

Vs. Dhalsim

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Dhalsim's Strong Moves/Normals

stMK

Neutral Tool. They will use stMK → stMK blockstrings all day from far range. If you get hit by the first one, then you can actually Crush Counter the second one with Akuma's stHP. If you block the first 5MK, perform EX Tatsu. If you get hit, then perform a walking stMK - > Tatsu. Mix up your buttons depending on whether you block or get hit and aim for a counter hit. Every character is different, so go in Training Mode and see which moves you can do to deal with his stMK - > stMK pressure.

stMP

Neutral Tool. Just like stMK, they will use stMP - > stMP blockstrings from range. If you get hit, then you can use crHP to get a Crush Counter. If you read a stMP, use a move that shrinks your hurtbox and has a strong vertical hitting hitbox. It's important to mix up your buttons depending on whether you hit or block and aim for a Counter Hit. Just like stMK, all characters are different so go test in Training Mode.

crHP

Used at Mid/Far Range. Actually it's not just crHP, but 5MK/5MP are also weak at the tip. You can straight up beat it with certain normals, and if it whiffs then you can almost always whiff punish. The way to beat it is to not react to the crHP, but to react to any movement from Sim and press a button. Your attack will only come out if Dhalsim's attack whiffs, so there is no risk on your end.

Air Drill

If the drill connects at your feet/lower legs, then Dhalsim has the advantage. So Dhalsim will always aim for your feet. If you keep using moves that shrink your lower hurtbox, then you can consistently beat this move. Press the button on the timing that you would guard. If the drill reaches you then you will block; if it doesn't then you will automatically whiff punish.

V-Skill (Floating)

If he presses LP after the V - Skill, then you can always get a punish regardless of whether you blocked it or got hit. Punish with Akuma's stMK. If you get used to the timing, you can punish him after every LP but if he uses a move like HP nothing will come out. Practice your timing in Training Mode.

Teleport

Generally used by Dhalsim to escape Oki situations. It's invincible to strike attacks, but if you throw him you will win every time. Even if you used a meaty attack, you can still punish him. Depending on the character, you can punish the recovery by dashing or jumping after him. Generally this isn't a safe option, so make sure you punish him every time.

Vskill → Teleport

Generally if you press a button you will beat this. Akuma should press stFP or stMP. Make sure you press the button when Dhalsim disappears, not when he reappears. Even just stLP is OK; just press something!

crMK → Yoga Flame → TK Teleport oki

Perform a Neutral Tech against this. If you back tech, then Dhalsim will have the advantage. It's difficult to react to the Front/Back mixup, so it's better to just decide on your Tech position.

EX Yoga Fire → Teleport

He will set up the Front/Back mixup from this. IMPORTANT Wait until right before you are about to get hit by the Yoga Fire, then backdash and jump and you'll be able to Air - to - Air punish Dhalsim.

Wakeup CA

If you use a move with a low hurtbox like crMP, the CA will whiff. After that, count to 3 and walk in and throw him. Check to see if your character has a better punish that can still stay under the CA.

IMPORTANT Dealing With Dhalsim in VT

Trigger 1

- Show him that you are willing to move towards him. Even if you backjump, you will eat a lot of

damage

- Sliding → VT activate is general activation. Aim for v-reversal on reaction after slide.
- If L slide → activate, you can blow it up with an invincible move like EXDP

Trigger 2

- The orb that comes out on activation only does 50dmg, it's not alot. If he powers it up with fire, then it does 100dmg. It hurts a little. If you back away, then you get chipped down and with this normal and yoga gale. Therefore, rather than running away and taking more dmg from various attacks, you should just go in and shut him down. If you can hit him before he gets started then that's a big victory.

CLOSING Important strats against sim

Contrary to popular belief, dhalsim is not a long range character. He's a **midrange character**. He aims to hit the tips of the normals he throws out. It's important not to be scared and think to yourself that these moves are weak. Once you start punishing these moves, then you can start actually playing the dhalsim matchup. You'll be able to approach him. When you do this, he will begin throwing out yoga fire.

Against this, dash in throw is effective. This is because he is scared to throw out buttons since you were punishing them earlier. **Being able to punish his stMP/stMK on hit or guard is important to win.**

In general, it's better to neutral tech against sim. Be aware he can slide under projectiles. Don't try to get lucky and just stay focused.