**Fuudo’s 30 Minute Cooking #15**

# Recipe Name - “Karin”

## Jikoken Video Source

https:[//www.twitch.tv/videos/345325572](http://www.twitch.tv/videos/345325572) 00:03:00 Start

# Karin’s Strong Moves/Specials

## Seppo - > Tenko

crMK - > Seppo - > Tenko is unsafe.

It’s hard to confirm this, so there are times where she messes up and performs this by accident. There are times where you opponent messes up the confirm and does crMK - > Seppo.

After blocking crMK, it’s good to mash a move like stLP.

If she does crMK - > Seppo and stops, you will land a counter hit. Against crMP - > crMP - > Seppo do walk back crLP.

By walking back a little bit and then low blocking, it will become difficult for her to confirm her crMK. If you block Tenko, it’s - 10F so you definitely have to be ready to punish.

The punish will depends on the distance she is at, so make sure you check with your own character.

## Seppo - > Orochi

If you block it, she is - 2F so go for a 50/50 mixup with Attack or Throw. When she has CA, she will go for this move a lot so be aware.

## EX Seppo

This move is projectile invul and moves her forward a great distance.

She can punish projectiles that are normally safe otherwise, so be careful if you’re a fireball character.

## 5LK

She’ll often use this move to deal that last pixel of damage, it’s very fast with a strong hitbox. Try to punish her by hitting the heel; Akuma can use crMK.

## stMP

Mainly used for combos, and as a pre - emptive button.

Generally, Akuma can use crMK to deal with mid hitting Punch type moves

## crMP

After blocking, it’s good to press a 3F normal like stLP.

You can interrupt crMP - > crMK strings and get a counter hit.

## stMK

Very powerful neutral/poking tool.

You can often beat moves like this with a well - spaced stLP. This is not her main move.

This move is just to annoy her opponent, and then open them up with crMK or crMP.

## stHP

Very strong move with a good hitbox, she can throw this out pretty freely. Akuma’s crMK is good at dealing with this move.

She can confirm stHP - > Seppo - > Tenko.

However, she often will input Seppo and then perform Orochi if she sees stHP blocked and Tenko is stHP hits.

You can mash and beat Orochi in this case, so try mashing if you block stHP.

However, she can beat this with stHP - > stHP, so only mash if your opponent is going for this style of hit confirm.

## stHK

Good range and hitbox, as well as a Crush Counter move. Akuma can whiff punish with stMK.

There is recovery, so if you have a read on it try and forward jump to punish.

She will usually activate V - Trigger off this move, so look out for it if she has V Gauge stocked.

IMPORTANT Dealing With V - Trigger

## V - Trigger 1

Once activated, she can begin using her Sumo Slaps. After the second slap, she has various followups.

If you block Houshou, she is - 9F so punish. If you mash, you will get hit.

It looks like slaps into a palm.

The elbow option leaves her +1F, so she will go for this a lot. You can actually mash and beat this, so use your fastest move. After the elbow, she can go behind you with a crossup.

If you block this, you get a guaranteed punish.

She also has a low option; if she uses this she will spend her gauge so you can just ignore it and let her go for it.

When she has CA stocked, she is very dangerous in VTrigger. She will go for crMK - > Slaps - > CA, so try not to get hit low.

## V - Trigger 2

Counter move.

It won’t catch throws.

She is in Counter Hit state during the recovery.

There are times where she will Counter after blocking a move. If she counters a low move then you will take a lot of damage. She can cancel into the Counter from unsafe moves like Tenko.

It will beat mashing, but lose to throw every time so just throw her when she’s close. If you read the Counter, wait and go for a big punish once you see it.

Think of it almost like a DP. The motion is different, but it’s almost used in the same situations.

## CLOSING Effective Strategies Against Karin

Karin is fast and can deal a lot of damage off her normal attacks.

Getting hit by a Normal will deal twice as much as taking the throw, so generally you just want to take the throw.

If you try to tech like normal, you’ll never beat this character. Her walkspeed makes her Shimmy game very effective.

It’s difficult to anti - air as Karin, so rather than fighting her on the ground try and approach her from the air.

Her walkspeed is fast, so there are times where she will walk under your crossup attacks and then punish you with crMP on landing.

If you think she will do this, then you can avoid getting punished by not pressing a button when you jump.

There are times where she will backdash and then EX Seppo to go through projectiles. If you block an M Attack, mashing a 3F move is effective.

Jumping is effective; Karin’s anti - air game is either Strong or Weak – the ones that can anti - air with stHP are Strong, and the ones that can’t are Weak.

The only ones who can anti - air effectively are Karin specialists. Against Mid - High level players you can safely test them by jumping in. The difference between her VT1 and VT2 is quite big.

Follow the advice above when dealing with them.

Her confirms and anti - airs are very difficult, but if the Karin player can perform these then she is very strong; she is a specialist character.