

# Fuudo's 30 Minute Cooking #15

## Recipe Name - "Karin"

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### Jikoken Video Source

- <https://www.twitch.tv/videos/345325572>
- 00:03:00 Start

## Karin's Strong Moves/Specials

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### 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.