

Fuudo's 30 Minute Cooking #5

Recipe Name - "Mika"

Jikoken Video Source

- <https://www.twitch.tv/videos/246859132>
- 00:46:00 Start

Mika's Strong Moves/Normals

Charge HK (Drop Kick)

- A very powerful move for approaching, sealing your opponent's movements, and crush countering. If you block it then Mika is +2F.
- After blocking, her stLK or Command Grab is a very strong 50/50.
- Akuma can punish her Drop Kick on reaction with V - Skill.
- Even if the Drop Kick whiffs, you can still punish with the V - Skill P followup.
- If you successfully land the parry, you can do a combo off crMP starter.
- You should set a V - Skill macro to make things easier.
- If you see the Drop Kick, you can get a big return with a Crush Counter move. Try it out in Training Mode!
- But, she can fake you out by doing the short Drop Kick instead.
- By mixing in Neutral Jumps, you can also punish the Drop Kick with a big damage jump starter.
- You can also interrupt it with a fast move.
- Go to Training Mode and set the dummy to just perform Drop Kick, and test out your different options!

Dive Bomb (Forward Jump Down MP)

- A move used to make Shoryu's whiff. Range is very important.
- IMPORTANT – Review the video around the 00:51:00 mark.
- Play at a range just outside of where your normal will get hit
- Character's that use normals to anti - air will be forced into a guessing game against this move
- Air - to - air will always beat this move...but then you will too focused on looking for it and will get opened up by other moves.
- If you block it there's a lot of recovery so make sure you punish it with a Medium attack starter

stMK (Sobat)

- A move for approaching/sealing your opponent's movements. If you don't have an answer to this move then Mika will never stop pressing this button.
- IMPORTANT – Check 01:37:00 in the video to see Guard+Knee tech.
- She goes airborne when using this move, so it's very strong against lows.
- Therefore, be aware that using lows it not good against this.
- If you block it, Mika is - 3F. If you are point blank, you can punish with a 3F move.

stMP (Chop)

- Mika's lifeblood.
- To deal with this, be aware that Mika is - 2F on block so mash buttons
- Even when she goes for the Front/Back stMP mixup, she is - 2F on block so mash if you block correctly.
- Example: In Corner > fFP > crMP > if she stands still and presses stMP she will be in front, but if she walks and presses stMP she will cross under and hit behind.
- Both of these options are - 2F, so make sure you press a button if you block!

fHP (Lady Mika Upper)

- If you block it, Mika is +3F.
- If you block it, you are stuck in a stMP or EX Command Grab 50/50 mixup.
- Some characters are lucky and can backdash to escape both options.
- Unlucky characters will get hit by the stMP if they try to backdash.
- Go to Training Mode and figure out if your character can escape or not.

K Command Grab (Brimstone)

- I will explain the situation after the Command Grab
- After the L,M,H Command Grabs, if you tech, Mika will be +2F after a Forward Dash. From this +2F situation, if you backdash then her stMP will hit you out of the air and her Command Grab will whiff.
- Therefore, backdashing is a good option in this situation.
- Mika can counter this by jumping forward instead of forward dashing, and punishing your backdash with a jump attack.
- Mashing a 3F or 4F move is also effective.
- It's impossible to react to a tech with Command Grab, so if you decide to mash and get thrown by a Command Grab, that means your opponent is not paying attention to you techs. Therefore, you can choose to delay tech and punish your opponent for trying to guess on Command Grabs.
- However, if you choose not to tech then a good Mika can meaty you with powerful moves like fFP, so it's generally better to tech.
- After EX Command Grab, you cannot tech. Mika is +3F after forward dash.
- It becomes a pure 50/50 between stMP or Command Grab.

- If she wants to play guessing games, then EX K Command Grab is very strong.
- She can get up to 3 50/50's by using EX K Command.
- In the corner, her regular K Command Grab is better than the EX Version because she can get meaty fFP.

Shooting Peach (Flying Butt Drop)

- Generally, you get a guaranteed punish if you block L,M,H versions.
- However, if you get hit deep by the move, there are some instances where you can't punish.
- It depends on the character, range, and whether you are standing or crouching.
- EX Peach is - 15F, so make sure you punish with a big combo.
- After getting hit by EX Peach midscreen, a back tech + back walk will generally avoid any followups.
- However, Mika can anticipate this and chase after you to punish. To beat this, neutral tech and mash buttons.
- If you neutral tech, Mika is only +1F, so if you mash a 3F button you can escape her stMP/Command Throw 50/50.
- If you get carried to the corner by this move, you're in a rough spot.

IMPORTANT - Dealing With Mika V Trigger

V Trigger 1

- Confirm the variations. There are 6 different types.
- Nadesico can come from above you, behind Mika, or in front of Mika.
- Furthermore, she can come out quickly (short) or delayed (long).
- There are so many variations and so many interactions, it's too hard to explain everything. It's a difficult V - Trigger to deal with.

V Trigger 2

- Confirm the variations. There are 2 types. And she can use it twice.
- Short version has Nadesico come out and throw the chair.
- Long version has Nadesico come and hit the opponent before throwing the chair.
- Different from VT1, the Long version directly powers up the move.
- Usually Mika will perform the Long version.
- Actually the 2nd activation is weak.
- If she cancels into it, Mika is - 30F and incredibly open.
- Furthermore, there is no guarantee it comes out. If Mika gets hit while calling Nadesico, she won't appear.
- Therefore, if you stay close and fight she won't be able to use the 2nd activation of VT2.

- If you retreat then you are letting her summon Nadesico. Getting sandwiched between Mika and Nadesico is a really bad situation.
- Try and time Nadesico's appearance and jump over her if possible.

Closing – Important Techniques Against Mika

- Walking crMK - > Tatsu with Akuma is very strong. It's hard for Mika to deal with this normal.
- Doing crMK - > Fireball is also good. But be careful since EX Peach can punish if you're too close.
- Be careful of using stHP since she can punish this with EX Peach.
- Akuma's crMP - > crMP - > stMP - > crVSkill - > P followup can only be punished by EX Peach.
- This is really effective since it deals White Life and you gain V Gauge.
- Little Trick - 00:58:00 You can punish Mika with Raging Demon during Super Flash
- Mika doesn't have a true reversal except for CA, so this trick is actually pretty effective.
- React to the situation after K Command Grab by following the notes above.
- If you get brought to the corner, any hit leads into a scary Oki situation.
- Therefore, don't be scared in Neutral and walk forward. It's easy to deal with her oki if you get hit midscreen.
- If you keep backing up, then just one hit and you'll be trapped in the corner.
- Mika doesn't have a reversal, so don't be afraid and go for your powerful Oki options.