

The A.K.I Guide - by Broski

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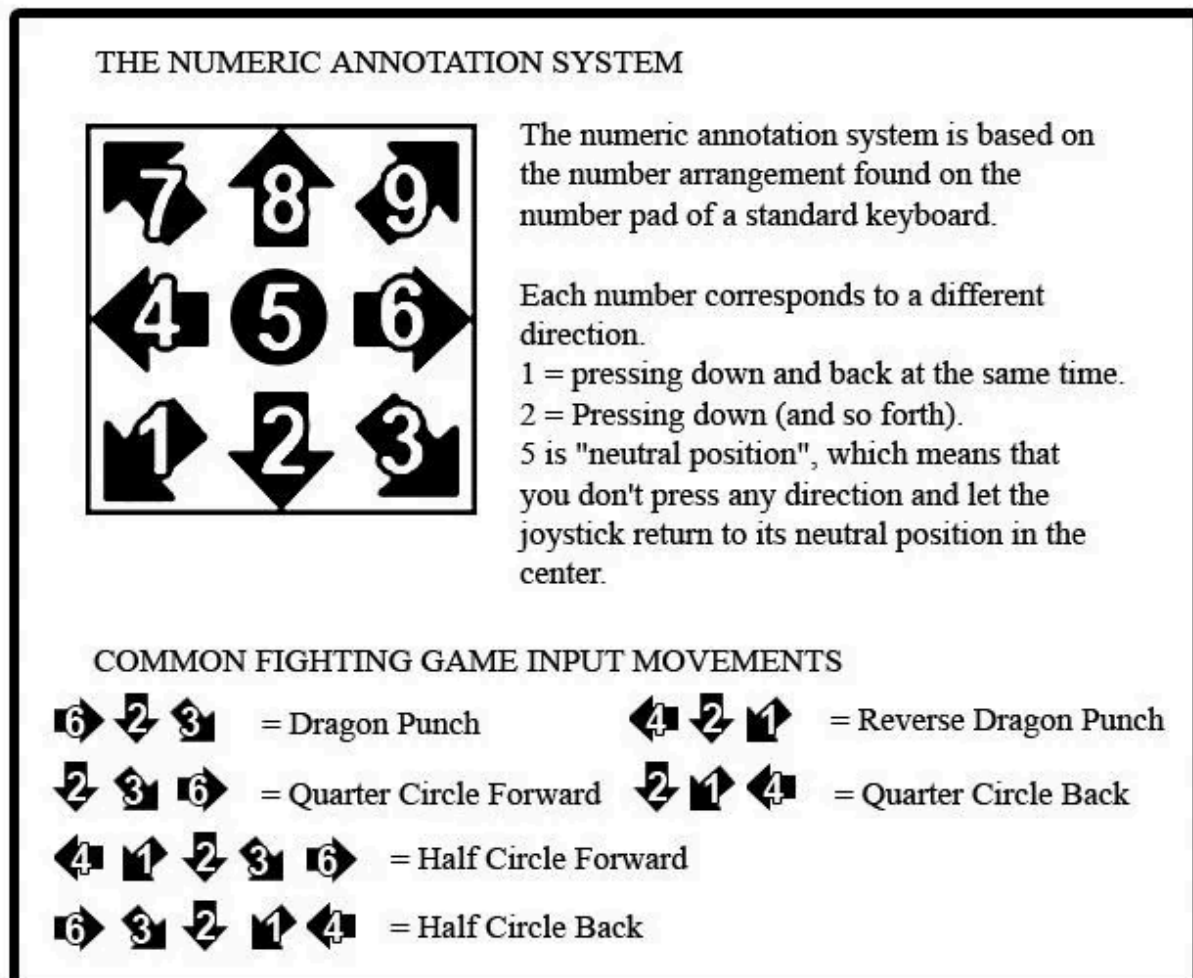


1)Introduction

- a) Who am I?
- b) Why play A.K.I?
- c) A.K.I's archetype
- d) Outlining the structure of the video (section headings, timecodes, explain that the video is not meant to be binged and absorbed in one sitting but a companion piece to help over time)

2)Terminology and assumptions

- a) You are not a complete beginner and links to common terminology (<https://glossary.infil.net/>), mention shorthand names for some moves - whip, fireball, coward crouch, coward crouch roll, coward crouch dive, flip. Will be using SF terminology for most inputs, but with numpad notation for combo notation.



3) Explain production context

- a) Currently a few weeks into Season 2, where she got major changes, so more things may develop over time, plan to cover future balance patches as they arrive

4) System mechanics

- a) Most system mechanics are universal so only going to cover the ones that are uniquely different or have a property worth mentioning specifically for AKI
- b) Drive rush is very fast and very long distance, one of the best drive rushes in the game and it's a core part of her neutral game
- c) Drive impact has an unusually disjoint hitbox compared to most, rarely matters but worth mentioning
- d) AKI's forward throw and backthrow, like most, do the same damage, but backthrow gives SIGNIFICANTLY more knockdown advantage. Forward throw can be looped in the corner with a manual timed walk forward. Generally you only want to forward throw your opponent if they're in or near the corner, otherwise backthrow is better

5)Poison and Toxic Blossom

- a) Some moves inflict poison - Explain poison damage over time, poison status removed by taking damage, poison cannot KO, poison is not subject to combo scaling, poison will continue as long as the opponent is in hitstun (although bonus damage will stop at 420)
- b) Poison damage will not tick during AKIs level 3 cinematic, but it will continue to inflict damage during her level 1 and level 2 supers
- c) Toxic Blossom - A unique mechanic exclusive to A.K.I. Landing certain attacks on an already poisoned opponent triggers additional effects. These will be covered with each move's breakdown. Note that some moves can apply poison but do not have a unique toxic blossom effect.

6)Normals

a) 2LP

- i) A fairly standard 4 frame normal
- ii) Chains into itself and 2LK
- iii) Links into 5LK, which is a very important part of her combo structure
- iv) Links into 5MP on counterhit and on punish counter/drive rush it can link into 5MK or 2MP
- v) Special cancellable

b) 5LP

- i) 5F normal, slower than 2LP and slightly less range
- ii) Not particularly useful by itself but becomes a target combo when pressed twice
- iii) Target combo frametraps into itself
- iv) Target combo is useful for hitconfirming
- v) Target combo forward movement makes it the only way to confirm two lights at max distance
- vi) Lowest recovery of all her lights, can sometimes confuse people who perfect parry it due to only being +7

c) 8LP

- i) Niche jump normal, can be used as an air to air, aki's only jump normal that can be used for a fuzzy IOH

d) 2LK

- i) 5 frame light that hits low
- ii) Can chain into itself and 2LP
- iii) Her longest range light, although doesn't convert into anything at distance
- iv) Useful link into 5MP from drive rush

e) 5LK

- i) 4 frame light with longer range than 2LP
- ii) Can be linked into from 2LP
- iii) Uniquely, her only light attack which can combo into MP serpent lash, which is a very important part of her combo structure

f) 8LK

- i) One of A.K.I's two crossup air normals
- ii) The only one that can hit on both sides
- iii) Crossup hitbox is very narrow and the damage and hitstun are low to compensate

g) 2MP

- i) 8 frames startup and quite slow recovery
- ii) Longest range of her special cancellable mediums
- iii) Only medium that can combo into OD lash
- iv) Mostly used for whiff punishing and drive rush cancels in neutral

h) 5MP

- i) AKI's fastest medium at 6F startup
- ii) Special cancellable

- iii) Short range but good hitbox
- iv) Best normal for intercepting forward moving approaches such as drive rush, links into lights on counterhit and itself on drive rush/punish counter
- v) Also good for interrupting spacing traps when too far for lights
- vi) Causes AKI to step forward on whiff, leaving her very vulnerable
- i) 8MP
 - i) Upward angled air normal designed to be used exclusively for air-to-air
 - ii) Puts opponents into a juggle state on air connect, but very rarely leaves you able to follow up a comb afterwards
 - iii) Even though you don't get a combo generally you can use the juggle knockdown time to get drive rush oki, even from a backwards jump
- j) 2MK
 - i) AKI's best low, 7f startup, not special cancellable like a lot of the strongest lows
 - ii) Makes up for it by being +1 on block and +5 on hit, one of only two crouching medium kicks in the entire game to be plus on block

- iii) With drive rush advantage it becomes +5 on block and +9 on hit, can walk forward and tick throw on block, or link into 5HK on hit
- iv) Can be super cancelled, but very difficult (if not impossible) to single hit confirm, mostly used to beat DI and a hard read against shimmies

k) 5MK

- i) AKI's longest range medium, 8f startup, not special cancellable
- ii) Links into 5MP on hit, 2MP and itself on counterhit, and 5HK on drive rush
- iii) Extremely good hitbox, can go over low hitboxes and punish counter
- iv) When used as a whiff punish can link into 2HK, 2HP, level 1 and level 3, depending on range

l) 8MK

- i) Situational jump normal, not useful as an air to ground approach but very good as an air-to-air against divekicks
- ii) Can hit standing characters when done as an IOH, useful as a hard callout on meaty throws (very negative on hit if done though so be careful)

m) 2HP

- i) 10f startup, a sliding low that acts like a sweep
- ii) Very good for counter punishing other sweeps at max range
- iii) Gives an extremely long knockdown advantage when landed as a punish counter
- iv) Extremely unsafe on whiff and on block
- v) Mostly used to end some juggles for oki and corner carry (particularly after midscreen 214HP into drive rush)

n) 5HP

- i) 12F heavy with very long range but lots of recovery
- ii) -4 on block but rarely punishable if spaced
- iii) Not special cancellable, but can be pressed twice for a target combo
- iv) The target combo can be delayed heavily allowing for single hit confirms
- v) Second hit of target combo inflicts poison if not already poisoned
- vi) If already poisoned, second hit activates toxic blossom and launches allowing full juggles
- vii) Target combo can also be used in some combos to re-poison opponents

o) 8HP

- i) AKI's best traditional jump-in
- ii) Hits very deep vertically, can be pressed early in jump arc and will sometimes beat anti airs out of startup

p) 2HK

- i) 10F poke with good range, although not a low despite appearances
- ii) Not special cancellable, and doesn't link into anything on hit or counterhit
- iii) Super cancellable, and the cancel window is HUGE, very easy to single hit confirm
- iv) When canceled directly into super this move incurs no damage scaling penalty, can do enormous damage by confirming straight into level 3 (5400 damage with CA)
- v) Very solid anti air, particularly against long distance jumps
- vi) If it counterhits an airborne opponent they are left in a juggle state
- vii) From far away you can't link anything after
- viii) Up closer you can link 2HP, level 1 or level 3
- ix) You can also cancel straight into level 2, although be careful since this will not combo if they didn't press any air normal
- x) On grounded and airborne punish counter this normal launches

- xi) Grounded hit allows combos into LP serpent lash and drive rush 5LK at any range, this is very good as a whiff punish
- xii) Airborne hit allows juggles into drive rush 5LP at range and 214HP up close
- xiii) Has above average juggle potential allowing it to be added to the end of some combo routes before canceling to supers

q) 5HK

- i) AKIs fastest heavy normal at 9 frames, and also AKIs only special cancellable heavy normal
- ii) Probably her most versatile normal, vital for her combo game, whiff punishing, anti airs and offensive pressure
- iii) +4 on hit, can link lights afterwards but rarely worth doing, can link into 5MP on counterhit which is situational at best
- iv) On punish counter this move causes a special stagger state allowing combos into both HK cruel fate and venomous fang, both important combo starters. The punish counter adds a large screen shake effect with extra hitstop that makes it very easy to identify when choosing the right followups (poison opponent, demonstrate counterhit

set to random and then do either coward crouch roll or coward crouch dive)

- v) On regular hit this is AKI's only normal that can combo into coward crouch roll
- vi) On block this move is -3, however it can be canceled into coward crouch roll to create a frame trap
- vii) Can also create a mixup by canceling into coward crouch grab once your opponent is conditioned by roll kicks, although this mixup can be avoided with an option select, which I will explain more later on
- viii) Can also be canceled into LK snake step in order to reposition, bait drive impacts and bait invincible reversals
- ix) This normal is also a very good anti air, covers a lot of angles in front of AKI, although it will consistently lose to crossups
- r) 8HK
 - i) Good jump-in normal, has worse vertical angle than jumping HP but makes up for it with more horizontal range and more hitstun. Mainly used for far away jumps.

7)Command Normals

- a) 3MP
 - i) AKI's overhead, slightly slower than most at 24 frames startup but has a somewhat

deceptive animation where AKI initially seems to crouch

- ii) You can combo afterwards on counterhit, punish counter, and from a drive rush
- iii) Due to being +3 on hit and having 3 active frames it can also be done meaty, making it +4 or +5 depending on the setup, which is a big part of her corner setplay

b) 6HP

- i) Slow lunging attack at 16F startup, but has very good range
- ii) -4 on block, but only punishable if done very close
- iii) Links into 5LK on counterhit and 5MP on punish counter, but has to be fairly close
- iv) Super cancellable, it can be single hit confirmed but the window is a little tight
- v) Does good drive gauge damage on block, useful to harass people low on drive
- vi) Sometimes used at the end of combos to connect super after MP lash crumple

c) 6HK

- i) A 14f startup double hitting hop kick
- ii) Doesn't actually cause AKI to become airborne, but can crush lows from frame 11
- iii) +2 on block, making it a very good offensive pressure tool

- iv) Despite hitting twice the second hit will still inherit bonus properties from counterhit, punish counter and drive rush enhancement
 - v) Frametraps into any light afterwards, 5MP will force a trade with opponent's 4f button, which is usually advantageous enough to allow a trade combo into another 5MP, though not universal (doesn't work against JP)
 - vi) +4 on hit allowing links into 2LP and 5LK
 - vii) Can link into 5MP on counterhit and 5MK on punish counter or drive rush
 - viii) Cannot be cancelled into anything, and quite slow, making it very vulnerable to drive impact if used carelessly, although it can be made DI safe with a meaty setup
- d) Jump 2HP
- i) A fairly unique aerial command normal that causes AKI to attack backwards
 - ii) This is her best crossup normal, it has a significantly larger hitbox than jumping LK, does more hitstun, and can connect even from a very close forward jump
 - iii) From certain angles it can hit without triggering a crossup, AKI will still usually land behind the opponent

8)Special Moves

a) Sinister slide (coward crouch)

- i) Performed with down and any two punch buttons
- ii) Causes AKI to enter a stance where she slithers across the floor
- iii) During this stance AKI will automatically move forward until an action is performed or she is hit out of it
- iv) The stance significantly lowers AKI's hitbox, allowing her to avoid most projectiles, some normals, and drive impacts
- v) AKI is unable to block while in this stance
- vi) Three special moves can be performed from this stance, and she can also end the stance by pressing up
- vii) Manually exiting the stance this way takes 21f and AKI cannot block until the animation is complete

b) Heel strike (coward crouch roll)

- i) Performed by pressing any kick button while in coward crouch
- ii) A two hitting kick that is safe on block, and +4 on hit, allowing links into 2LP and 5LK
- iii) Can link into 5MP on counterhit, and 5MK on punish counter

- iv) This is a core combo tool usually combo'd into from 5HK or counterhit/punish counter 5MP/2MP
 - v) It is also a frametrap if cancelled into from 5HK, beating any normal and also locking the opponent to the ground if they attempt to jump expecting the command grab
 - vi) Similarly to 6HK it is vulnerable to drive impact, but this move CAN be cancelled into level 3 if your opponent attempt to DI
 - vii) This move can also be used in certain juggles, although it does use up a lot of juggle points, limiting the followups afterward
- c) Entrapment (command grab)
- i) Performed by press LP+LK while in crouch
 - ii) This move is a command grab, meaning it cannot be tech'd like a regular throw and can only be avoided by jumping, backdashing, or invulnerable moves
 - iii) This move should be used sparingly due to its high risk, but is an important part of AKI's mixup game
 - iv) Very useful to punish people attempting to parry or drive impact your strings, especially if you condition them first with crouch roll

- v) Due to the slow startup it is not a true tick throw when cancelled into from any normal, and therefore your opponent can defensively option select a delayed jump to cover both coward crouch roll AND the command grab, but most people do not currently do this
 - vi) The grab itself has a very long animation, and it is worth noting that poison damage can tick throughout the entire animation, noticeably boosting the grab's damage
 - vii) Fun fact: this move inflicts 1852 damage, which is an oddly specific amount, and the reason for that is that on punish counter that damage is boosted to 2222, a cute little reference to FANG's obsession with the number 2
- d) Venomous fang (coward crouch dive)
- i) Performed by pressing any punch button while in coward crouch
 - ii) AKI dives at the opponent, travelling almost fullscreen distance and knocking the opponent down on hit
 - iii) AKI is invulnerable to projectiles during almost the entire dive, making this move an extremely potent fireball punish
 - iv) Do be careful though that fireballs with very low recovery can be difficult to punish on

reaction from long range, and this move is extremely unsafe if blocked

- v) On hit this move also inflicts poison
- vi) If the opponent is already poisoned this move will activate two different toxic blossom effects depending on the opponent's state
- vii) If the opponent is grounded and poisoned this move will crumple them, allowing many combo conversions
- viii) If the opponent is airborne and poisoned, this move will send them into a tumbling state. While this state may appear visually similar to a knockdown, it should be thought of as being basically just another type of juggle state, and can be reliably combo'd afterwards depending on the situation
- ix) You can also choose not to continue the combo from this tumble state, and take advantage of the enormous frame advantage for oki setplay
- x) Finally this move can be used as a very situational anti-air, although it does not have a particularly good anti-air hitbox it travels so quickly that it can sometimes snipe fullscreen jumps, particularly by using a fireball trap, or against characters with unusual air mobility options

- e) Nightshade pulse (fireball)
 - i) Performed using a quarter circle back plus light punch input
 - ii) AKI throws a projectile that inflicts poison on hit
 - iii) AKIs fireball has some of the worst frame data of any projectile in the game at 52 total frames, and so often struggles to compete in a traditional fireball war. It is also quite susceptible to jumps and drive impact.
 - iv) On the flipside this projectile travels extremely slowly, and because of this it should be thought of not so much as a zoning tool and more as a shield to safely approach behind, particularly when combined with AKIs incredible drive rush. This can be done both in neutral and as an oki option.
 - v) Despite inflicting poison this move has no toxic blossom effect
 - vi) This move can also be cancelled into two followups: Nightshade Chaser from frame 30 and OD Snake step from frame 36
 - vii) This move has an OD version that can be performed by inputting using two punch buttons

- viii) The OD version has two hits rather than one, has significantly less recovery, and knocks down on hit. It functions similarly to the regular one but is much stronger as both a zoning option, and as a shield to approach behind.
- ix) The OD version is also +1 on block, making it also useful in pressure strings
- x) Like the regular version this can be followed up with OD nightshade chaser and OD snake step, although note that the OD version of nightshade chaser does not cost any additional drive gauge
- xi) Also note that OD fireball can cancel into OD snake step slightly early than regular fireball (frame 32, rather than 35) although it costs a lot of drive to do so

f) Nightshade chaser

- i) As mentioned previously this is a special follow to AKIs fireballs that can be performed with a forward + punch input
- ii) It will naturally combo from fireball, causing a knockdown, but also technically counts as a toxic blossom effect, so the poison state will be removed afterwards
- iii) If a fireball is blocked up close, for example when cancelled from a normal, nightshade

chaser will frametrapped them, making it harder for the opponent to take their turn back after blocking a fireball

- iv) Oddly this move is -4 on hit if it connects from a blocked fireball, even on counterhit it is only -2 on hit, but because of the separation distance you are effectively put back to neutral
- v) This move is VERY unsafe on block at -16 so don't abuse it, even with the very long pushback distance almost every character in the game can easily punish it by performing a drive rush into a 4-5F move. Some don't even need to drive rush at all (deejay HK sobat, ed flicker etc).
- vi) It can be used to punish opponents attempting to advance on AKI by using their own fireball plus drive rush combo, since your fireball will clash with theirs and then nightshade chaser will intercept the drive rush
- vii) Nightshade chaser is also useful as a combo ender in some situations, as it outdamages all versions of serpent lash when followed with level 3
- viii) This move has an OD version that can only be performed from OD fireball

- ix) OD chaser is significantly less useful than the regular version, since OD fireball is plus on block, removing the need to use the followup as a frametrapping
 - x) The only reliable use-case I have found for OD chaser is as a combo ender in certain max damage routes, since it can be cancelled into both level 2 and level 3 supers
- g) Orchid Spring (poison puddle/pool)
- i) Performed using a quarter circle back plus medium punch input
 - ii) AKI places a poison pool on the floor that will inflict poison status on an opponent that makes contact with it
 - iii) This effect cannot be avoided by blocking
 - iv) This is AKI's most reliable way to try to poison people from a neutral position, although she is very vulnerable while placing the pool
 - v) It is usually advised to only perform this from a distance, by using a fireball as a protective shield, or after a knockdown
 - vi) Opponents can be re-poisoned multiple times by the same pool as long as they are standing in it, this is very important for AKI's stun combos as well as some situational max damage routes

h) Toxic Wreath (bubble)

- i) Performed by using a quarter circle back plus heavy punch input
- ii) AKI hits twice using a poisonous bubble directly in front of her
- iii) This move poisons on hit and knocks the opponent down, but has no toxic blossom effect
- iv) This is AKI's safest special move to buffer from a cancellable normal, as it is only -4 on block and leaves her far enough away that no 4f move can punish
- v) This is generally a useful option to end chained light strings, particularly because it frametraps from blocked lights
- vi) Be careful though as it is very vulnerable to drive impact
- vii) While not particularly potent in grounded combos, this special is extremely juggle friendly when landed against an airborne opponent
- viii) On midscreen air connect it can reliably combo into drive rush 2HP for large corner carry, or link into level 2
- ix) On corner air connect this can be juggled into drive rush 5HK, which forms a key part

of her corner combo routing and knockdown
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- x) It's worth noting that although this move looks visually similar to some of AKI's options, this is entirely a strike attack and cannot be used to negate fireballs

i) Serpent Lash (whip/chain)

- i) This move can be performed by using a quarter circle forward and a punch input, different punches change the properties

- (1) The LP version causes AKI to send her chain directly forward, extending about $\frac{2}{3}$ screen
- (2) On hit this inflicts poison, on block this move has variable frame data between -6 and -8, although its usually safe if spaced at all
- (3) The chain can also negate a projectile, however doing so will prevent it from also hitting the opponent
- (4) This move is fast and covers a lot of distance, and can generally be used to harass opponents in the midrange, the reward on regular hit is low, but it can chip away at your opponents drive gauge or poison them from a stray hit.

- (5) Beware though that this move is vulnerable to both jumps and drive impact
- (6) If this connects on an already poisoned opponent it will activate toxic blossom, sending the opponent into a juggle state
- (7) The juggle is very limited, and often cannot be followed up, unless very close or in the corner, where you can connect 2HP, level 1, or level 3.
- (8) If LP chain connects as a punish counter it causes the opponent to crumple, the crumple time varies greatly depending on whether or not the opponent is poisoned
- (9) If unpoisoned, the crumple is short. You can continue a combo if the opponent is close, but you cannot get any followups from further away.
- (10) If the opponent is poisoned the crumple on punish counter is significantly longer, and can almost always combo into drive rush 5HK. At the absolute tip it is sometimes necessary to substitute 5HK for 5HP~HP or 2HP

ii) MP Serpent lash

- (1) When activated with medium punch this move changes to a diagonal upwards angle
- (2) On hit this move launches the opponent far away and poisons them
- (3) This move is very unsafe on block, and additionally cannot hit crouching characters, which is very important to keep in mind for her combos
- (4) It is the slowest of all three regular versions of serpent lash, and will only combo from heavies, mediums, and 5LK
- (5) The knockdown for this move leaves AKI at +44 advantage, which autotimes for a safejump, but only in the corner.
- (6) Can sometimes be used as an anti air, but startup is so slow that it's usually a pre-emptive anti-air over a jumped fireball
- (7) If the opponent is poisoned this move will activate toxic blossom, causing the opponent to be put into a crumple state. This crumple is one of AKI's most important combo tools, and there are many followups to choose from

(8) If the opponent is poisoned and airborne the toxic blossom effect will pop the opponent into the air, allowing even further juggles

iii) HP serpent lash

(1) When activated with heavy punch the chain attacks vertically upwards

(2) On hit this version launches the opponent and poisons them, on block it is very punishable. It's also faster than MP whip and will combo from any special cancellable normal.

(3) This move is one of AKI's best anti airs, as it has air invulnerability starting from frame 4, although the purely vertical hitbox can make it whiff against empty jumps

(4) As with MP whip, this move also leaves AKI at +44 advantage, but significantly closer, allowing an autotimed safejump anywhere on the screen. Be aware though that midscreen this safejump often requires split second reactions to cover both neutral recovery and backroll. This will be covered in more detail in the oki section later on.

- (5) If the opponent is already poisoned this move will activate toxic blossom, launching them into a juggle state on both ground and air connect
- (6) This toxic blossom effect can be combined with its anti-air properties to give AKI very strong juggle starters from an anti air
- (7) It's also possible to juggle from this move on a non-toxic blossom anti-air, although it has to hit very high up to do so. 2HP, level 1 and level 3 are the most common follow ups.

iv) OD serpent lash

- (1) Activated by pressing a quarter circle forward and any two punch buttons.
- (2) AKI sends a horizontal chain out in front of her, similarly to the LP version, although the effect on hit is very different
- (3) AKI will pull herself in close to the opponent, poison them, and then be left point blank at +4 advantage, allowing links into 5LK and 2LP on a normal hit
- (4) The relatively slow startup means it will only combo from 5HK and 2MP on a regular hit

- (5) This move also has EX projectile durability, meaning it will blow straight through any non-EX projectiles, making it a useful fireball punish. If it connects in this way it will also often punish counter, allowing links into 5MK, 5MP and 2MP
- (6) Be aware though that the slow startup means it's mostly used as a read against fireballs, rather than a raw reaction. Additionally it only has one hit of projectile durability against other EX fireballs, meaning it will lose outright to most other EX fireballs.
- (7) During the animation where AKI pulls herself close to the opponent she is also invulnerable, which can be used to avoid some attacks
- (8) On air connect this move will still pull AKI in close and poison the opponent, allowing for further juggles
- (9) If the opponent is already poisoned this move will activate toxic blossom, and cause a crumple on hit, similarly to MP whip
- (10) Notably this crumple state is significantly more advantageous than the one on MP whip, comboing into

lights afterwards will keep the opponent standing rather than a juggle state, although it is usually still preferred to juggle into heavies. It's also possible to combo into a ground throw from this crumple, as a sideswitch option.

(11) On airborne connect against poisoned opponents, the toxic blossom effect is very unique. This usage will completely resets the opponents juggle state back to zero, allowing anything to connect afterwards, even normals.

(12) This effect is very useful for certain max damage combo routes, particularly after stuns, and can also be used to setup some sneaky resets

j) Cruel fate (flip/daggers)

i) LK Cruel fate

(1) Performed by inputting quarter circle back plus light kick

(2) AKI will jump into the air and stab the opponent four times, travelling around halfway across the screen. This can also avoid projectiles.

(3) On hit this leaves AKI point blank and +1, and on block it is safe at -3

- (4) It is only possible to combo afterwards on punish counter, which will only rarely happen
- (5) Notably this move becomes +1 when the opponent is in burnout, giving AKI a good way to maintain pressure, although there is a big gap when cancelled into from other normals, so do not overuse it
- (6) When hitting an airborne opponent this move will causes a very slight groundbounce effect, although most specials will usually not be fast enough to combo afterwards
- (7) Uniquely among all versions of this special, the light kick version adds zero points to the juggle state. This can be combined with the juggle state reset effect of toxic blossom ex lash to allow a juggle into 5LK for advanced mixup opportunities
- (8) The final hit of this move can be cancelled into level 3, which is useful for certain juggle enders, and can also be used to protect against drive impacts

ii) MK Cruel fate

- (1) Executed with quarter circle back medium kick
- (2) Very similar to the light kick version, although slower on startup, it travels slightly further and is +3 on hit rather than +1, allowing links afterwards on counterhit as well as punish counter
- (3) Probably the least useful version, travels too far to be used in most burnout pressure strings, lacks the combo utility of the HK version
- (4) Only real use-case is as a situational juggle combo ender when cancelling into level 3, since it does slightly more damage than the LK version

iii) HK Cruel fate

- (1) Executed with quarter circle back heavy kick
- (2) Travels nearly fullscreen, although it is the slowest version of the move
- (3) This version is +4 on hit, allowing links afterwards into 5LK and 2LP.
- (4) It can only be combo'd into from punish counter 5HK, but is an extremely important punish combo route

- (5) Can also be used as a fireball punish due to the long range, giving punish counter links into 5MK, 5MP and 2MP
- (6) Uniquely this version does significantly more pushback on block than the LK and MK versions. It is still -3 but since AKI is outside of throw range it makes it much harder for the opponent to mix you up afterwards. The downside of this effect is that the increased pushback also applies in burnout, making it worse as a burnout pressure option than the other two.
- (7) On air connect this move puts the opponent into a groundbounce like the LK and MK versions, however this groundbounce is significantly higher than the other two, and will always allow a juggle afterwards into level 1, making it a good juggle ender if you don't want to spend 3 bars.
- (8) If it hits high enough in a juggle it can also lead into LP and HP lash, although this will only happen if all four hits connect, so pay close attention.

iv) EX Cruel Fate

- (1) Executed with quarter circle back and any two kick buttons
- (2) By holding forward or back it can be steered during the flip to change the trajectory, allowing it to punish projectiles from far away while still being useful up close
- (3) On grounded hit it initiates a cinematic followup, poisons the opponent, and leaves them in a hard knockdown state
- (4) On block this move is +2, making it very useful for continued pressure
- (5) On air hit this move will not activate the cinematic, and will instead put the opponent into a very high groundbounce while also poisoning the opponent. This groundbounce is very juggle friendly and forms a core part of some juggle combos
- (6) In some scenarios the first two hits may not connect, for example against max range projectile punishes. When this happens the cinematic followup will not occur but the opponent will still be poisoned, leaving AKI able to continue a combo on counterhit and punish counter

k) Snake Step (slide)

i) LK Snake Step

- (1) Performed with a quarter circle forward light kick input
- (2) AKI lunges forward but then dashes backwards
- (3) From frame 8 until the end of recovery AKI is completely immune to projectiles
- (4) From frame 14 until the end of recovery AKI has a very low profile hurtbox, this can avoid drive impact among other things
- (5) This move's primary use is to allow AKI to reposition herself backwards while also baiting out certain reversal options from the opponent, such as EX DPs and drive impact
- (6) Think of it like a backdash that AKI can cancel into

ii) MK Snake step

- (1) Performed with a quarter circle forward medium kick input
- (2) AKI slides forward, covering a little more than half screen distance
- (3) AKI cannot pass through the opponent

- (4) Like the LK version, she gains projectile invulnerability and a low profile hurtbox during the middle of the slide
- (5) Unfortunately due to being relatively slow and very vulnerable during recovery this move is almost never used to approach the opponent
- (6) The only real utility of the medium kick version of snake step is as a way to close in opponents after certain knockdowns to get oki

iii) HK Snake Step

- (1) Performed with a quarter circle forward heavy kick
- (2) Functionally identical to MK snake step. AKI travels even further but this move is even slower
- (3) Like the MK version this is mostly used after certain knockdowns to cover ground quickly and get oki
- (4) Unlike the MK version this one CAN sideswitch, making it a very situational option while burned out in order to escape the corner

iv) OD Snake step

- (1) Performed with a quarter circle forward and any two kicks

- (2) AKI slides forward with a similar trajectory to the heavy kick version
- (3) This version however is fully strike and projectile invulnerable from frame 1, making it a decent escape option to get out of pressure
- (4) Be cautious though as it has no throw invulnerability, and being thrown out of it will be a punish counter, causing you to instantly lose three bars of drive on top of the throw damage.
- (5) The recovery for this move is very unique, if AKI sideswitches through the opponent she will remain strike and projectile invulnerable all the way through until the end of recovery. If she does NOT pass through the opponent she DOES have hittable recovery. This is presumably to weaken its utility as a fullscreen fireball counter.
- (6) As mentioned previously this move can be cancelled into from AKI's fireball. Doing so can protect you from fireball punishes, and can also be used to trick your opponent into meeting your fireball with their own, only to slide in and punish.

9)Supers

a) Level 1 - Deadly Implication

- i) Performed with a double quarter circle plus kick input for one bar of super meter
- ii) AKI kicks the opponent into the air, activating a cinematic where she traps them in a bubble and detonates it, poisoning them
- iii) This super is strike and throw invulnerable from frame 1, making it one of AKIs best reversal options. Be aware though that this move has 10 frames of startup, making it possible for some characters to meaty with a jab and still recover in time to block.
- iv) On hit this super does 1800 damage, making it one of the lowest damage level 1's when hitting raw
- v) However, poison damage inflicted BEFORE the super will continue to tick during the entire slow animation. Keep in mind also that poison damage is not subject to combo scaling, making it one of the highest damage level 1s at the end of long combos, provided the opponent is already poisoned.
- vi) The long horizontal range of this super also makes it a decent punish tool, particularly against some character's max range sweeps.

- vii) In the corner this super also gives a good oki situation, a fireball followup cannot be jumped, making it particularly good to continue pressure against burned out opponents.

b) Level 2 - Tainted Talons

- i) Performed with a double quarter circle back plus punch
- ii) AKI attacks with a barrage of poison lashes, these lashes have projectile hitboxes, and will neutralize both regular and EX fireballs.
- iii) The angle and distance of the super is determined by the punch button. LP attacks point blank, MP attacks at around half screen and HP will go fullscreen
- iv) All hits of the super will inflict poison. Existing poison damage will tick during this super, but the animation is so fast that it does not make a noteworthy difference unlike level 1.
- v) This level 2 technically starts up in 7 frames, however the first active frames are far above AKIs head. The chains will not reach a grounded opponent until around frame 14, making it a lot slower than the numbers would suggest.

- vi) This super has no invulnerability whatsoever, and cannot be used as a reversal. It CAN be used as a fireball punish, but will only work if the chains are able to wipe out the projectile. If the incoming projectile is missed AKI will be hit out of the animation, losing out on most of the damage. Because of this the MP version is actually a better projectile punish than the HP version, since the HP version generally hits the opponent but misses their fireball.
- vii) The final hit of the super will spawn a very large pool of poison on the floor. This pool is similar to the one created by orchid spring, however it is significantly larger, and uniquely this pool does NOT disappear if AKI gets hit. Strangely the MP and HP versions of the super also cause the poison pool to very slowly creep forward, I don't know why the LP version doesn't and I don't know any real use for this property, but it exists.
- viii) This super does good chip damage on block, and is somewhat safer than most level 2's at -19. This makes it a very good and relatively safe fullscreen chipout option against an opponent in burnout, although beware there

are character specific ways to evade and punish.

c) Level 3 - Claws of Ya Zi

- i) Performed with a double quarter circle forward and punch
- ii) AKI lunge forward to initiate her level 3 cinematic
- iii) Her level 3 is fully invulnerable from frames 1 to 12, making it a good reversal, albeit at a very high meter cost.
- iv) The super itself is fairly standard like most level 3s, it does 4000 damage on hit, going up to 4500 if AKI is below 25% health for the critical art version.
- v) AKI can get oki after both her level 3 and critical arts using a drive rush, although note that the critical art is less advantageous and requires a manually timed drive rush 5MP to get the best pressure afterwards
- vi) Note that this cinematic freezes the timer, meaning that poison damage will NOT tick at all during the animation. Poisoning the opponent beforehand provides no additional benefit to this super.

10) Combos I want to stress that SF6's combo system has a lot of freedom, so I don't like to label any combo as "optimal". AKI has a huge number of variables to choose from when picking combo routing, including drive gauge cost, super meter cost, regular hit, counterhit, punish counter, okizeme after the combo, screen positioning, maximizing corner carry, whether the opponent is poisoned before the combo and whether to poison them at the end of the combo. The following is a list of common BNBs that cover a lot of these conditions, but this is not meant to be an exhaustive list, rather it gives you the building blocks of her common combos to give you some idea of how they fit together.

a) Lights - no drive - no super - unpoisoned - regular hit

i) 2LP 2LP xx 236HP

ii) 2LK 2LP xx 236HP

iii) 2LP 2LP 5LK xx 236HP

(1) Note that the 2LPs must be chained together or this will not consistently connect

iv) 5LP 5LP xx 236HP

v) 2LP 5LK xx 214LP xx 6P

- b) Lights - no drive - no super - unpoisoned - counterhit
 - i) 2LP 5MP xx 236HP
 - ii) 2LP 5LP 5LP xx 236HP
 - iii) 2LK 5LP 5LP xx 236HP
- c) Lights - no drive - no super - unpoisoned - punish counter
 - i) 2LP 5MK 5MP xx 236HP
 - ii) 2LK 5MP xx 236HP
- d) Lights - no drive - non super - poisoned
 - i) 2LP 2LP xx 236HP, 236LP
 - ii) 2LP 5LK xx 236MP, 5HP->HP
 - (1) Note that this combo and any future combo using 236MP will only connect on a standing opponent
 - iii) 2LP 5LK xx 236MP, 5HK xx 236MP
 - iv) 2LP 5LK xx 236MP, dash, 2LP xx 236HP
- e) Lights - no drive - supers - unpoisoned
 - i) 2LP 2LP xx 236236K
 - ii) 2LP 2LP xx 214214P
 - iii) 2LP 2LP xx 236HP xx 236236P
 - iv) 2LP 5LK xx 214LP xx 6P xx 236236P
- f) Lights - no drive - supers - poisoned
 - i) 2LP 2LP xx 236236K
 - ii) 2LP 2LP xx 236HP, 214214HP
 - iii) 2LP 5LK xx 236MP, 6HP xx any super
- g) Lights - 2 drive
 - i) 2LP 5LK xx 214PP xx 6P

- h) Lights - 3 drive
 - i) 2LP 2LP xx DR, 2LP 5MK 5MP xx 236HP
- i) Lights - 5 drive
 - i) 2LP 2LP xx DR, 2LP 2MP xx 236PP, 2LP 2LP 5LK xx 236MP, dash, 5LK xx 236MP
- j) Lights - 6 drive
 - i) 2LP 2LP xx DR, 2LP 5MK 5MP xx DR, 5MK 5HK xx 2PP->K, 2LP 2LP 5LK xx 236HP
- k) Lights - drive and poison
 - i) 2LP 2LP xx 236HP, DR 5HK xx 236MP, 236HK
 - ii) 2LP 2LP xx 236HP, DR 2MP xx 236HP
 - (1) Less damage than previous, but +44 knockdown
 - iii) 2LP 5LK xx 236MP, DR 5HK xx 2PP->K, DR 2MP xx 236HP
 - iv) 2LP 5LK xx 236MP, 5HK xx 236PP, 236HP, any super
 - v) 2LP 5LK xx 236MP, 5HK xx 236PP, DR 2LP xx 236MP, DR 5HK xx 2PP->P, dash
- l) Mediums - no drive - no super - unpoisoned - regular hit
 - i) 5MP xx 214HP
 - ii) 5MP xx 214LP->6P
 - iii) 5MK 5MP xx 236HP
 - iv) 5MK 5MP xx 214LP->6P
 - v) 2MK 5LK xx 236HP
 - vi) 2MK 5LP 5LP xx 236HP

m) Mediums - no drive - no super - unpoisoned - counter hit

- i) 5MP 5LP 5LP xx 236HP
- ii) 5MK 5MK 5MP xx 236HP
- iii) 2MK 5MP xx 236HP
- iv) 5MP xx 2PP->K, 2LP 2LP 5LK xx 236HP

n) Mediums - no drive - no super - unpoisoned - punish counter

- i) 5MP 5MP xx 236HP
- ii) 5MK 5HK xx 2PP->K, 2LP 2LP 5LK xx 236HP
- iii) 2MK 5HK xx 2PP->K, 2LP 2LP 5LK xx 236HP
- iv) 5MK 2HP

(1) For max range whiff punishing

o) Mediums - no drive - no super - poisoned

- i) 5MK 5MP xx 236MP, 5HK xx 236MP
- ii) 5MK 5MP xx 236HP, 236LP
- iii) 2MK 5LK xx 236MP, 5HP->HP

p) Mediums - drive - unpoisoned

- i) 2MP xx 236PP, 2LP 2LP 5LK xx 236MP, 5HP->HP
- ii) 2MP xx 236PP, 2LP 5LK xx 236MP, dash, 2LP xx 236HP

(1) +44 knockdown

- iii) 5MP xx DRC, 5MK 5HK xx 2PP->K, 2LP 2LP 5LK xx 236HP

- iv) 5MK 5MP xx DRC, 5MK 5HK xx 2PP->K, 2LP 2LP 5LK xx 236HP
- v) 5MP xx DRC, 5HK 5MK 5MP xx DRC, 5MK 5HK xx 2PP->K, 2LP 2LP 5LK xx 236HP
- q) Mediums - drive - poisoned
 - i) 2MP xx 236PP, 5HK xx 214HP, DR 2HP
 - ii) 5MP xx DRC, 5MK 5HK xx 2PP->K, 2LP, 5LK xx 236MP, 5HP->HP
 - iii) 5MP xx DRC, 5HK 5MK 5MP xx DRC, 5MK 5HK xx 2PP->K, 2LP 2LP 5LK xx 236MP, 6HP xx any super
- r) Heavies - no drive - no super - unpoisoned - regular hit
 - i) 5HK xx 2PP->K, 2LP 2LP 5LK xx 236HP
 - ii) 5HP->HP
- s) Heavies - no drive - no super - unpoisoned - counterhit
 - i) 5HK 5MP xx 236HP
 - ii) 6HP 5LK xx 236MP
- t) Heavies - no drive - no super - unpoisoned - punish counter
 - i) 5HK xx 214HK, 2LP 2LP 5LK xx 236HP
 - ii) 6HP 5MP xx 236HP
 - iii) 2HK 236HP
 - iv) 2HK 2HP
- u) Heavies - no drive - no super - poisoned
 - i) 5HK xx 2PP->K, 5LK xx 236MP, 5HK xx 236MP
 - ii) 5HP->HP 236MP

v) Heavies - poisoned - punish counter

- i) 5HK xx 2PP->P, 5HK xx 2PP->K, 236LP
- ii) 5HK xx 2PP->P, 5HK xx 214HP, DR 2HP
- iii) 5HK xx 2PP->P, DR 5HK xx 2PP->K, DR 2MP xx 236HP
- iv) 5HK xx 2PP->P, 5HK xx 2PP->K, DR 5HK xx DRC 5HK xx 214MK xx level 3
- v) 5HK xx 2PP->P, 5HK xx 2PP->K, DR 5HK xx DRC 5HK xx 214KK xx any super
- vi) 5HK 5HK xx DRC 5MK 5HK xx 2PP->K, 5LK xx 236MP, 5HK xx 236MP
- vii) 5HK 5HK xx DRC 5HK 5MK 5MP xx DRC 5MK 5HK xx 2PP->K, 2LP 2LP 5LK xx 236MP, 6HP xx any super

11) Corner combos - Corner combos for AKI almost always use the same enders, so generally speaking you want to do the same combo as midscreen, however the combo route diverges once you land either toxic blossom MP lash or toxic blossom HP lash

a) MP lash enders

- i) 5HK xx 214HP, 236LP, level 2 or level 3
- ii) 5HK xx 214HP -> level 1 (skipping 236LP here does more damage due to the poison tick during level 1)
- iii) 5HK xx 214HP, DR 5HK xx 2PP->P

- iv) 5HK xx 214HP, DR 5HK xx DRC 5HK xx 214HK, level 1 or 3
- v) 5HK xx 214HP, DR 5HK xx DRC 5HK xx DRC 5HK xx 214HK, level 1 or 3
- vi) 5HK xx 214HP, DR 5HK xx DRC 6HK, DR 5MP xx DRC 6HK, 236LP, any super
- b) HP lash enders
 - i) Identical to MP lash enders, except you remove the 5HK at the beginning

12) Anti air combos

- a) HP lash starter - opponent unpoisoned
 - i) High hit 236HP -> 2HP
 - ii) High hit 236HP -> level 1 or 3
- b) HP lash starter - opponent poisoned
 - i) 236HP, 236MP
 - ii) 236HP, DR 5HK xx 2PP->P
 - (1) Note that if you find yourself passing underneath the opponent during the drive rush you need to manually delay the drive rush a little
 - iii) 236HP, 236PP, 236HP, any super
 - iv) 236HP, 236PP, 236MP, 236LP
 - (1) Only works on a moderately high connect
 - v) 236HP, DR 5HK xx 214KK, 236HP, any super
 - vi) 236HP, DR 5HK xx 214KK, 236LP, 236LP

- vii) 236HP, DR 5HK xx 214KK, DR 5MP xx 236MP, DR 5HK xx 214KK, any super
- c) Punish counter 5HK starter - unpoisoned
 - i) 5HK xx 2PP->P
 - ii) 5HK xx 2PP->K, 236LP
 - iii) 5HK xx 214HK, 236HP
 - (1) only works if all four hits of 214HK connect
 - iv) 5HK xx 214KK, 236HP, any super
 - v) 5HK xx 214KK, DR 5MP xx 236MP, DR 5HK xx 214KK, any super
- d) Punish counter 5HK starter - poisoned
 - i) 5HK xx 2PP->P, 236LP
 - ii) 5HK xx 2PP->P, DR 5HK xx 236MP
 - iii) 5HK xx 2PP->P, DR 6HK, DR 2LP xx 236HP
 - iv) 5HK xx 2PP->P, DR 5HK xx DRC 5HK xx DRC 5HK, level 1 or 3
- e) Counterhit 2HK starter
 - i) 2HK, 2HP
 - (1) does not work at max range
 - ii) 2HK, level 1 or level 3
 - (1) high hit only, somewhat risky
 - iii) 2HK xx any super
 - (1) juggles much more reliably by cancelling straight into super, but will not work if the opponent did an empty jump

f) Punish counter 2HK starter

- i) 2HK, 236HP
- ii) 2HK, 214HP, DR 2HP
- iii) 2HK, 214HP, DR 2MP xx DRC 5HK xx
2PP->P, any super
 - (1) Very finicky combo, will only be able to reach the DR 2MP if the initial 2HK hits very close
- iv) 2HK, 214HP, DR 5MK, DR 2LP xx DRC 5HK xx 2PP->P, any super
 - (1) Slightly more stable than the previous combo, but costs slightly more drive

13) Stun combos

a) After stunning an opponent in burnout with a drive impact, AKI has some very unique stun combos by taking advantage of the fact that she can set orchid spring underneath the opponent before beginning the combo

b) 0 Drive

- i) 214MP, Jump HK 5MK 5MP xx 236MP, 5HK xx 2PP->K, level 1
- ii) 214MP, Jump HK 5MK 5MP xx 236MP, 5HK xx 236MP, 2PP->K, level 2 or 3

c) 1 Drive

- i) 214MP, Jump HK 5MK 5MP xx 236MP, 5HK xx 236PP, 214HP, 2PP->K, any super

d) 2 Drive

- i) 214MP, Jump HK 5MK 5MP xx 236MP, 5HK
xx 236PP, 214HP, 236MP, DR 5HK xx
214KK, level 1 or 2
- ii) 214MP, Jump HK 5MK 5MP xx 236MP, 5HK
xx 236PP, 214HP, DR 5HK xx 2PP->P,
236LP xx level 3

e) 3 Drive

- i) 214MP, Jump HK 5MK 5MP xx 236MP, 5HK
xx 236PP, 214HP, DR 5HK xx DRC 5HK xx
214HK, level 1 or 3
- ii) 214MP, Jump HK 5MK 5MP xx 236MP, 5HK
xx 236PP, 214HP, DR 5HK xx DRC 5HK xx
214HP, 236LP, level 2

f) 4-5 Drive

- i) 214MP, dash, Jump HK 5MK 5MP xx DRC
5HK 5MK 5MP xx DRC 5MK 5HK xx
2PP->K, 2LP 2LP 5LK xx 236MP, 5HK xx
214HP, level 1
- ii) 214MP, dash, Jump HK 5MK 5MP xx DRC
5HK 5MK 5MP xx DRC 5MK 5HK xx
2PP->K, 2LP 2LP 5LK xx 236MP, 5HK xx
214HP, 236LP, level 2 or 3

g) 6 Drive

- i) 214MP, Jump HK 5MK 5MP xx 236MP, 5HK
xx 236PP, 214HP, DR 5MK, DR 2LP, DR

5LP, DR 5MP xx DRC 5HK xx 2PP->K, level 1

ii) 214MP, Jump HK 5MK 5MP xx 236MP, 5HK xx 236PP, 214HP, DR 5MK, DR 2LP, DR 5LP, DR 5MP xx DRC 5HK xx 214HP, 236LP, Level 2

iii) 214MP, Jump HK 5MK 5MP xx 236MP, 5HK xx 236PP, 214HP, DR 5HK xx 214KK, DR 5MP xx DRC 5HK xx 214MK xx level 3

14) Advanced microwalk combos

a) By walking forward for a few frames in the middle of a combo it is possible to restore a tiny amount of drive gauge. By doing this you can perform 3 drive rush cancels in a single combo rather than the usual limit of 2. This is mostly for advanced play only and only increases damage output by a very small amount.

b) The easier microwalk - DR 5MK, walk, 5MP

i) Example combo - 5MP xx DRC 5MK, walk, 5MP xx DRC 5HK 5MK 5MP xx DRC 5MK 5HK xx 2PP->K 2LP 2LP 5LK xx 236HP

ii) This microwalk is moderately lenient and is reasonably match viable

c) The hard microwalk - DR 5HK, walk, 5MP

i) Example combo - 5MP xx DRC 5HK, walk, 5MP xx DRC 5HK 5MK 5MP xx DRC 5MK 5HK xx 2PP->K 2LP 2LP 5LK xx 236HP

ii) This microwalk does fractionally more damage than the previous one, but the walk

is frame perfect and so is generally not advised for match safety.

15) Oki

a) The +44 knockdown

- i) Many of AKI's combo enders leave her at +44 knockdown advantage, as mentioned several times during the combo section. This is an extremely important knockdown state to aim for, since it leads to a wide variety of powerful oki options
- ii) Common +44 knockdown starters:
 - (1) 236HP
 - (2) 236MP
 - (3) Toxic blossom 236HP -> DR 2MP xx 236HP
 - (4) Any crumple -> dash -> 2LP/5LK xx 236HP
 - (5) Any crumple -> DR 5HK xx 2PP->K, DR 2MP xx 236HP
 - (6) Corner combo ending with DR 5HK xx venomous fang -> whiff 2HP
- iii) Being +44 gives AKI access to an immediate safejump. This safejump is immune to all anti air reversals except Lily's windclad LP or OD DP, and armored reversals such as Honda OD headbutt and Marisa OD Scutum. Note however that you CAN safejump armored

reversals like these by switching to a jumping light attack.

- iv) This safe jump requires a lot of practice however, as you have to modify your air normal depending on whether your opponent recovers in place or backrolls. If they recover in place you will need to safejump with crossup jump 2HP. If they backroll you can safejump with any other normal, although jump HP and HK are usually preferred.
- v) Some +44 knockdowns leave the opponent at a slightly further distance, these ones do not require you to adjust your safejump for your opponents recovery, making them much safer in matches if you're struggling to react to your opponents wakeup type.
 - (1) Examples - Any crumple -> DR 5HK xx 2PP->K, DR 2MP xx 236HP
 - (2) 236PP -> 2LP 5LK xx 236MP, dash, 2LP xx 236HP
- vi) +44 oki isn't just for safejumps, it also has other good options
- vii) Double dash - Leaves you +6 point blank on both recoveries, afterwards you can:
 - (1) Throw (must be delayed a little)
 - (2) Meaty 2LK 5LK
 - (3) 2MK 5LK

- (4) 5HK
 - (5) Neutral jump (to beat delay tech)
- viii) MK Snake step - Similar to double dash, leaves you +5 rather than +6
 - (1) Being +5 is better in some ways. You don't need to delay to land a throw.
 - (2) However it doesn't have as much horizontal travel as a double dash. As a result on certain knockdowns you can be left slightly too far away from your opponent if they backroll to connect 2MK into 5LK afterwards.
- ix) Meaty overhead
 - (1) If you have a +44 knockdown on a cornered opponent, or a midscreen opponent that quickrises close to you, you can land a meaty 3MP overhead by doing a dash first
 - (2) This overhead is +5 on regular hit, allowing links into lights
- x) Drive rush
 - (1) Doing an extended drive rush here is a powerful oki option, since you can cancel the later frames of drive rush into block, allowing you to either go for drive rush enhanced normals, or bait reversals by cancelling into block

- (2) DR 6HK, which is +6 on block and +8 on hit
- (3) DR 2MK, which is +5 on block and +9 on hit
- (4) DR 3MP, which is an overhead that's +2 on block and +7 on hit
- (5) DR directly into throw, to beat your opponent blocking or punish counter them if they woke up with parry
- (6) DR cancelled into walk backwards, to both bait out reversals and also to shimmy if they attempt a delayed throw tech

b) Toxic blossom venomous fang

- i) Another key element of AKIs knockdown game is ending corner combos with toxic blossom venomous fang (e.g. 2LP 2LP xx 236HP, 214HP, DR 5HK xx 2PP->P on a poisoned opponent)
- ii) This tumbling knockdown gives enormous frame advantage at +84
- iii) You can perform orchid spring after this knockdown to poison your opponent as soon as they wakeup, and still leaving AKI at +38 advantage to go for further pressure, for example
 - (1) 214MP, whiff 5HP, throw

- (2) 214MP, whiff 5MP, 6HK
- (3) 214MP, whiff 5LP, 3MP (meaty overhead, +5 on hit, +0 on block)
- (4) 214MP, dash, DR 2MK (meaty low, +11 on hit, +7 on block)
- (5) 214MP, 214LP (meaty fireball, +17 on hit, +12 on block, protects against wakeup level 1's and certain reversals)
- iv) These options are particularly powerful because they can almost all be used to loop back into the same situation
- v) If you choose not to place the orchid spring after the venomous fang knockdown you can instead whiff a crouch HP, which will convert it into a +44 knockdown, enabling any of the previous oki options
- vi) Another powerful oki option after toxic blossom venomous fang is LK snake step into fireball followed by a drive rush
 - (1) The fireball hits extremely meaty giving you very large advantage on hit and block
 - (2) This setup also has a built in defensive option select, since the drive rush causes you to transition through parry for a small number of frames before movement, you will automatically

parry any fast invulnerable reversals
your opponent does, such as OD DPs
(3) Note however that this will not work
against slower reversals, since you will
be too far into the drive rush startup to
automatically parry

c) Assorted other oki options

i) Finally some assorted oki options from other
common knockdown situations

ii) Forward throw

(1) DR 5MK - leaves you far away if
opponent backrolls, but can still link into
5HP->HP since it hits meaty

(2) DR 5MP - leaves you closer than 5MK
for better pressure, but must be
manually timed, will whiff if done
instantly

iii) Back throw

(1) DR 6HK - Must be manually timed but
leaves you point blank and very plus on
both recoveries

(2) If you backthrow your opponent into
the corner you can dash and then be +8

iv) Fireball trap knockdowns

(1) Several knockdowns can only give oki
with a drive rush, such as 214HP and
214LP->6P

- (2) Rather than going for a typical drive rush you can also opt to throw a fireball and then drive rush
- (3) This creates a nasty trap where your opponent will either have to defend against the fireball approach or jump the fireball
- (4) If they jump the fireball you can actually anti air with DR 5HK and this can lead to some very stylish combos
- (5) Example - 2LP 2LP xx 214HP, throw a fireball, then drive rush in and watch for jumps
- (6) If they jump you can do anti air 5HK xx 2PP, DR 2LP xx 236MP, DR 5HK xx 214KK, any super

16) Defense

- a) AKI overall has some of the weaker defensive options in the game, but they must all be utilized to avoid getting mauled once your opponent knocks you down
- b) Here is a brief list of AKIs main defensive options, besides blocking
 - i) Perfect parry (beats strikes and projectiles)
 - ii) Delayed throw tech (beats throws and meaties)
 - iii) Wakeup drive reversal (beats throws and meaty normals with large recovery)

- iv) Block/Parry drive reversal (beats drive rush cancels and moves with a lot of recovery)
- v) Forward jump (evades throws and shimmies, particularly good for AKI because of how sharply her jump 2HP can cross up, although vulnerable to crosscut DPs)
- vi) Backdash (beats throws and can often follow up with punish counter 2LP)
- vii) 2LP interrupt (beats fake pressure strings or mistimed meaties)
- viii) 5MP interrupt (beats spacing traps that would normally cause 2LP to whiff)
- ix) EX snake step (beats strikes and projectiles, although it is possible to still throw punish after your opponents meaty light)
- x) Level 1 (beats strikes)
- xi) Level 3 (beats strikes, throws and projectiles)

17) Burnout pressure

a) One of AKIs most interesting aspects is her wide range of strong burnout pressure loops. These are sequences of moves that the opponent cannot interrupt while in burnout unless they have access to an invincible super. Sometimes they can even create checkmate scenarios.

b) 5MP 2LP

- i) Looping these two normals repeatedly creates a frametrap that also drags the opponent towards the corner
- ii) This loop cannot be interrupted by anything except invincible supers, Marisa's Scutum and JP's amnesia
- iii) Each successive loop pushes you further away from the opponent, you will usually be too far away to continue after around 3-4 reps
- iv) If you have plenty of drive gauge to spare you can wait until you're about to push yourself too far out, and then do 5MP xx DRC 5MP, into another 5MP, and then restart the loop. This can be repeated multiple times, although be careful not to burn yourself out.
- v) Once you reach the corner you have several different options to attempt to stun your opponent

- (1) 2LP 5MP xx DI
 - (a) Simplest and most straightforward option, although there is a fairly large gap between the medium punch and the drive impact. High level opponents can punish you with a throw in the gap before the DI hits
- (2) 2LP 5HK xx DI
 - (a) By switching 5MP for 5HK the gap into the DI becomes so small that the opponent cannot escape without an invincible reversal, however note that 2LP into 5HK is NOT a true frame trap, and the opponent can interrupt before you get a chance to attempt the DI
- (3) 2LP 5MP xx DRC 2MP xx DI
 - (a) This sequence is significantly more expensive than the previous two, as it requires 4 bars of drive to perform rather than 1, however in exchange every part of the sequence is uninterruptible without an invincible reversal. This makes it very useful for checkmate

scenarios. Even JP cannot amnesia
in the gap between DR 2MP and DI

c) 2LP 5MP xx 2PP->K

- i) Variant of the previous loop that adds crouch roll in between each rep
- ii) Although this sequence is also a looping frametrap, if the opponent attempts to 4f interrupt between 5MP and the roll, they will trade and often AKI can combo off this trade.
- iii) Although this trade means it is less safe than the 2LP 5MP loop, in exchange you will also deal a small amount of chip damage to the opponent with each rep, given that the roll is a special move.

d) LK/MK Cruel fate

- i) Cruel fate also becomes plus in burnout
- ii) This can be used as a way to bring yourself back to the point blank position meterlessly, allowing you to restart a loop once you push yourself too far away
- iii) However this is risky as there is a large gap between any normal and cruel fate connecting, and can be interrupted, so use this with caution
- iv) Interestingly cruel fate can also completely avoid many common supers, making it useful in burnout pressure both for resuming

a loop and also baiting out some invincible reversals. (Luke level 1, Jamie level 1 and 3, Manon level 1 and 3, Kimberly level 1 and 3, Lily level 3, Cammy level 3, Ryu level 1, Blanka level 1, Guile level 1, Chun level 3, Zangief level 2 and 3, Akuma level 1, and special mention to Ed level which hits once and then give AKI a full combo on wakeup)

18) Matchup Notes

- a) Character specific interactions that I feel are important or worth mentioning.
- b) These are not meant to be seen as a full matchup guide. Doing that would make this video 15 hours long which I'm trying to avoid. I'm just going to focus on a few key points.
 - i) Luke
 - (1) Beat sandblast with venomous fang
 - (2) Punish uncharged HP knuckle with 2LP 5MK 5MP
 - (3) Luke has strong jump normals that Luke players like to press early in the jump arc, this makes 2HK significantly more likely to punish counter than in most matchups, so be ready to pick up a combo.

ii) Jamie

- (1) Take advantage of AKI's extremely good drive rush to try to prevent Jamie from drinking
- (2) You can also bait Jamie players into attempting a drink before a fireball reaches them, and then close the gap with a cancel to OD snake step
- (3) At a medium distance punish Jamie's sweep with 5HK
- (4) At max range you can always get a punish on sweep with 2HP
- (5) First rekka is -6, allowing punishes with 5MP if poorly spaced. Be aware though that you will open yourself up for a spacing trap if they rekka from further away. Jamie players can also continue the rekkas to try to interrupt your punish.

iii) Manon

- (1) Manon's overhead spin kick is -9, punish with 5HK if spaced poorly, or 5MK if a little further away. At max range AKI cannot punish on block.
- (2) Beware of Manon's jump approach. She can threaten a jump in from significantly further away than most

characters, but 2HK will consistently anti air at this distance.

- (3) Manon's level 2 is extremely unsafe on block. Take advantage of the recovery by backdashing twice and then placing an Orchid Spring before starting a combo (e.g. 214MP 5HK xx 2PP->P, 5HK xx 236PP, DR 5HK xx 214KK, 236LP, 214PP->6P xx level 2 or 3)

iv) Kimberly

- (1) 5HK will intercept both teleports if your reactions are on point. You will also get a full combo regardless of which version is used, so press HK as soon as you see any puff of smoke and then use the screen shake to choose between your grounded and airborne combo route.
- (2) Punish LP shoulder with 2LP 5MK 5MP xx 236HP
- (3) Punish blocked run slide with heavies up close and lights at distance.
- (4) Almost all of Kimberly's run cancels are interruptible. If you see a Kimberly player cancel any normal into her regular command run besides 2HP you can ALWAYS interrupt.

v) Marisa

- (1) Many of Marisa's common moves to throw out in neutral can be low profiled by going into crouch. This can be used to evade and punish her superman punch, step kick and gladius. Do not overuse this however as Marisa can punish you severely if she predicts you will enter stance.
- (2) Gladius has a very large extended hurtbox on whiff. Wait until she is finished charging and then respond with 5HK.
- (3) As mentioned previously, OD Scutum cannot be safejumped using jump heavy normals. However if you switch to a jumping light attack, you can block in time, giving you a +3 situation and taking 2 bars of drive from Marisa.
- (4) 2MK and 2HK are both useful pokes in this matchup, as they both hit low enough to ignore the armor on OD Gladius. You can also single hit confirm them into any super.

vi) Lily

- (1) Take advantage of AKIs extremely fast drive rush to close the gap if Lily

attempts to charge wind stocks from a distance. Beware though that if she holds the HP spin she can release it on reaction to punish a drive rush. This can be mitigated either by throwing a fireball beforehand, or doing a drive rush into 236LP to kill your forward momentum.

- (2) Once Lily has wind charges she can effortlessly punish fireballs using OD condor spire, so using them is ill-advised once she's stocked up.
- (3) You can low profile underneath OD condor spire using either coward crouch or LK Snake Step. It's even possible to transition from coward crouch into roll just as Lily is about to pass over you in order to get a punish, but the timing is quite strict.
- (4) Both Lily's level 2 and level 3 have gigantic recovery on block and after neutral jumping respectively. Both can lead to an orchid spring combo (refer to Manon section for details).
- (5) Punish air condor spire on block with a drive rush into 5HK.
- (6) Be careful attempting a safe jump if Lily has wind stocks, high-level players

will punish you with windclad LP/EX DP, however this can be baited with an empty jump.

vii) JP

- (1) His 5HP has a large hurtbox around JPs feet, on whiff it can be tempting to try to punish with standing normals but 2HP is significantly more consistent.
- (2) JP has no reliable defensive options against meaty projectiles. This can be particularly exploited in the corner as it will beat OD amnesia, as well as all three of his supers (his level 3 is generally too slow).
- (3) Although AKIs level 1 is not projectile invulnerable on startup, she becomes fully invincible the instant that the first hit has connected and initiated the cinematic followup. This effect can be used to evade the bombs if amnesia is activated.
- (4) AKI's jump HP can be surprisingly difficult for JP to reliably anti air. It can trade consistently with JP's 2HP, which may sometimes be a trade worth fishing for if you have the life lead.

- (5) Perfect parry into drive rush can be very useful to get through JP's projectiles. Against his groundspike you can get a punish counter drive rush 5HK from mid range and a punish counter 2HP from nearly fullscreen. You can also use this against his horizontal fireballs, including the first hit of the OD version. It doesn't always lead to a punish but you can still utilize the drive rush to get frame advantage on block.
- (6) JP is quite unique because his regular amnesia is active on frame 2. This makes him one of the only characters in the game able to easily counter AKI's burnout loops. While you should still be proactive against a burned out JP, you can't really utilize most of AKI's best burnout options due to this.
- (7) You can punish JP's 3HP with AKI's 2HP at most ranges, however be aware that at the absolute tip this move is safe.

viii) Juri

- (1) LP serpent lash can pass over Juri's fireball, while this exchange does slightly more damage to AKI than Juri it is often still overall favourable for AKI as

the punish counter will cause the lash to crumple before knocking down, giving AKI frame advantage after recovering and causing Juri to lose one of her fuha stocks.

- (2) EX serpent lash will do the same thing, however instead of trading it will lead to a full combo
- (3) Juri's MK fuha store is -6 on block and at most ranges AKI can punish with 5MP. Be aware that Juri can be safe at the absolute tip.
- (4) Juri's divekick can make AKI's anti airs whiff, so generally the better option is to simply block the divekick and punish. It is almost never safe on block unless it hits you in the toes.

ix) DeeJay

- (1) Punish MP, HP and EX fireballs with venomous fang, but be careful since he can feint with LP fireball. Try to react to the projectile actually appearing rather than guessing, and if you aren't sure if he's going to feint or not then just cancel the stance.
- (2) Punish MK sobat with 5MP if poorly spaced.

- (3) DeeJay's knee shot forces him into a punish counter on anti air. Take advantage of this using 5HK for a guaranteed juggle afterwards.
- (4) DeeJay is one of only three characters in the game without an invulnerable level 1. If he enters burnout while below two bars of super you can absolutely maul him.

x) Cammy

- (1) Cammy has many different ways of approaching from the air that can be difficult to stop, HP lash is your most consistent grounded option but it must be performed as early as possible for low divekicks. Keep in mind that Cammy will be forced into a juggle if she is anti aired with a normal, so it is possible to get big reward from 5HK and 2HK
- (2) Jump back MK is an extremely good anti air in this matchup. It will consistently beat divekick and due to the forced punish counter Cammy will be knocked down, allowing you to drive rush back in for pressure, even if you did instant air jump back MK.

- (3) Cammy will often attempt to bypass fireballs with spin knuckle. Try to intercept with either 2LP or 5MP for a full combo.
- (4) Many of Cammy's hooligan mixups can be stuffed with a jab, this will also put Cammy into a forced knockdown state, allowing further juggles.
- (5) Be careful using fireballs once Cammy has three bars of meter. Her level 3 is extremely fast and can punish even from fullscreen. If you are throwing a fireball during the super flash it is always worth trying to cancel into EX snake step, it doesn't always work, but if it does it might save you. Note though that AKI cannot get any punish on the level 3 after the snake step.

xi) Ryu

- (1) Punish fireballs with venomous fang
- (2) 5MK is very good in neutral in this matchup, will beat a lot of common Ryu pokes and can usually link afterwards
- (3) You can punish blocked sweep with 2HK at nearly every range, leading to a juggle. At the absolute tip you can use 5HP->HP instead.

xii) Honda

- (1) Try to perfect parry both Headbutt and Buttslam. Against headbutt specifically you can attempt a perfect parry and then double tap forward to transition into a drive rush in case the Honda stops short with a light headbutt.
- (2) HP lash will consistently anti-air buttslam if Honda stays in front of you, and the lash will often hit very high up in the air. This usually leads into a juggle even without toxic blossom. You can also use 5HK, which will lead to a juggle afterwards.
- (3) However be aware that if Honda passes behind you then both HP lash and 5HK will lose and you will get punish countered. At this angle your most consistent anti air is an air to air like jump MP.
- (4) As mentioned earlier it is not possible to safejump Honda using jumping heavies, switch to jumping lights to protect against wakeup EX headbutt.
- (5) Honda's level 2 is a projectile punish, however it can easily be baited and avoided by throwing fireballs and then

cancelling into EX snake step once you see the super flash.

- (6) Honda players often like to use neutral jump HP to steer themselves over fireballs without risking a forward jump. You can punish this with a drive rush into 5HK.

xiii) Blanka

- (1) You can punish all versions of Blanka Ball by doing a drive impact the moment before Blanka makes contact. The timing is quite strict though and will leave you open for a large punish if you fail. Perfect parry is the safer but less rewarding option.
- (2) When pressuring Blanka a delayed 5HK is a good option that will cover both wakeup OD upball and wakeup OD air ball.
- (3) Be very cautious throwing fireballs against Blanka, he can easily reaction punish them with 3HP.
- (4) Blanka 6HP is safe at max range but can be punished with 2HP if not spaced correctly.
- (5) Blanka 3HP is different to a lot of sliding sweeps in that even at the

absolute tip it is still extremely punishable on block. 5HK will consistently punish even the late active frames.

- (6) Anti air rainbow roll with 5HK for a free juggle

xiv) Guile

- (1) Venomous fang can punish booms on reaction however the window is small, so you must react as early as possible.
- (2) Guile's MK sobat is -6 on block.
Punish with 5MP if not correctly spaced.
- (3) Guile's HK upside down kick is -8 on block. Punish with 2MP up close, or 5MK from slightly further out. At max range it is safe.
- (4) Guile's 2MK is -4 on block, punish with 5LK if performed up close.
- (5) AKI can reliably punish sonic blade with 2HK and 2HP, even from distance. Do not let Guile players set this up carelessly. You can also drive rush first if they attempt to set it up from fullscreen.
- (6) Guile's 2MK 6MP target combo can be punished in multiple ways. Either interrupt in the middle with 5LK or

punish the overhead with 5LK. Keep in mind the overhead is safe if spaced out.

- (7) Guile's OD flash kick can be baited out on block using a max range 5HK cancelled into LK snake step. This is a very useful tool as every other special cancel that AKI can perform from 5HK will lose to OD flash kick.

xv) Ken

- (1) Punish a poorly spaced run -> HK with either 2LP or 5LK
- (2) Venomous fang through Ken's fireballs. This punish is very consistent and more lenient than most due to Ken's below average fireball recovery.
- (3) Punish HK dragonlash with either perfect parry, early drive impact, or a 5LP interrupt.

xvi) Chun Li

- (1) MK hazanshu is a common move for chun players to throw out. It will punish fireballs and is safe on block. Try to interrupt it in the air with a 5MP buffered into 2PP->K, this will cover for both a grounded hit and an air hit. You can also perfect parry the landing.

- (2) EX hazanshu is also common in neutral. This is -5 on block so punish with 2LP up close. From further distances you can only punish with 2LK into 2MK, which be cancelled into a super.
- (3) Some Chun players like to wakeup with instant air legs to beat throws. Note that instant air legs will not hit crouching characters, so try to resist the temptation to stand block and then punish the whiff recovery. 2MK into 5HK is the easiest counter.
- (4) If Chun attempts to escape the corner using a wall jump she will be forced into a juggle state by any anti air normal. Use 5HK for big juggles.
- (5) Chun can go into her stance to avoid an incoming fireball, and then punish a drive rush approach with the MP followup. Bait this out by cancelling your drive rush momentum into LP lash for a punish counter.

xvii) Zangief

- (1) Punish his sweep with 2HK at mid distance and 2HP at max range, this move is never safe against AKI.

- (2) If you ever block Zangief's lariat, a drive impact will always punish the remaining spins.
- (3) Zangief's 6HK overhead is -9 at worst. Punish with 5HK if performed too close, although be aware it is usually safe if spaced.
- (4) AKI's 2HK is a very good normal in this matchup. It will counter a lot of Gief's common neutral pokes, most notably it will cleanly stuff his armored 5HP.
- (5) Gief is another character with no good reversal level 1. If you get him into burnout and he has less than two bars of super you can easily bully him.
- (6) Gief's level 2 is very slow on startup. If a gief player attempts to punish your fireball with it, cancel into EX snake step and then use the remaining time while gief is stuck spinning to setup an orchid spring for enormous punish damage.

xviii) Dhalsim

- (1) Dhalsim players like to float a lot in order to avoid incoming fireballs. Snipe him out of the sky with venomous fang at low heights, or MP lash at higher

angles. You can often even juggle afterwards.

- (2) If you see Dhalsim attempt an instant air teleport press 5LP. If he teleports in you will get a full juggle afterwards, if he teleports away you are at no risk.
- (3) If Dhalsim is floating high above you then anti air with 5HK into a juggle.
- (4) Dhalsim's long range normals can be whiff punished. Stand HK buffered into a drive rush can pickup combos even from fullscreen.
- (5) Keep in mind that Dhalsim has very poor wakeup options. His level 1 is not invulnerable and his level 2 cannot hit crouching characters. Meaty 2MK is a very good option in this matchup.
- (6) If Dhalsim does wakeup with his level 2, wait until he releases it into the air. The easiest punish is to simply throw before it comes back down again, however if the opponent is already poisoned you can utilize the invulnerability on OD lash to evade and combo.

xix) Rashid

- (1) Rashid's fireballs are very easy to punish with venomous fang
- (2) Punish Rashid's 5HK with 5LK if he does not space it correctly.
- (3) If Rashid tries to give himself plus frames with HP cyclone you can interrupt with 5MP and then confirm into another light attack.
- (4) If Rashid attempts to raw activate his level 2 AKI can punish with her own level 2, even from fullscreen. Do not try to manually time your level 2 after the super flash, instead take advantage of SF6's buffer system by inputting a double quarter circle back during Rashid's super animation, and then simply holding down punch. This will give you a 100% consistent reversal timing. Note that Rashid can make this level 2 activation safe by putting you in blockstun first with an OD fireball.
- (5) You can also completely pass through Rashid's level 2 using either OD snake step or venomous fang, but note that both these options are very punishable if baited out.

- (6) If you are already in crouch stance BEFORE Rashid activates the super, then venomous fang WILL be a guaranteed punish, even from fullscreen.
- (7) If Rashid attempts to fly around the screen with arabian skyhigh, wait until the double jump is completed and then anti air with 5HK. If he is far away you can also use MP serpent lash or chase him down with a drive rush.
- (8) Rashid players sometimes like to knock you down with MK eagle spike and then fully charge a fireball for oki. You can punish this easily with a wakeup forward jump HP.

xx) AKI

- (1) AKI can punish her own fireball easily with venomous fang, although be aware that the opposing AKI can escape with OD snake step. This exchange is still worth going for as you will drain two bars of drive from the opponent.
- (2) I've already covered most aspects of AKIs kit in the main body of the guide, so refer to that for punishes, counters etc

xxi) Ed

- (1) Ed's LP blitz is -5 on block. You can punish from all distances with 5LK
- (2) Ed players like to use charged flicker in this matchup to interrupt AKIs fireball into drive rush approach. Punish this hard with fireball into venomous fang or OD snake step.
- (3) Eds jump MK allows him to threaten a jumpin from very far angles, as well as a neutral jump from midscreen. 2HK will anti air this option very consistently.
- (4) Note that Ed's OD upper is much slower on startup than most invincible reversals. Meaty 2LP will still give you plenty of time to block and punish. Additionally this will protect you from his level 1 super.
- (5) Wakeup drive reversal is useful against Ed's charged flicker oki, as it will still reach after Ed's forward throw in the corner. Note that Ed can bait this with a backdash cancel, but it requires a hard read.

xxii) Akuma

- (1) Punish fireball with venomous fang

- (2) The second hit of Akuma's stand HK will whiff on crouchers. Punish with 2MK into 5HK for big damage
- (3) Akuma's air fireball is tricky to stop. From close ranges 2HK is your most consistent option. From further out you can respond with a forward jump of your own, a drive impact, OD lash or venomous fang. Keep in mind that these options mostly lose to a regular jump in, so only use them if you are certain air fireball is coming. If you are unsure what air option Akuma is going to use the safest option is usually just to backdash.
- (4) Punish demon flip with 5HK for a full juggle

Thanks for reading 😊

Feel free to drop into the stream if you want to ask questions about anything you think I missed.