**Fuudo’s 30 Minute Cooking #7**

# Recipe Name - “Ibuki”

## Jikoken Video Source

https:[//www.twitch.tv/videos/262313144](http://www.twitch.tv/videos/262313144) 00:59:30 Start

# Ibuki’s Strong Moves/Normals

## V - Skill (Horizontal Projectile Looking Move)

Very Strong Neutral Tool. On block she is now - 7F (uncharged version).

Once the motion starts, if you press Back you will go into block animation so it’s hard to whiff punish if you’re in range.

If you’re out of range, then you can whiff punish. With Akuma use stFP. IMPORTANT At 01:01:00 in the video, press stFP at the timing you would block. You really need to learn this whiff punish timing if you want to win the Ibuki matchup. By the way, it has projectile properties so you can go through it with Medium DP. There is a charged and uncharged versions, learn the different timings.

If she uses this a lot, then jump forward at her! Jump, jump!

## fHK (Jumping Split Kick)

Strong Neutral Tool that Crush Counters. Whiff punish this move. Use Akumas’s knee.

If you can’t whiff punish this and Ibuki’s V - Skill, you will be helpless against her.

Get used to the timing. She goes airborne so it’s strong against lows. If she uses this move a lot, then refrain from using lows.

It’s - 3F on block, so it’s hard to get a punish. A move like this should be - 4F, right!?

## Air EX Kunai

A move Ibuki uses to get in close.

IMPORTANT At 01:09:00 in the video, if only the 1st part hits then Ibuki is at a disadvantage. If you block then she has the advantage.

This is the opposite of what normally happens so be aware.

You often get hit with this move while dashing forward; in this cases make sure to mash a 3F move.

Since the ground version got nerfed a lot, Ibuki players go to the air version a lot more now. If you don’t want to let Ibuki in close, then V - Reversal is an effective option.

## EX Kunai

It was nerfed, Ibuki is now minus after dashing in after this. However, she is plus on block if she just throws the kunai. This has gotten easier to deal with.

## crMP

A button Ibuki’s like to throw out preemptively.

However, the recovery hurtbox has been extended so it’s now easier to whiff punish in mid - range.

## Command Dash

The L version goes short, the M version goes far.

With proper timing, Akuma can cover both with a crMP.

They love mashing on this Dash in the corner, so it’s crucial that you know how to deal with it. Ibuki can only get a throw after a stLP, so being able to beat this dash is very effective.

## stLK

stLK - > short Command Dash - > stLP - > Throw is a very common pressure string. Mash a 3F normal after the stLP and you can break it.

## crMK

A move with a big hitbox and small hurtbox. As Akuma, use walking stMK to beat this.

Ibuki’s often go to V - Trigger after this move, so being able to beat it is strong.

## Kunai Release

Ibuki will throw all over Kunai - > L Command Dash to get in!

Depending on the amount of Kunai and the range, the frames will change!

If she has 3 or less and throws from about her V - Skill range, she will be - 3F. If she has 4, she will be - 1F.

1. and it’s pretty even.
2. and she has the advantage.

If she’s far, then she will be plus.

However, the dash won’t reach so nothing will happen.

The M Command Dash will also change depending on the amount and range.

Often she will just use it to get in, but there are times when she has over 3 kunai and will be plus.

# IMPORTANT Dealing With Ibuki V - Trigger

## Fuma Shuriken

The Long Awaited Change! The first hit was changed from +2F - > - 2F.

There are some tips written below, but generally after blocking this V - Trigger go for a Medium Attack or Throw mixup.

However, there are times where Ibuki might counter with an EX DP, so be careful! If she cancels into V - Trigger from a normal she is - 2F.

But if she uses EX Kunai - > V - Trigger she is +5F. However she had to spend 1 Bar and her V - Gauge so we can forgive her.

IMPORTANT At 01:23:00 in the video, perform V - Reversal and then Back Jump after a set timing Akuma can do V - Reversal - > Back Teleport as well.

Her mixups are getting stronger everyday, so using V - Reversal to get out of the situation is a good idea.

# CLOSING Important Strategies Against Ibuki

IMPORTANT At 01:32:00 in the video, Ibuki will use V - Skill in response to our crMP. To deal with this, jump forward and get a full combo.

Ibuki matchup is all about whiff punishing her V - Skill and fHK. Don’t forget to mash a 3F normal after blocking close stLP.

When Ibuki has 1 Bar, she has access to her Air EX Kunai, so if you play a character who anti - airs with a normal move you need to be cautious.

If you don’t know how to stop her Teleport Dash, then she can kill you with that move alone. Be ready!