

Fuudo's 30 Minute Cooking #11

Recipe Name - "Dhalsim"

Jikoken Video Source

- <https://www.twitch.tv/videos/339174580>
- 00:15:00 Start

Dhalsim's Strong Moves/Normals

stMK

- Neutral Tool. They will use stMK - > stMK blockstrings all day from far range.
- If you get hit by the first one, then you can actually Crush Counter the second one with Akuma's stHP.
- If you block the first 5MK, perform EX Tatsu. If you get hit then perform walking stMK - > Tatsu.
- Mix up your buttons depending on whether you block or get hit and aim for a counter hit.
- Every character is different, so go in Training Mode and see which moves you can do to deal with his stMK - > stMK pressure.

stMP

- Neutral Tool. Just like stMK, they will use stMP - > stMP blockstrings from range.
- If you get hit, then you can use crHP to get a Crush Counter.
- If you read a stMP, use a move that shrinks your hurtbox and has a strong vertical hitting hitbox.
- It's important to mix up your buttons depending on whether you hit or block and aim for a Counter Hit.
- Just like stMK, all characters are different so go test in Training Mode.

crHP

- Used at Mid/Far Range.
- Actually it's not just crHP, but 5MK/5MP are also weak at the tip.
- You can straight up beat it with certain normals, and if it whiffs then you can almost always whiff punish.
- The way to beat it is to not react to the crHP, but to react to any movement from Sim and press a button.
- Your attack will only come out if Dhalsim's attack whiffs, so there is no risk on your end.

Air Drill

- If the drill connects at your feet/lower legs, then Dhalsim has the advantage. So Dhalsim will always aim for your feet.
- If you keep using moves that shrink your lower hurtbox, then you can consistently beat this move.
- Press the button on the timing that you would guard.
- If the drill reaches you then you will block; if it doesn't then you will automatically whiff punish.

V - Skill (Floating)

- If he presses LP after the V - Skill, then you can always get a punish regardless of whether you blocked it or got hit.
- Punish with Akuma's stMK
- If you get used to the timing, you can punish him after every LP but if he uses a move like HP nothing will come out. Practice your timing in Training Mode.

Teleport

- Generally used by Dhalsim to escape Oki situations.
- It's invincible to strike attacks, but if you throw him you will win every time.
- Even if you used a meaty attack, you can still punish him.
- Depending on the character, you can punish the recovery by dashing or jumping after him.
- Generally this isn't a safe option, so make sure you punish him every time.

V - Skill - > Teleport

- Generally if you press a button you will beat this.
- Akuma should press stFP or stMP.
- Make sure you press the button when Dhalsim disappears, not when he reappears.
- Even just stLP is OK; just press something!

crMK - > Yoga Flame - > TK Teleport Okizeme

- Perform a Neutral Tech against this.
- If you back tech, then Dhalsim will have the advantage.
- It's difficult to react to the Front/Back mixup, so it's better to just decide on your Tech position.

EX Yoga Fire - > Teleport

- He will set up the Front/Back mixup from this.
- IMPORTANT Wait until right before you are about to get hit by the Yoga Fire, then backdash and jump and you'll be able to Air - to - Air punish Dhalsim.

Wakeup CA

- If you use a move with a low hurtbox like crMP, the CA will whiff.
- After that, count to 3 and walk in and throw him.
- Check to see if you character has a better punish that can still stay under the CA.

IMPORTANT Dealing With Dhalsim in VT

Trigger 1

- Show him that you are willing to move towards him.
- Even if you backjump, you will still eat a lot of damage.
- Sliding - > VT Activation
- This is generally how he activates
- You want to aim for V - Reversal on reaction after the Slide - > Activation.
- If he does L Slide - > Activation, you can blow it up with an invincible move like EX DP.

Trigger 2

- The orb that comes out on activation only does 50 damage, it's not a lot.
- If he powers it up with fire, then it does 100 damage. This hurts a little.
- If you back away, then you'll get chipped down with his normal and Yoga Gale.
- Therefore, rather than running away and taking more damage from various attacks, you should just go in and shut him down.
- If you can hit him before he gets started then that's a big victory.

CLOSING Important Strategies Against Dhalsim

- Watch 00:45:00 in the video
- Dhalsim is not strong at Long Range, he's strong at Mid Range
- From Mid Range, aim to hit the tips of the normals he throws out. It's important not to be scared and think to yourself that these moves are weak.
- Once you start punishing these moves, then you can start actually playing the Dhalsim matchup. You'll be able to approach him.
- When you do this, he will begin throwing out Yoga Fire.
- Against this, Dash In Throw is effective. This is because he is scared to throw out buttons since you were punishing them earlier.
- Also being able to punish his stMP/stMK on Hit or Guard is important to win.

- In general, it's better to Neutral Tech against Dhalsim.
- Dhalsim can avoid Akuma's VT Air Fireball by sliding under them, so be aware.
- Don't jump too much. If you eat a Yoga Fire then it becomes Dhalsim's pace. Don't try to get lucky and just stay focused.