**Fuudo’s 30 Minute Cooking #12**

# Recipe Name - “Rashid”

## Jikoken Video Source

https:[//www.twitch.tv/videos/267670727](http://www.twitch.tv/videos/267670727) 01:11:00 Start

# Rashid’s Strong Moves/Normals

## Wall Jump

Rashid has a lot of moves to escape when carried to corner, this is one of the strong options. IMPORTANT 01:13:00 Watch for the range Akuma stands to punish this with bHP.

Punishing with regular moves is good because there is no big risk if they whiff

Your first priority is making sure he doesn’t escape the corner; be ready to air - to - air his escapes Hey Devs, are you reading this!? This move is still very strong!

## crHP

Neutral tool. It got nerfed a little bit but is still quite strong.

If you can whiff punish this then the neutral game will change a lot.

Before you had to perform a walking stMK to punish, but now you can just stay in place and whiff punish with stMK.

It’s only - 2F on block so there is no punish. It’s easier than it seems to whiff punish.

It’s a 2part move, so the method to whiff punish is to press a button the moment you see the 1st part come out.

## Whirlwind Shoot (projectile)

He will mix up the L and M versions. If you are in range, then jumping over these will give you a punish.

If you are far and try jumping, you will eat the projectile and then a followup attack.

Therefore, you generally want to stay on the ground from far range until you can get close and then start jumping.

He will use the EX and H versions in blockstrings. These are especially strong when you are in the corner.

It’s difficult, but you should learn the following answers to this pressure.

One of the big answers is jumping forward when you see the Whirlwind and escaping the corner.

## fMP (2 hitting spinning slap) - > EX Whirlwind

You can interrupt with stLP

If he cancels after the 1st hit, then the stLP will interrupt; if he doesn’t then nothing will come out. For some reason Akuma can also use stMK to interrupt.

EX DP is also guaranteed.

## crHP (blocked) - > EX Whirlwind

This blockstring is very common.

You can interrupt with a 3F or 4F move; 5F moves will trade. Therefore you should just use a fast move to interrupt.

If you don’t stop this string, then he will just run it for all eternity. You have to be ready to stop this. It’s a 2 hitting move, so you should press a button and it will only come out if he cancels the 1st hit.

IMPORTANT 01:17:00 in the video watch how the timing for Akuma pressing stLP after his whiff punish with stMK.

If you are looking for damage, then Akuma can also punish with V Skill - > K.

You can interrupt with EX DP of course, but since you can use normal it’s better to use them instead.

## stMP (blocked) - > EX Whirlwind

Press stLP to interrupt this.

However, this will lose to a stMP - > stMP blockstring.

Rashid is +3F after this, so he will counter hit you if he goes to whiff punish.

## crMK (blocked) > L or H Whirlwind

You can forward jump to punish with the correct timing. Learnt to fuzzy forward jump it. IMPORTANT Check the timing at 01:23:00 ; you want to jump forward at the same time the L Whirlwind would hit you.

If he did an H Whirlwind then you will jump over it and punish. This is very effective when in the corner.

# IMPORTANT Dealing With Rashid In VTrigger

## Trigger 1

This is a very strong VT that Rashid will use from mid range when you are in the corner.

The reason why he uses it from mid range is that if he is hit before the tornado comes out then he will

lose his V - Gauge for nothing.

Once he has full V - Gauge, don’t create distance but rather approach Rashid and attempt to stop it. Even after the flash, some characters can still interrupt it with certain moves or projectiles.

If you are mid screen, then it’s not very scary. Just hold back and guard it. You can neutralize it with Red Fireball.

EX Air Fireball also will do it.

IMPORTANT At 01:29:00 watch how he crouch blocks the wall jump mixup

Generally you always want to crouch block the mixup. If you stand block there are some cases where you will get hit by an unblockable.

## Trigger 2

They often activate after a stHK.

stHK is good for beating throws and lows.

He projectile is very strong in VT. It looks like a wave as it approaches you. He mainly uses projectile - > V Skill (roll) to get in.

Depending on the distance the frames change.

From close range he is minus, so press a button to interrupt him.

From far range Rashid is plus. However, you can throw him while he’s rolling. Example 01:32:00 *there’s no sound because the camera battery died*

It’s better to approach him then create distance.

## CLOSING Important Strategies Against Rashid

They often perform a lot of unsafe Whirlwinds. Make sure you read the notes above and know the proper answers.

stMK is - 4, and stHP is - 3; make sure you punish these or at least trade. IMPORANT 01:34:00 When Rashid has V - Trigger he will meaty with stHK Early Neutral Jump is effective against his.

Akuma can do stMK - > V Skill K - > Tatsu to swap sides. Make sure you make Rashid feel pressure when he uses crHP.

He’s a very character that has many options that are hard to punish, but it IS possible so make sure you practice and know your options

He’s fun to play as and against. I recommend this character!