

Fuudo's 30 Minute Cooking #6

Recipe Name - "Necalli"

Jikoken Video Source

- <https://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.

