. -10 to -4. if they stay in stance.
 - HP overhead. -3.
 - LK weird poke. -4 if stay in stance.
 - MK. Sweep. -9.
 - HK Launcher. -9
- Supers: Lvl 1 -22 Lvl 2 -35. Lvl 3 -24 Only LVL 2 DI punishable.

Dee-Jay:

- Lots on non cancellable normals.
- Jackknife is death on block. AA feint.
- Sobat. MK is usually safe due to push back. -6 to -4. HK is -10. EX is -2 so take your turn.
- Machine Gun Upper is -19 on block.
- Sway launcher is the only punishable option. At -10 and -8 on ex. Low is -3 -2 on ex. Overhead is +1 and -4 to -2 on ex.
- Supers: Lvl 1 -24. Lvl 2 -29. Lvl 3 -28. LVL 2 & 3 are DI punishable.

Dhalsim:

- 3HK whiff punishes are FUN.
- 2HP or Jab on the TPs.
- The Drills are -21 to +5 depending on scaling. Can be punished, but you need a feeling for it.
- Yoga Flame is -4. EX is -11 so make sure to punish on block.
- Only light yoga blast is punishable at -6.
- Lvl 1 is -15 except heavy which is -22. Lvl 2 is basically safe. Lvl 3 is actually -62. DI it.

E. Honda:

- Hit 2MP after Hands. Worst case you trade with ex. Free Medal on MP & HP due to -8.
- Headbutt is cringe. Ex is -20 tho so punish like hell. They're -4 so hit 5MP to take your turn back.
- Just fucking anti air buttslam. 2HP seems good?
- Command Grab has 52 frames of recovery :OmegaLUL:
- The Dash regular follow up is safe. But PP is -24 and 2P is -22.
- Clap is safe.
- Every super is DI punishable on block.

Ken:

- Punish or DI between Jinrai followups
- Punish Sweep with 5MP 236LP or 5MP drc 2MP 4HP 236MP

Kimberly:

- 5HK is +2
- 2MK is +1
- Beat TC into TP with 2HP
- 2HK is -10. Sweep back.

Jamie:

- Swagger Step 214P
 - Light & Medium -6 Heavy -5 EX -1 Though can be safe with spacing
 - Punish is very spacing dependant, try with stand LP and confirm into 214MK

Marisa:

- Take turns after Spartan kick.
- Punish 214P.
- Parry a lot.
- Meaty with 2LK whenever possible
- Scutum is only upperbody armoured. So it loses to both throws and low meaties.
- + Frames:
 - Any Charged Heavy Normal
 - Heavy TC
 - Charged Gladius +4
 - Phalanx +2 On knockdowns in the corner gives easy safejumps

- Punishable:
 - Light & Medium TC -6 & -8 but special cancellable, so usually frametraps.
 - 6MP TC follow-ups. Kick -10 & -12 Punch
 - Overhead followup is -12 on block.
 - 6HK TC -12
 - 214P is -16. 214PP is -12
 - LK Spartan kick is -6 hard to punish, but should press 5LP in case
 - Scutum followups are punishable except p without followup

JP:

- 5HK is +2 it's the roundhouse kick.
- 5MP is -5 can be punished with 5LK depending of distance.
- 2HK is only -6 so REALLY hard to punish. 5LK is best try, but it's basically safe.
- 3HP the cane sweep is -14 VERY punishable.
- 6HK the piston kick is -6 use 5LK.
- Swipe: Just DI sis
- Both supers are DI punishable.

Lily:

- Test ex renverse against the spire. Feels too slow.

Luke:

- LMH target combo always has a gap and is -14 without a cancel. OD sandblast is the only option that beats DI. So DI after blocking.

Zangief:

- When he runs forward Neutral jump and punish. Beats running grabs and DI.