

# Fuudo's 30 Minute Cooking #10

## Recipe Name - "Abigail"

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### Jikoken Video Source

- <https://www.twitch.tv/videos/283699679>
- 00:17:00 Start

## Abigail's Strong Moves/Normals

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### crLP

- Strong neutral tool with a large hitbox.
- In exchange, it also has a large hurtbox.
- It's actually not as strong as it looks.
- Akuma can beat this everytime with crMP or Hadouken.
- If you happen to whiff punish with stMK, then you can get a full combo with Tatsu > DP. You can also finish with H Tatsu.

### stHP

- By annoying you with crLP and crMP, he will sneak in a stHP and aim for Crush Counter.
- There's almost no lingering hurtbox on this move. It's difficult to whiff punish, but Akuma can walk forward stMP to punish.
- If you can't whiff punish it, then he will spam it for all eternity.
- If you try to jump over it you will eat a crHP anti - air, so focus on whiff punishing.
- Update: it got nerfed! - The hurtbox remains on screen 4F longer, so it's much easier to whiff punish. Go practice in training mode!

### crMP

- Really strong hitbox.
- Just try to deal with it with fireballs.

### crHP

- Often used as anti - air or early neutral tool.
- Can be punished on whiff or block.

## **VSkill (anti - air counter)**

- IMPORTANT 00:47:00 in video to see how to make early jHP whiff
- Check to see if you character has a move to avoid this counter
- By the way, even if Mika is cornered she can use jHP to get behind him if he counters

## **EX Gigaton Hoop (Ex Hammer Punch)**

- After you block, if you put out a 6F~ move you can get a ground hit and big damage.
- They often go for crMP - > EX Hammer blockstrings.

## **Gigaton Hoop**

- When he is attacking, he has a grounded hitbox so it's difficult to punish with M DP.
- If you don't have CA available, use V - Skill counter or normals to beat this.
- This move is actually 2 parts.
- There are often times where you block the 1st hit, but the 2nd hit whiffs.
- If you use a long reaching normal, you can whiff punish the whiffed second hit.
- Therefore, after you block this move, make it a habit to mash on a long reaching normal. It will only come out if the second hit whiffs and you'll get a guaranteed punish. Get used to it!

## **EX Nitro**

- It's very strong. The worst thing you can do against this is jump back.
- IMPORTANT 00:35:00 in the movie; it's scary but jump forward
- IMPORTANT Even if you jump over, don't panic, and wait for your opponent to perform the followup. If you don't wait then you'll eat the counter.
- You can beat it with Projectile CA or Raging Demon.

## **EX Abigail Punch**

- You are +23F after blocking.
- Dash or walk in and do your most damaging combo. Make him scared!
- You are +16F after blocking the normal version, so walk in and make sure you get max damage.

## **Nitro - > stFP**

- His stFP is - 3F. But if he performs it from the run then it's - 7F. Akuma can punish with stMK.

## **Critical Art**

- It's very fast and has a high hitting hurtbox. It's very good as an anti - air.

- On block it is - 95F; dash in and neutral jump to start your most damaging punish.

## **IMPORTANT Dealing with VT1 Abigail**

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- VT stHP (slight charge)
- The slight charge version doesn't take away V Gauge
- IMPORTANT at 00:39:30 Akuma uses his parry right before the unblockable would hit
- You need to low parry his crHP, but then if he goes into crMP you will eat EX Abigail Punch or worse.
- Therefore, aim to parry his stHP and punish with your MP starter.
- This VT got nerfed from 2 Bars to 3 Bars!
- Since it's become 3 Bars, he can't easily V - Reversal anymore.

## **CLOSING Important Strategies Against Abigail**

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- His jHK is one of the best in the game and very difficult to anti - air.
- From mid - range they will often keep jumping with jHK to approach.
- You want to stand right at the range of his crLP, then you'll be able to anti - air.
- Watch Dogura vs Itazan from the RAGE League for an example.
- Dashing forward is effective. Even if you eat stHP, it won't be a Crush Counter so it's not that painful.
- His VT being 3 Bars made both his Offense and Defense weaker.
- Especially the fact that he can't V - Reversal as freely anymore means you don't need to be as hesitant when you are pressuring him.
- Instead they will aim to V - Reversal just 1 time on a guaranteed V - Reversal - able string so instead go to throw him.
- His Stun also was reduced from 1075 - > 1000 so it's easier to aim for Stun as well.
- His Command Grab reach also got nerfed, so his Offense and Defense at close range is worse.
- Overall, he is still a relatively strong character.