

# Fuudo's 30 Minute Cooking #12

## Recipe Name - "Rashid"

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### Jikoken Video Source

- <https://www.twitch.tv/videos/267670727>
- 01:11:00 Start

## Rashid's Strong Moves/Normals

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### 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**

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## **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!