

Fuudo's 30 Minute Cooking #13

Recipe Name - "Kolin"

Jikoken Video Source

- <https://www.twitch.tv/videos/372787399>
- 00:03:40 Start

Kolin's Strong Moves/Normals

bHK

- Neutral/Spacing Tool. This is a seriously powerful move.
- Whiff punish with Akuma's stMK. Aim for her legs.
- Even if you jump over it, Kolin will be able to use her EX Counter in time.
- There are times where this even beats Neutral Jumps.

stHP

- Neutral/Spacing Tool. This move causes Crush Counter.
- If you use Akuma's crMK buffered into Tatsu, you should win most of the time.
- When she doesn't have VTrigger available, she will dash in and go for a throw after Crush Counter.
- This is not actually a combo, so be ready to escape the throw.
- Remember that generally after Crush Counters, she can't combo you unless she cancelled into a Special Attack.
- However, if you get Crush Countered by stHP when she is in VTrigger then it is Game Over.
- Therefore, it's important to be able to neutralize her stHP in VTrigger.
- Use a low hitting move with a small hitbox like Akuma's crMK.
- If you focus on playing like this, you'll actually be able to do damage to her even though she's in VTrigger.

crMK

- Kolin is plus on block.
- She often buffers moves like stLK with this.
- Activating VTrigger off crMK is very strong, so Kolin players often go for that when they have the meter.
- If it hits you will eat a combo, so when she has VTrigger stocked up make sure you block low.

stLK

- She buffers moves like Hail into this.
- crMK - > stLK is a blockstring, so if you try to punish the crMK you will get hit by the stLK.
- stLK - > EX Parabellum buffer is very strong.
- stLK is strong against low hitting moves like Akuma's crMK, so if you constantly go low you will get beaten by this move alone.

VSkill (Inside Slash)

- A swiping move that acts as a Parry. It was really strong but got nerfed; - 8F.
- If she hits with just the tip, some characters are unable to punish. The range is far so it's difficult to always get a guaranteed punish.
- There are times where she will hunt your neutral jump attempts with this.
- When she's in VTrigger the range is increased.
- She will often attempt to hit with this move from max range.

Parabellum (Ice Stabbing Move)

- The Light version is - 4F.
- She often does crMK - > stLK - > L Parabellum blockstrings. Even if you block this, the pushback will cause this to be safe.
- It feels bad blocking while she stabs you and you want to punish, but you can't.
- This is like have 10 cents stolen from you; you get really angry that you got money stolen from you, but in the end it's only 10 cents so there's no point getting angry. (The value of 10 cents varies by person).
- EX Parabellum used to be - 4F, but now it's - 7F; you have to punish this one!
- The M and H versions are - 6F, so make sure you get your punishes in.
- There are also times when Parabellum whiffs, so make sure you press a button and you might get a punish. Check the video at 00:13:00.

Hailstorm

- This move is troublesome if you guard it or neutral jump it.
- Getting hit by this is also really troublesome.
- Therefore, your focus should be on preventing her from using this by dashing in and playing close.
- She also often does stLK - > Hailstorm cancel.
- You should learn your punish for this; if you block the first part (her hand) then she is - 8F.
- stHP - > EX Hail is - 8F, but the projectile will fall and make her safe if you don't punish properly. Akuma can do stMK - > EX DP.
- Kolin gets away with this unsafe string too much, so punish her for it.
- Every character has a different punish, so learn your own.

- If you have a Command Grab you can just grab her to punish.

Icicle Stomp (Double Jump)

- Kolin players will often wakeup forward jump and use Icicle Stomp to escape the corner.
- If she escapes your throw like this, you can dash after her and punish her on landing.
- To beat this move, using attacks to meaty in the corner is effective.

Frost Touch (Counter Move)

- She has a Low, Mid, High version and if she doesn't use the proper one it won't work.
- The Normal Version is 3F, the EX Version is 1F.
- Since she has this move, using low moves like crLK as okizeme is effective against her.
- When she's in Trigger, dash in stFP (blocked) - > EX Counter is very common so be ready.
- Check the video at 00:19:30.
- stLK - > L Parabellum (blocked) - > EX Counter is another trick they use.
- If she lands the counter, you will be thrown behind her.
- Therefore, if you push her to the corner then get hit by a counter, you yourself will end up in the corner.
- If you have her in the corner and can go Front/Back on a mixup; go Back and then even if she counters you, you will be thrown out of the corner.
- When she whiffs a Counter, she will be in CH state so punish her with a Crush Counter.

IMPORTANT Dealing With Kolin In VTrigger

VTrigger 2

- Kolin is a character that changes drastically with VTrigger.
- If you get Crush Countered by stHP, she can easily deal 355 Damage to you and build up CA meter.
- If she spends CA then she can do over 500 damage.
- Akuma can try to stop her with crMK, but there are times where you lose the exchange one time and end up losing the round.
- Therefore, I recommend using jump attacks when she is in VTrigger.
- When she dashes she spends VGauge. When she does dashing attacks she spends VGauge. Other than these, her meter doesn't go down.
- She is not in CH state when dashing.
- Against a blocking opponent, Kolin will often do dash stLK - > Throw.
- Against back walking opponents, Kolin will often do dash crLK - > Combo.
- Don't just jump around aimlessly. Killing Neutral Jump is Kolin's specialty with moves like VSkill and bHK.

CLOSING Effective Strategies Against Kolin

- Kolin is a master at beating Neutral Jumps, so refrain from Neutral Jumping too much in this matchup.
- VTrigger 1 is not scary.
- She has very powerful neutral tools like bHK, but in exchange she is weak at anti - airing cross - up attacks.
- By getting close and aiming for cross - ups, you can also avoid bHK which makes it hard for Kolin to deal with you.
- Please think of her as a different character once she pops VTrigger.
- If you don't choose your attacks carefully, then she will touch you once and you will lose the lead you worked to build up.
- If you block her overhead, she is - 6F.
- There is a certain pro player who tried punishing with a 7F normal at EVO Japan and ended up losing the whole thing.
- So that doesn't happen to you, make sure you punish with a 6F button!