

Fuudo's 30 Minute Cooking #7

Recipe Name - "Ibuki"

Jikoken Video Source

- <https://www.twitch.tv/videos/262313144>
- 00:59:30 Start

Ibuki's Strong Moves/Normals

V - Skill (Horizontal Projectile Looking Move)

- Very Strong Neutral Tool. On block she is now - 7F (uncharged version).
- Once the motion starts, if you press Back you will go into block animation so it's hard to whiff punish if you're in range.
- If you're out of range, then you can whiff punish. With Akuma use stFP.
- IMPORTANT At 01:01:00 in the video, press stFP at the timing you would block.
- You really need to learn this whiff punish timing if you want to win the Ibuki matchup.
- By the way, it has projectile properties so you can go through it with Medium DP.
- There is a charged and uncharged versions, learn the different timings.
- If she uses this a lot, then jump forward at her! Jump, jump!

fHK (Jumping Split Kick)

- Strong Neutral Tool that Crush Counters.
- Whiff punish this move. Use Akuma's knee.
- If you can't whiff punish this and Ibuki's V - Skill, you will be helpless against her.
- Get used to the timing. She goes airborne so it's strong against lows. If she uses this move a lot, then refrain from using lows.
- It's - 3F on block, so it's hard to get a punish. A move like this should be - 4F, right!?

Air EX Kunai

- A move Ibuki uses to get in close.
- IMPORTANT At 01:09:00 in the video, if only the 1st part hits then Ibuki is at a disadvantage. If you block then she has the advantage.
- This is the opposite of what normally happens so be aware.
- You often get hit with this move while dashing forward; in this cases make sure to mash a 3F move.

- Since the ground version got nerfed a lot, Ibuki players go to the air version a lot more now.
- If you don't want to let Ibuki in close, then V - Reversal is an effective option.

EX Kunai

- It was nerfed, Ibuki is now minus after dashing in after this.
- However, she is plus on block if she just throws the kunai.
- This has gotten easier to deal with.

crMP

- A button Ibuki's like to throw out preemptively.
- However, the recovery hurtbox has been extended so it's now easier to whiff punish in mid - range.

Command Dash

- The L version goes short, the M version goes far.
- With proper timing, Akuma can cover both with a crMP.
- They love mashing on this Dash in the corner, so it's crucial that you know how to deal with it.
- Ibuki can only get a throw after a stLP, so being able to beat this dash is very effective.

stLK

- stLK - > short Command Dash - > stLP - > Throw is a very common pressure string.
- Mash a 3F normal after the stLP and you can break it.

crMK

- A move with a big hitbox and small hurtbox.
- As Akuma, use walking stMK to beat this.
- Ibuki's often go to V - Trigger after this move, so being able to beat it is strong.

Kunai Release

- Ibuki will throw all over Kunai - > L Command Dash to get in!
- Depending on the amount of Kunai and the range, the frames will change!
- If she has 3 or less and throws from about her V - Skill range, she will be - 3F.
- If she has 4, she will be - 1F.
- 5 and it's pretty even.
- 6 and she has the advantage.
- If she's far, then she will be plus.
- However, the dash won't reach so nothing will happen.

- The M Command Dash will also change depending on the amount and range.
- Often she will just use it to get in, but there are times when she has over 3 kunai and will be plus.

IMPORTANT Dealing With Ibuki V - Trigger

Fuma Shuriken

- The Long Awaited Change! The first hit was changed from +2F - > - 2F.
- There are some tips written below, but generally after blocking this V - Trigger go for a Medium Attack or Throw mixup.
- However, there are times where Ibuki might counter with an EX DP, so be careful!
- If she cancels into V - Trigger from a normal she is - 2F.
- But if she uses EX Kunai - > V - Trigger she is +5F. However she had to spend 1 Bar and her V - Gauge so we can forgive her.
- IMPORTANT At 01:23:00 in the video, perform V - Reversal and then Back Jump after a set timing
- Akuma can do V - Reversal - > Back Teleport as well.
- Her mixups are getting stronger everyday, so using V - Reversal to get out of the situation is a good idea.

CLOSING Important Strategies Against Ibuki

- IMPORTANT At 01:32:00 in the video, Ibuki will use V - Skill in response to our crMP.
- To deal with this, jump forward and get a full combo.
- Ibuki matchup is all about whiff punishing her V - Skill and fHK.
- Don't forget to mash a 3F normal after blocking close stLP.
- When Ibuki has 1 Bar, she has access to her Air EX Kunai, so if you play a character who anti - airs with a normal move you need to be cautious.
- If you don't know how to stop her Teleport Dash, then she can kill you with that move alone. Be ready!