**Fuudo’s 30 Minute Cooking #6**

# Recipe Name - “Necalli”

## Jikoken Video Source

https:[//www.twitch.tv/videos/300820523](http://www.twitch.tv/videos/300820523) 00:29:30 Start

# Necalli’s Strong Moves/Normals

## stHK (Long Horizontal Kick)

A very strong neutral tool that Crush Counters. It’s only - 4F on block, so it’s sometimes difficult to punish depending on the range.

Therefore, aim for whiff punishes. Akuma can use forward walk stMK.

If you do Fireball - > Fireball, Necalli can interrupt with a stHK and Crush Counter you.

Therefore, after throwing a fireball from close range, expect a stHK to come and go for a whiff punish.

## V - Skill (Groundpound)

If you block the earthquake Necalli gains V - Gauge, so this is a critical part of the matchup. IMPORTANT 00:34:00 in the video; Hold forward to walk when you would block

If the earthquake would hit, then you’ll block; if it doesn’t hit then you’ll walk forward and punish with a combo.

Depending on the range, you can also use moves like EX Fireball to punish.

If you don’t have an answer to this, Necalli will be able to activate V - Trigger while still at high health which is very bad.

## crMK - > L Stomp

It’s a very strong combination, but sometimes it whiffs. Be ready. IMPORTANT If you block the crMK from far away, the stomp will whiff.

If it whiffs, punish with a fast move that leads into combo. For Akuma, use stMK. If you’re close, you can interrupt with crLP.

Necalli can combo into CA from this string, so it’s important to not let him get away with it too easily

## crMK - > M Stomp

It’s strong, but it’s a lazy string. Even if the crMK hits the M Stomp won’t combo! But they do it anyway. They’ll use this when they want to keep attacking from a range where L Stomp won’t here, so if you’re not looking for it then you will end up blocking it.

IMPORTANT After blocking crMK, there is a 5F gap before the stomp hits so if you use a 5F or less move you can win.

Crouch Jab works of course, but with Akuma you can use stMK.

# IMPORTANT Dealing With Necalli V - Trigger

## crMP - > M Stomp

Normally crMP - > M Stomp does not combo, but it does in V - Trigger.

But there are also times where this whiffs, so be ready to block and press stMK on whiff. After blocking crMP there are 3F until the stomp becomes active, so you can trade with crLP. Use this to kill Necalli if he is down to a pixel.

Even characters that only have 4F moves can use 2F of armor to break through this.

When Necalli has CA available, he will go to this string quite often, so know your options and be ready to deal with it.

# CLOSING Important Strategies Against Necalli

IMPORTANT Watch 00:45:00 to understand the ranges. Close range Fireball is effective. In Normal mode and especially in V - Trigger, Necalli will often go to stRH or jump.

When Necalli is in V - Trigger you shouldn’t retreat. Necalli’s Forward Dash - > Throw is incredibly strong.

Therefore, you should play in a range where you can also Forward Dash - > Throw so you have the same options.

IMPORTANT at 00:49:00 in the video, stay at this range

Necalli before and after V - Trigger are two completely different characters. He gets super powered and his V - Trigger never ends.

Therefore aim to have him activate V - Trigger at low health, or stun him and kill him before he can activate.

Never - ending V - Trigger seems really strong but there are also some disadvantages. He can no longer V - Reversal, so you can easily aim for chip kills.

Example: V - Reversal his stomps, build up his white life, then aim for chip kill. Necalli’s comeback pattern is his CA during V - Trigger.

Therefore, when he has max CA gauge, he will mash on Normal - > Stomp like his life depends on it. If you eat a CA during V - Trigger, you will get carried to the corner and have to deal with oki. It’s strong.

Make sure you read the notes above on how to deal with Stomp.