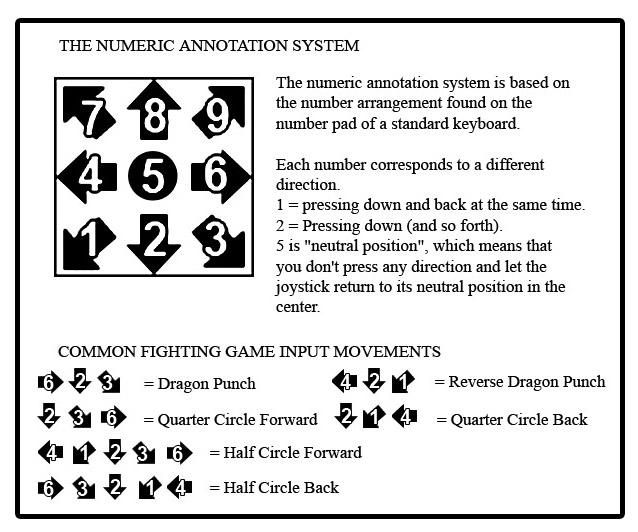
**Zeku Guide**

A guide made in inspiration of AutoMattock’s Kolin Guide, which is copied directly from Teiga’s Kage guide that was a template from Chris Nguyen’s Akuma Guide. Shout outs to Chris and Teiga who allowed me to directly rip their guides to make this one for Zeku. Go follow them on twitch at twitch.tv/Chris\_H\_Nguyen (TODO: Find teiga’s twitch)

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# Abbreviations

AF - Active Frame(s)  
CC - Crush Counter  
CH - Counter Hit  
FK - Frame Kill  
OH - On Hit  
OB - On Block  
SU - Start Up  
TAF - Total Active Frames  
TC - Target Combo

DC - Delay Cancel  
VS - V-Skill

VS-P - V-Skill Punch

VS-K - V-Skill Kick  
VT - V-Trigger

VTC - V-Trigger Cancel

**Side Note: In regards to frame advantage, I’ll be listing it oB/oH in that respective order so +1/+3 is +1 oB, +3 oH and unless stated that its meaty will be referring to that normal hitting on first active frame.**

# Zeku’s Fighting Style

Having to utilize two different characters in the fight makes Zeku difficult to master, but this gives him solutions to various situations. Learn the option that best works for each situation.

# Old Zeku

## Normals

### s.LP (4/3/5 11)

Kages 4f normal. Chainable into lights. Light confirms must end in LK Tatsu x LP DP. Can be used as an anti-air in very specific instances like vs G’s cross up. On CH, it can link to ***s.MP****,* ***c.MP***,and ***s.HP.***

### c.LP (3/2/8 12)

KAGES NEW 3F NORMAL. It’s the same old 3f that he started with in S4 but new to CE it is ***NOW +5 ON COUNTER HIT*** which is pretty big for Kage this season as it leads to ***c.MP.*** This means off his new c.LP, his new counter hit confirm is ***c.LP, c.MP xx MK Tatsu/Stomp***. With the other buffs, this means with the former option you can now get **LP/MP DP** for damage. From the latter option, you can now go for the throw/shimmy mixup as you’ll be +2.

### s.LK (4/3/10 16)

4frame startup and possibly the farthest reaching light normal Kage has. Is +1 on block and allows for tick throws. Also the normal you wish to use when converting off ***LK Stomp*** on CH. This way if necessary you can convert into LK tatsu, if meterless or you can opt for ***s.LK xx DP xx Super.***

### c.LK (4/2/8 13)

4 frame startup, can chain into other light attacks and does not special cancel. Mainly a move used to catch people not blocking low on wake-up. Not really much to say about this normal. c.LK, cLP xx LK Tatsu is your only combo route here.

### s.MP (6/3/12 20) [-1/+4]

6f startup. Really good range and is typically the one you buffer into RFB if you’re not using c.MK. Yet be careful, this tool isn’t as good as Akuma’s and cancelling into RFB can be jump punished, in other words. ***IT’S NOT A TRUE STRING***. Don’t tell the others :P. In terms of normals, this should be one of the final normal in your block strings, the other being c.MK.

### c.MP (5/3/15 22) [+3/+6]

This is our 5f ***PARTY STARTER***. When you close the distance, this is what you’ll be using like you were pre-CE Akuma. There are a lot of reasons, this normal is really good. As such in terms of the normals section, this will be the longest explanation. A really good frame trap you can use starting with this normal is

c.MP, s.LP, s.MP.

c.MP, s.MP

c.MP, s.HP xx EX RFB (***a personal favorite of mine to use in the corner especially)***

c.MP, c.MK (only vs 4f characters)

c.MP xx MK stomp (trades with 3f and CH 4f)

If this trades, you can either get TC xx VS2 for oki or microwalk to ***s.HP FOR DAMAGE***

Because of the frequency in which you’ll be using the normal in your frame traps, there’s a level of awareness, you begin to develop on when it hits CH (+8). Kage’s normals are really stubby so we can’t always go for max damage by following up with c.HP (*but we can dream though :’(* )

So in that regard, off c.MP CH, the hierarchy is (from best to bruh) c.HP , s.HP , s.MP , c.MK , c.HK. There are occasions where sweep CAN whiff but that’s typically at absolute max distance. Yet that is something you can’t immediately learn until you cry for about 3 weeks realizing c.HP or s.HP won’t always hit. *CAPCOM IF YOU READ THIS, BUFF HIS HEAVIES RANGE*. . . Thanks but do know everytime you hit that c.HP after CH c.MP, I cry a lil everytime out of happiness.

Also most of your meaty setups will involve this normal being active for 3 frames and considering it is possibly Kage’s best normal frame advantage wise. So at best you could have this normal be **+5/+8/+10** which means if you manage to set up a situation like this up (which is indeed possible but we’ll talk about those setups later), you can go into **c.HP FOR FREE**. If its oB, its a 3 frame gap, and if it's on hit, it's a natural combo. So if you are a new Kage player, if you learn anything from this guide. Understand this: **THIS NORMAL IS YOUR NEW BEST FRIEND. IT IS YOUR FASTEST DAMAGING PUNISH & BEST NORMAL FOR PRESSURE.**

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### s.MK (9/3/17 28) [-3/+3]

You ever get stung by a mosquito? Well this is Kage’s mosquito bite. . . till he’s in VT1 (specifically with VS1) then its more like getting a brick thrown at you. This is meant mostly as a poke. . . comparable to Juri’s s.MK. But if you VTX, it though you get to go into Target Combo for some big damage.

### c.MK (6/2/14 21) [-2/+2]

So this poke was recently buffed, so now it is hit confirmable into LK Tatsu. So he’s getting closer to being Akuma Jr but this is your main low poke with 7f startup and its always great canceling this to FB in which it is a true string and pushes you far out enough to not be punished or even canceling it into RFB (**this is not a true string**) for some additional chip.

### s.HP (6/2/23 30) [-5/-3]

This normal I try to refrain from using in **non meterless situations** unless I can see that I’ve gotten a hit prior. Meterless, every special cancelable move, Kage has still can leave you in a potentially punishable range (**including fireball**), I try to use this move only under the condition that I have VT active to make whatever risk I’m taking at that point SAFE or if I’m trying to activate VTrigger off that normal (since VT1 is only cancelable off normals and ex fb). It is a good whiff/wish punish tool though but I would never use it to try and open up and opponent.

### c.HP (8/6/20 33) [-4/+3]

Allow me to introduce to what I like to call **jawbreaker**. .If you manage to land this normal, you will get most of your damage from it.

* c.HP xx Heavy Axe Kick xx c.MP xx Stomp (for Throw/Shimmy)
* cc.HP xx Heavy Axe Kick xx c.MP xx MK Tatsu xx LP DP (Optimal Oki)
* c.HP xx Heavy Axe Kick xx c.MP xx MK Tatsu xx MP DP[Super] (Damage)

Downside is this normal should ***NEVER*** be used for defensively unless you want to use it as an AA (**which should never be the case because you have a DP =\_=** ), wherein that particular instance its fine.

### f.HP (9/4/20 32) [-4/+2]

One of Kage’s newly buffed tools. It now forces stand on hit which allows you to hit confirm into its follow up for a knockdown and if you have VS2, that knockdown would give you pretty good oki. The normal moves him slightly forward and also has the potential to crush counter. If paired up with VS2 and a CC is made completing the target combo gives you have of a pip. Can be used as a tool in neutral along with his fireballs. Really good poke comparable to Akuma’s s.HP but has more pushback and is safer on block (Kage’s -4 vs Akuma’s -5)

### s.HK (11/2/22 34) [-2/+4]

This is your crush counter button. Now in the developing meta of the game, it’s been seen that most players will go for a normal some type of CH combo to avoid getting hit with CC scaling. A good example is Brian F or Smug with G. Their DP punishes usually tend to be s.MP into c.HP. Kage does not have that type of fortune since his normals ***IN PARTICULAR c.HP HAS REALLY SHITTY RANGE***. Don’t believe me. Try punishing Chun’s EX SBK with c.MP, c.HP and tell me how consistent that is for you. It links to s.LK but rarely will you get that chance.

While you attempt that, this button is how you’d opt to punish those weird reversals with Kage’s stubby normals. **Once again with experience, you can tell upon after hitting c.MP if s.HP will hit.**

* s.HK CC dash c.MP, s.MP OR s.HP xx HK Tatsu HP DP (just t a meterless option)

### c.HK (8/2/24 33) [-11/KD]

So first thing is lemme say this. . . THIS SWEEP LONG. . . I mean its not Karin’s long but its pretty far reaching, I believe further than Akuma’s for some insight. Really simple OKI off it if crush counters. Don’t believe any safe jump setups have been found yet. . . Requires further research.

***IF c.HK CRUSH COUNTERS: Dash c.HP Dash = +2 so Throw or c.MP***

***Fireball Heavy Stomp = +3 oB***

### Throw (5/2/18 24)

Starts up in 5 frames, just like that of any other character in SFV. After a ***forward*** ***throw***, you can either meaty with ***f.HP*** or try to steal your turn again by microwalking forward for another throw.

## Block Strings

### s.LK , c.LP; beats 3F normals

Your string to use to see if your opponent is trying to do a reversal 3F normal in between your strings or is attempting to jump. If you see 5LP counter-hit, you can follow up into 5MK into your BnB; if they are hit but it’s a normal hit, you can chain into 2LP and cancel into 214LK/MK if they are standing or crouching, or even EX to get the most damage.

### s.LK (4F, +1 OB) , throw; beats 4F normals

Your close range immediate throw frame trap and is best used to influence the way your opponent behaves. Against characters with 3F normals if you see the 5LK , 5LP block string blocked, you can condition them with a throw; against those with 4F normals, it will beat their fastest reversal normal. This is best used in the corner because they are not able to get out of the throw and can be used to condition into a shimmy situation.

### s.LP , c.MP , s.MP beats 3F normals

This is useful because if the 5LP counter-hits, you can confirm that into any of those normals, canceled into whichever special you want. Alternatively, you can use **c.MP, s.LP, s.MP** to the same effect. This is my preferred block string by far.

### s.LP , s.MP/s.HP; beats 3F normals

A pretty good string to use overall for those who don’t necessarily use a 3F reversal normal in between. If the 5LP counter-hits, then the 2MP can be linked; at close range, 5MK can connect after the 2MP. When the 2MP counter-hits, it can be followed into 5MK at close range, or 2HK. Now realistically, there is no real reason to ever use s.HP as the follow up unless you were absolutely sure the s.LP was going to CH and even that’s risky as it covers less space than s.MP. Yet it still blows up a 3f.

### s.LP , c.MK; beats 4F normals

Mainly used to catch people who like to walk back in between your block strings. You can then low confirm the 2MK into 214LK to punish them for walking back. If they don’t walk back, you can either just end it there and be safe on block, or cancel into 236P.

### c.MP , c.MP; beats 3F normals

Block string with a 2F gap that will beat those who are mashing 3F normals. If the second 2MP counter-hits, you can follow into sweep. Can be beaten with a reversal uppercut that blows up the 3F gap.

### c.MP , s.LP , s.MP; beats 3F normals(Best Overall String IMO)

Great string to stack grey damage and can cancel the s.MP into fireball if you want to get chip damage. If the s.LP counter-hits, then the s.MP will be linked and can cancel into a red fireball that knocks down; if the 5MP counter-hits, then either the normal fireball will connect or the LP red fireball will connect (can juggle with sweep in the corner). **Ex Fireball will connect.**

It also doubles in usage when trying to bait slow reversals like Urien’s EX headbutt or Ed’s EX Psycho Upper. You will recover in time to block the EX headbutt and go into a full crush counter punish

### c.MK , DC 236P; beats 3F normals

This string is a great follow-up to those who like to challenge c.MK on block as it is -2. The pushback as a result of this string makes it so that you are safe, even though 236P is considered to be -3 oB.

### c.MP , c.MK; beats 4F normals

Similar to the string mentioned above, a great follow-up for those who block a 2MP on block. With the new buffs from CE, you can now catch them walking back into and hit confirm it to tatsu or just go for chip by using red fireball or normal fireball.

### c.MP , c.MP , c.MK; beats 3F then 4F normals

Good string for people who you’ve conditioned by doing c.MP into grab. . . If the second cr.MP CH you could optimally go for c.MK into MK Tatsu into LP DP. Then if you know that they will quick rise you can heavy stomp but be careful because it can be punished if they choose to back recovery. **Ex Fireball will not connect after c.MK**

### c.MP xx Light RFB/MK Stomp; trades with 3f

If you know your opponent has a tendency to press buttons in your string (possibly because you conditioned them with c.MP into throw), change it up using this string. While you can use Light RFB to achieve the same trade off, you are way better off using MK Stomp for it doesn’t create a knockdown when it trades.

When it does trade from MK Stomp ,you’re +16(+17 on crouchers):

* Target Combo VS2 (Easiest to confirm + no microwalk)
* Microwalk s.HP xx Heavy Tatsu , Heavy DP
* Microwalk c.HP xx Heavy Stomp x c.MP xx MK Tatsu , MP DP 312/493

### Heavy Stomp , (s.MP xx Light RFB)/(s.HP xx EX FB)

You take advantage of the fact that Heavy Stomp is +3 and do one of the following strings. This works best after conditioning them with potential grab after using heavy stomp so it’s a good way to mix up your options.

## Okizeme Cheat Sheet

#### **+1**

Raging Demon (only accessible with VT2)

#### **+2**

Throw

c.MP

#### **+3**

Throw 2AF

cr.MP

#### **+4**

Throw 3AF

#### **+5**

#### **+6**

IAOH 9LP?

#### **+7**

s.MP

IAOH 7LP/9LP?

#### **+8**

#### **+9**

#### **+10**

#### **+11**

Fireball

#### **+12**

#### **+24**

#### **+28**

IAOH 7LP/9LP

#### **+29**

IAOH 7LP

#### **+30**

#### **+32**

#### **+38**

#### **+40**

4F neutral/forward safe jump

# Young Zeku

## Normals

### Throw (5/2/18 24)

Starts up in 5 frames, just like that of any other character in SFV. After a ***forward*** ***throw***, you can either meaty with ***f.HP*** or try to steal your turn again by microwalking forward for another throw.

### s.LP (4/3/5 11)

Kages 4f normal. Chainable into lights. Light confirms must end in LK Tatsu x LP DP. Can be used as an anti-air in very specific instances like vs G’s cross up. On CH, it can link to ***s.MP****,* ***c.MP***,and ***s.HP.***

### c.LP (3/2/8 12)

KAGES NEW 3F NORMAL. It’s the same old 3f that he started with in S4 but new to CE it is ***NOW +5 ON COUNTER HIT*** which is pretty big for Kage this season as it leads to ***c.MP.*** This means off his new c.LP, his new counter hit confirm is ***c.LP, c.MP xx MK Tatsu/Stomp***. With the other buffs, this means with the former option you can now get **LP/MP DP** for damage. From the latter option, you can now go for the throw/shimmy mixup as you’ll be +2.

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4frame startup and possibly the farthest reaching light normal Kage has. Is +1 on block and allows for tick throws. Also the normal you wish to use when converting off ***LK Stomp*** on CH. This way if necessary you can convert into LK tatsu, if meterless or you can opt for ***s.LK xx DP xx Super.***

### c.LK (4/2/8 13)

4 frame startup, can chain into other light attacks and does not special cancel. Mainly a move used to catch people not blocking low on wake-up. Not really much to say about this normal. c.LK, cLP xx LK Tatsu is your only combo route here.

### s.MP (6/3/12 20) [-1/+4]

6f startup. Really good range and is typically the one you buffer into RFB if you’re not using c.MK. Yet be careful, this tool isn’t as good as Akuma’s and cancelling into RFB can be jump punished, in other words. ***IT’S NOT A TRUE STRING***. Don’t tell the others :P. In terms of normals, this should be one of the final normal in your block strings, the other being c.MK.

### c.MP (5/3/15 22) [+3/+6]

This is our 5f ***PARTY STARTER***. When you close the distance, this is what you’ll be using like you were pre-CE Akuma. There are a lot of reasons, this normal is really good. As such in terms of the normals section, this will be the longest explanation. A really good frame trap you can use starting with this normal is

c.MP, s.LP, s.MP.

c.MP, s.MP

c.MP, s.HP xx EX RFB (***a personal favorite of mine to use in the corner especially)***

c.MP, c.MK (only vs 4f characters)

c.MP xx MK stomp (trades with 3f and CH 4f)

If this trades, you can either get TC xx VS2 for oki or microwalk to ***s.HP FOR DAMAGE***

Because of the frequency in which you’ll be using the normal in your frame traps, there’s a level of awareness, you begin to develop on when it hits CH (+8). Kage’s normals are really stubby so we can’t always go for max damage by following up with c.HP (*but we can dream though :’(* )

So in that regard, off c.MP CH, the hierarchy is (from best to bruh) c.HP , s.HP , s.MP , c.MK , c.HK. There are occasions where sweep CAN whiff but that’s typically at absolute max distance. Yet that is something you can’t immediately learn until you cry for about 3 weeks realizing c.HP or s.HP won’t always hit. *CAPCOM IF YOU READ THIS, BUFF HIS HEAVIES RANGE*. . . Thanks but do know everytime you hit that c.HP after CH c.MP, I cry a lil everytime out of happiness.

Also most of your meaty setups will involve this normal being active for 3 frames and considering it is possibly Kage’s best normal frame advantage wise. So at best you could have this normal be **+5/+8/+10** which means if you manage to set up a situation like this up (which is indeed possible but we’ll talk about those setups later), you can go into **c.HP FOR FREE**. If its oB, its a 3 frame gap, and if it's on hit, it's a natural combo. So if you are a new Kage player, if you learn anything from this guide. Understand this: **THIS NORMAL IS YOUR NEW BEST FRIEND. IT IS YOUR FASTEST DAMAGING PUNISH & BEST NORMAL FOR PRESSURE.**

### f.MP (22/3/22 46) [-7/+3]

Uhh this is his overhead. . . If you are lucky enough to hit this meaty, you get a jab follow up as it’ll be +3 or if you really know you hit it meaty commit and do LP DP. . .Won’t catch me doing it but you’re not me lol.

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### s.MK (9/3/17 28) [-3/+3]

You ever get stung by a mosquito? Well this is Kage’s mosquito bite. . . till he’s in VT1 (specifically with VS1) then its more like getting a brick thrown at you. This is meant mostly as a poke. . . comparable to Juri’s s.MK. But if you VTX, it though you get to go into Target Combo for some big damage.

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This normal I try to refrain from using in **non meterless situations** unless I can see that I’ve gotten a hit prior. Meterless, every special cancelable move, Kage has still can leave you in a potentially punishable range (**including fireball**), I try to use this move only under the condition that I have VT active to make whatever risk I’m taking at that point SAFE or if I’m trying to activate VTrigger off that normal (since VT1 is only cancelable off normals and ex fb). It is a good whiff/wish punish tool though but I would never use it to try and open up and opponent.

### c.HP (8/6/20 33) [-4/+3]

Allow me to introduce to what I like to call **jawbreaker**. .If you manage to land this normal, you will get most of your damage from it.

* c.HP xx Heavy Axe Kick xx c.MP xx Stomp (for Throw/Shimmy)
* cc.HP xx Heavy Axe Kick xx c.MP xx MK Tatsu xx LP DP (Optimal Oki)
* c.HP xx Heavy Axe Kick xx c.MP xx MK Tatsu xx MP DP[Super] (Damage)

Downside is this normal should ***NEVER*** be used for defensively unless you want to use it as an AA (**which should never be the case because you have a DP =\_=** ), wherein that particular instance its fine.

### f.HP (9/4/20 32) [-4/+2]

One of Kage’s newly buffed tools. It now forces stand on hit which allows you to hit confirm into its follow up for a knockdown and if you have VS2, that knockdown would give you pretty good oki. The normal moves him slightly forward and also has the potential to crush counter. If paired up with VS2 and a CC is made completing the target combo gives you have of a pip. Can be used as a tool in neutral along with his fireballs. Really good poke comparable to Akuma’s s.HP but has more pushback and is safer on block (Kage’s -4 vs Akuma’s -5)

### s.HK (11/2/22 34) [-2/+4]

This is your crush counter button. Now in the developing meta of the game, it’s been seen that most players will go for a normal some type of CH combo to avoid getting hit with CC scaling. A good example is Brian F or Smug with G. Their DP punishes usually tend to be s.MP into c.HP. Kage does not have that type of fortune since his normals ***IN PARTICULAR c.HP HAS REALLY SHITTY RANGE***. Don’t believe me. Try punishing Chun’s EX SBK with c.MP, c.HP and tell me how consistent that is for you. It links to s.LK but rarely will you get that chance.

While you attempt that, this button is how you’d opt to punish those weird reversals with Kage’s stubby normals. **Once again with experience, you can tell upon after hitting c.MP if s.HP will hit.**

* s.HK CC dash c.MP, s.MP OR s.HP xx HK Tatsu HP DP (just t a meterless option)

### c.HK (8/2/24 33) [-11/KD]

So first thing is lemme say this. . . THIS SWEEP LONG. . . I mean its not Karin’s long but its pretty far reaching, I believe further than Akuma’s for some insight. Really simple OKI off it if crush counters. Don’t believe any safe jump setups have been found yet. . . Requires further research.

***IF c.HK CRUSH COUNTERS: Dash c.HP Dash = +2 so Throw or c.MP***

***Fireball Heavy Stomp = +3 oB***

## Block Strings

### s.LK , c.LP; beats 3F normals

Your string to use to see if your opponent is trying to do a reversal 3F normal in between your strings or is attempting to jump. If you see 5LP counter-hit, you can follow up into 5MK into your BnB; if they are hit but it’s a normal hit, you can chain into 2LP and cancel into 214LK/MK if they are standing or crouching, or even EX to get the most damage.

### s.LK (4F, +1 OB) , throw; beats 4F normals

Your close range immediate throw frame trap and is best used to influence the way your opponent behaves. Against characters with 3F normals if you see the 5LK , 5LP block string blocked, you can condition them with a throw; against those with 4F normals, it will beat their fastest reversal normal. This is best used in the corner because they are not able to get out of the throw and can be used to condition into a shimmy situation.

### s.LP , c.MP , s.MP beats 3F normals

This is useful because if the 5LP counter-hits, you can confirm that into any of those normals, canceled into whichever special you want. Alternatively, you can use **c.MP, s.LP, s.MP** to the same effect. This is my preferred block string by far.

### s.LP , s.MP/s.HP; beats 3F normals

A pretty good string to use overall for those who don’t necessarily use a 3F reversal normal in between. If the 5LP counter-hits, then the 2MP can be linked; at close range, 5MK can connect after the 2MP. When the 2MP counter-hits, it can be followed into 5MK at close range, or 2HK. Now realistically, there is no real reason to ever use s.HP as the follow up unless you were absolutely sure the s.LP was going to CH and even that’s risky as it covers less space than s.MP. Yet it still blows up a 3f.

### s.LP , c.MK; beats 4F normals

Mainly used to catch people who like to walk back in between your block strings. You can then low confirm the 2MK into 214LK to punish them for walking back. If they don’t walk back, you can either just end it there and be safe on block, or cancel into 236P.

### c.MP , c.MP; beats 3F normals

Block string with a 2F gap that will beat those who are mashing 3F normals. If the second 2MP counter-hits, you can follow into sweep. Can be beaten with a reversal uppercut that blows up the 3F gap.

### c.MP , s.LP , s.MP; beats 3F normals(Best Overall String IMO)

Great string to stack grey damage and can cancel the s.MP into fireball if you want to get chip damage. If the s.LP counter-hits, then the s.MP will be linked and can cancel into a red fireball that knocks down; if the 5MP counter-hits, then either the normal fireball will connect or the LP red fireball will connect (can juggle with sweep in the corner). **Ex Fireball will connect.**

It also doubles in usage when trying to bait slow reversals like Urien’s EX headbutt or Ed’s EX Psycho Upper. You will recover in time to block the EX headbutt and go into a full crush counter punish

### c.MK , DC 236P; beats 3F normals

This string is a great follow-up to those who like to challenge c.MK on block as it is -2. The pushback as a result of this string makes it so that you are safe, even though 236P is considered to be -3 oB.

### c.MP , c.MK; beats 4F normals

Similar to the string mentioned above, a great follow-up for those who block a 2MP on block. With the new buffs from CE, you can now catch them walking back into and hit confirm it to tatsu or just go for chip by using red fireball or normal fireball.

### c.MP , c.MP , c.MK; beats 3F then 4F normals

Good string for people who you’ve conditioned by doing c.MP into grab. . . If the second cr.MP CH you could optimally go for c.MK into MK Tatsu into LP DP. Then if you know that they will quick rise you can heavy stomp but be careful because it can be punished if they choose to back recovery. **Ex Fireball will not connect after c.MK**

### c.MP xx Light RFB/MK Stomp; trades with 3f

If you know your opponent has a tendency to press buttons in your string (possibly because you conditioned them with c.MP into throw), change it up using this string. While you can use Light RFB to achieve the same trade off, you are way better off using MK Stomp for it doesn’t create a knockdown when it trades.

When it does trade from MK Stomp ,you’re +16(+17 on crouchers):

* Target Combo VS2 (Easiest to confirm + no microwalk)
* Microwalk s.HP xx Heavy Tatsu , Heavy DP
* Microwalk c.HP xx Heavy Stomp x c.MP xx MK Tatsu , MP DP 312/493

### Heavy Stomp , (s.MP xx Light RFB)/(s.HP xx EX FB)

You take advantage of the fact that Heavy Stomp is +3 and do one of the following strings. This works best after conditioning them with potential grab after using heavy stomp so it’s a good way to mix up your options.

## Okizeme Cheat Sheet

#### **+1**

Raging Demon (only accessible with VT2)

#### **+2**

Throw

c.MP

#### **+3**

Throw 2AF

cr.MP

#### **+4**

Throw 3AF

#### **+5**

#### **+6**

IAOH 9LP?

#### **+7**

s.MP

IAOH 7LP/9LP?

#### **+8**

#### **+9**

#### **+10**

#### **+11**

Fireball

#### **+12**

#### **+24**

#### **+28**

IAOH 7LP/9LP

#### **+29**

IAOH 7LP

#### **+30**

#### **+32**

#### **+38**

#### **+40**

4F neutral/forward safe jump

# The Old Game Plan

So before I go into Kage’s combos and what’s optimal as well. There is a little side note that I would like to point out. ***You do not always have to go for damage***. Prior to CE, there was an alternative play style to playing Kage which was forced on resets by using his stomps that could leave Kage in a +2/+5 situation which is a really good way to condition an opponent. Kinda think like MKX Scorpion without the EXTREME mix. This was extremely effective since Kage did not have meterless oki. So leaving yourself +2 in a standing position is more than ideal.

# <https://ytcropper.com/cropped/tT5e0bbfe0c14d5>

So, I’d like to say Princess Slim isn’t a scrub by any means and therefore has some idea of how the matchup works. Not fully but possibly an idea of how the character works. If she said she doesn’t have any idea. . . somebody at me on twitter so we can FT1 IRL. Slim knows stomp is +2, so after being +2, I can easily grab or frame trap. Slim thinking I will do the former, opts to press a button (Rashid’s 3F s.LK) the first time. I beat her out due to priority system and thinking that she’ll respect the possibility of being put in the same position a second time, I go for a throw the second time which connects losing about 30% in a sequence.

<https://ytcropper.com/cropped/tT5e0bc11a012c9>

Later on in the match with Slim, I managed to hit with uncharged VSkill into VTX. Now by judging by her stun bar. I knew a couple of things during the VTX freeze. I knew that there was no way in hell for me to stun meterless and even if I managed to spend the resources to stun, there was no way to kill considering I just scaled my combo to high hell by popping VTX. It also doesn’t help that Kage’s post stun combos aren’t all that damaging. So I opt to use heavy stomp to be +5 then microwalk for the reset to actually confirm the kill. Even if Slim had happened to mash DP there. . . I would’ve still had 3 bars to work with and 2 HKDs via VT2.

# 

# Optimal BnB Combos

\*Highlighted in blue is optimal damage from that normal starter.

\*Highlighted in orange are combos ideal for oki

\*\*Rule of Thumb: In regards to tatsu (and by succession dp follow ups), whatever strength normal you use, you can only use that strength of tatsu. That same logic applies to DPs in relation to the tatsu. Whatever strength tatsu you use, you can only use that strength or lower for DP sans EX moves.

Meaning

If Light = 1 , Medium = 2, Heavy = 3, assuming youre just doing a normal xx tatsu, DP, you can only follow up with equal or lesser value of the previous attack

Mathematically Speaking: (Normal ,= Tatsu Strength) && (Tatsu Strength ,= DP Strength)

3, 3 , 3 = s.HP/c.HP xx Heavy Tatsu , Heavy DP works

3, 2, 1 = s.HP/c.HP xx Medium Tatsu, Medium DP works.

2, 2, 1 = s.mp/c.MP xx Medium Tatsu, Light DP works

3, 2, 3 = s.HP/c.HP xx Medium Tatsu, Heavy DP DOES NOT WORK.

2, 1, 2 = s.MP/c.MP xx Light Tatsu, Medium DP ALSO DOES NOT WORK

Very easy method to memorize it lol.

Just for the sake of simplicity, if we were to assign EX values. . . It would probably be 0 but you can’t do a light normal into ex tatsu. Otherwise, it should work in all other combo routes provided juggle potential is still there.

## **Non-VT Combos**

### No Bar

#### Mid Screen

f.HP , s.HK (HIT CONFIRM THIS PLEASE) , VS2F 191/320

c.LK , c.LP , Light Tatsu , Light DP 143/297

c.LK , s.LP , s.LK xx Fireball (vs crouchers) 113/259

c.MP , s.MP , Medium Tatsu , Medium DP 238/375

c.mp , s.HP , Heavy Tatsu , Heavy DP 264/393

c.HP , Heavy Stomp , c.MP , MK Tatsu , MP DP 289/450

c.HP , Heavy Stomp , c.MP , MK Stomp 224/360

c.MK , LK Tatsu (hit confirmable) , Light DP 159/286

c.MK , MK Tatsu (non hit confirmable) , Medium DP 191/310

#### Corner Only

*So believe it or not, using light red fireball in his combos really don’t make a difference in damage or stun but they build slightly more meter than using tatsu. MP fireball however does more damage than using Tatsu or RFB but you’re limited to LP/MP/EX DP as your*

*Ender. Otherwise all his midscreen combos work in the corner.*

c.LK , s.LP , s.LK xx LK Tatsu , LP DP (vs crouchers) 113/259

c.MP , s.HP xx MP RFB , LP/MP DP 272/409

\**Only on big body characters like Sagat, G, and Abigail*

TK Air Fireball , c.LP xx LK Tatsu , LP DP

### One Bar

#### Mid Screen

c.MP , s.HP xx Ex FB , HK Tatsu , HP DP\* 302/464

c.MP , s.HP xx Ex Tatsu , MK Stomp\* 238/374

c.MP , s.HP xx Ex Tatsu , M. RFB\* 245/388

c.MP , s.HP xx HK Tatsu , Ex DP

c.MP , s.HP xx EX Tatsu , HP DP

c.HP xx Heavy Stomp , c.MP xx Ex Tatsu , MK Stomp 274/434

c.HP xx Heavy Stomp , c.MP xx Ex Tatsu , M. RFB 280/446

c.HP xx Heavy Stomp , c.MP xx Ex Tatsu , Dash , HP DP 310/464

c.HP xx Heavy Stomp , c.MP xx MK Tatsu , Ex DP 313/480

\*All three combos can be started from s.MP instead of s.HP as well

#### Corner Only

*Rule of thumb: You will always use red fireball either ex or heavy in your combo if you want GOOD damage.*

c.MP , s.HP xx Ex FB , H. RFB , HP DP 328/499

c.MP , s.HP xx Ex RFB , LK Stomp 282/418

c.MP , s.HP xx M RFB , EX DP 300/444

c.MP , s.HP xx EX Tatsu , TK FB , LK Stomp 295/434

c.HP xx Heavy Stomp , c.MP xx Ex Tatsu , TK FB , LK Stomp 322/484

c.HP xx Heavy Stomp , c.MP xx Ex Tatsu , Dash , HP DP 310/464

c.HP xx Heavy Stomp , c.MP xx MK Tatsu , EX DP 313/480

### Two Bar

#### Mid Screen

#### \*(Only talking about conversions that do at least 300 dmg

c.MP , s.HP xx EX Tatsu , Ex TK FB , MK Stomp 302/434

c.MP , s.HP xx Ex Tatsu , Dash , Ex DP 308/444

c.MP , s.HP xx Ex Fireball , HK Tatsu , EX DP 326/494

c.MP , s.HP xx Ex Fireball , EX Tatsu , HP DP 316/478

c.HP xx Heavy Stomp , c.MP xx Ex Tatsu , EX TK FB , MK Stomp 328/484

c.HP xx Heavy Stomp , c.MP xx Ex Tatsu , EX DP 334/494

#### Corner Only

***\*\*Rule of Thumb: If you want damage, you do TK Fireball. If its stun, you do MP RFB.***

c.MP , s.HP xx EX Tatsu , EX RFB , MK Stomp 316/469

c.MP , s.HP xx Ex FB , H. RFB , Ex DP 340/529

c.MP , s.HP xx Ex FB , Ex RFB , HP DP 344/499

c.MP , s.HP xx Ex Tatsu , MP RFB , EX DP 341/508

c.MP , s.HP xx Ex Tatsu , TK FB , EX DP 355/494

c.HP xx Heavy Stomp , c.MP xx Ex Tatsu , MP RFB , EX DP 360/546

c.HP xx Heavy Stomp , c.MP xx Ex Tatsu , TK FB , EX DP 372/534

### Super Conversions

c.MP , s.HP xx HK Tatsu xx LP DP xx Super

* Works Only On Abigail

c.MP , s.HP xx HK Tatsu xx HP DP (1 Hit) xx Super

c.HP xx Heavy Stomp , c.MP xx MK Tatsu xx LP DP xx Super

* Works Only On Abigail (***Does more damage than doing MP DP xx Super***)

c.HP xx Heavy Stomp , c.MP xx MK Tatsu xx MP DP xx Super

#### Counter Hit ONLY COMBOS

s.LP xx s.MP

* MK Tatsu , MP DP 214/359
* LK/MK Stomp 138/254

MK Stomp , s.LK xx LK Tatsu , LP DP 195/347

HK Stomp , s.HP

* LK/MK Stomp 192/308
* HK Tatsu , HP DP 276/413

c.MP (*Congrats, you hit the party starter*)

* c.HP xx Heavy Stomp , c.MP xx MK Tatsu , MP DP 324/513
* s.HP xx Heavy Tatsu , LP/HP DP
* c.MK xx
  + MK Tatsu , MP DP 214/395
* c.HK (if you think every other option will whiff) 153/255

f.MP (overhead) , c.LP xx LK Tatsu , LP DP 207/347

s.MK

* LP DP 156/228
* c.MP xx MK Tatsu , MP DP 262/395

s.HK (range dependent)

* Dash
  + c.MP , s.MP ,
    - MK Stomp
    - MK Tatsu , MP DP
  + c.MP , s.HP ,
    - MK Stomp
    - HK Tatsu , HP DP
* If done point blank
  + microwalk , c.HP xx Heavy Stomp , cr.MP xx MK Stomp

VS1

* Uncharged: Dash , c.HP xx Heavy Stomp , cr.MP xx MK Stomp
* Charged: Dash , HP DP

VS2 , c.LP xx s.LK Tatsu , LP DP

## **VTX Combos**

So in terms of VTX combos, there’s something to note and that is 1 very important thing. The only special move that you can VTX, if you’re using VT1 is Ex Fireball. If you’re using VT2, you can sneeze and pop VT. Outside of special moves, you can also use VSkill or Target Combo to activate.

Target Combo VTX can be followed up with HK Tatsu, or TK Ex Tatsu (more damage and stun than Ex Tatsu)

In terms of VSkill Activations, here’s your frame advantage on block or hit:

* VS1 Uncharged: +13/+21
* VS1 Charged: +17/KD
* VS2: +12/+15

So if you have VT1 and you’re trying to activate. . . One of these 3 routes will be most common for you.

* c.MP , s.HP , Ex FB VTX
* c.MP , s.MP , Ex FB VTX
* Sweep VTX
* c.HP xx Heavy Stomp , c.MP VTX , f.HP TC (VS2, if selected)

If you have VT2 however, you are primarily going to activate off either Stomp or Fireball. That being said if you activate off fireball. You must be really cognizant of the ranges you’re activating from.

* **Stomp Activations:**
  + Microwalk , c.HP
  + c.MP , s.HP (no microwalk necessary)
* **Fireball Activations**
  + *Dash , c.MP , s.HP* (works at every range except max)
    - However, be mindful as this whiffs at absolute max ranges but you learn that through experience.
  + Dash , c.MP , s.MP (works at every range)
  + Dash , s.HP (also works at every range)
* **Red Fireball Activations**
  + (Light RFB VTX) Heavy Tatsu, Heavy DP
  + (Medium RFB VTX)
  + (EX RFB VTX)

# **V-Trigger (Senha Kassatsu - VT1 & Misogi - VT2)**

# Misogi

Now if you have been watching Daigo, Sako, or myself. Chances are you probably noticed that this is our VTrigger of choice. Misogi is a **3 BAR VTRIGGER** that grants you **TWO HARD KNOCKDOWNS**, leaving you +43 after it connects on Hit. If you manage to do something weird like tatsu in neutral and its blocked ***YOU CAN STILL CANCEL INTO MISOGI AND AVOID BEING PUNISHED.*** It also grants you his robbery factor in the form of **Raging Demon**. Unlike Akuma’s Raging Demon, Kage can combo into his but because Kage can play the -2/+2 game via his stomp. His Raging Demon in my opinion, is much scarier than Akumas, especially since the initial grab range is farther than Akumas.

Side Note: Akuma’s Raging Demon goes **SLIGHTLY FARTHER** than Kage’s. Method of verification is punishing Blanka ball on block.

So in regards to Misogi frame kills, here’s are convenient videos on that from myself and others. For now, the video links will be posted but as time progresses.

<https://youtu.be/7RD7RiUGLrM?t=120> \*\*This video technically features midscreen oki as a whole but since Misogi works anywhere the entire second half of the video features common Misogi setups.

<https://www.youtube.com/watch?v=DRTkLKNfStk> An entire video from @NurseLee on VT2 Oki.

# VT1 - Taigyaku Mudo

This is a **2 bar VTrigger** that grants you two things. Ashura Senkuu, a teleport that can even be done in the air and then you get an amplified version of whatever VSkill you’re using. Ashura Senkuu is **ONLY PROJECTILE INVINCIBLE** for 20fs. Specifically 3-23. If you use it raw, it only takes **500** of your timer. However you can cancel into it from other normals and special moves. Doing so will take **1500** of your timer. VT1 timer value is at **3000**. So be weary of that but because it is a 2 bar VT it is completely plausible to get 2 VTs in one set. Now lets talk about each VSkill.

VT Combos

These are combos that can be done *REGARDLESS* of which VSkill you picked. So in other words. . .Teleport Combos

* (Any Starter) xx LK/MK Tatsu, LP DP xx **Teleport**, CA
* (Any Starter) xx LP DP xx **Teleport** xx LP DP xx **Teleport**, CA
* c.HP xx Heavy Stomp, c.MP xx LP RFB xx **Teleport**, LP DP (Side Switch)
* s.HP xx EX RFB xx **Teleport**, HP DP
* j.MP xx Air FB xx **Teleport**, Tatsu

# VS1/VS1+ (Senha Kassatsu)

VSkill 1 is a chargeable attack with a single attack of mid/high & projectile armor on frames 5-12 uncharged and 5-40 charged. Also to note, **UNAMPLIFIED** this VSkill can **crush counter** where your reward is typically to dash and cr. hp. If your opponent hits you with a low attack, they’ll be rewarded with a CH. So be very weary using this in neutral vs non-fb characters.

Frame data wise, it is -6/+2 uncharged and -2 oB and causes a knockdown on hit charged. As of this season, when it’s charged you can forward to follow up with a DP. Yet dashing up after VSkill is -4 as it being -2 for just being blocked so use with caution.

In VT1, it gets amplified so for the sake of simplicity, we’ll call it VS1+. Now here’s a chart to explain the differences.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Uncharge Startup | Charge Startup | Uncharge Armor | Charge Armor | Uncharged Frame Advantage (oB/oH) | Charged Frame Advantage (oB/oH) |
| VS1 | 22f | 42f | 5-12f  (mid/high+proj) | 5-40f  (mid/high + proj) | -6/-2 | 0/D |
| VS1+ | 18f | 39f | 2-9f  (mid/high+proj) | 2-29f  (mid/high + proj)  30-38f  (hit + projectile) | -2/D | +6/Crumple |

Outside of these shown changes, the only difference between the two is that VS1+ can be cancelled from literally *ANY NORMAL*. Offense-wise, there are a couple uses for it. It can be used to convert off pokes, it can be used as a ***combo starter***, ***combo extender***(**CORNER ONLY)** or ***combo ender*** but this is dependent on whether it’s charged or not.

VS1+ can be used where in your combo. ***Uncharged***, it’s a combo ender if midscreen or a combo extender. ***Charged***, it is solely a combo starter, mostly seen after the opponent is stunned as it does ***120 dmg*** vs a heavy jump in doing ***90 dmg***. VS1+ in the simplest terms, should be thought of just another special move in his kit. If I was to choose a special move specifically, it’ll be fireball. If you could end your combo with fireball, you could (ext)end with VS1+. Alternatively, if you could throw a normal out as a poke, you could confirm into VS1+.

VS1+ Combos

* Charged (Midscreen)
  + ***VS1+*** *(charged)* , c.HP xx Heavy Stomp , c.MP xx VS1+ (uncharged)
  + ***VS1+*** *(charged)* , c.HP xx Heavy Stomp , c.MP xx MK Tatsu xx MP DP
  + ***VS1+*** *(charged)* , c.HP xx Heavy Stomp , c.MP xx MK Stomp
* Uncharged (Midscreen)
  + *ANY MEDIUM OR HEAVY NORMAL EXCEPT c.MK*  xx VS1+ (foosies)
  + TC xx VS1+ (moar foosies)
  + c.HP xx Heavy Stomp , c.MP xx VS1+ (uncharged)
  + c.MP , s.HP XX
* Uncharged/**Charged** (Corner)

***Uncharged VSkill in the corner ALWAYS LEADS TO HP DP***

* + ***VS1+*** *(charged)* , c.HP xx Heavy Stomp , c.MP xx VS1+ (uncharged) xx HP/EX DP/Super
  + c.MP , s.HP xx EX FB/RFB , **VS1+** (charged) , HP/EX DP

# VS2/VS2+ (Sekieiken)

VS2 unlike VS1, is an unchargeable controlled (in the sense that you can hold forward or back to make it go further or not) chop that was recently added in this addition to the season. It is typically preferred VSkill due to Kage’s recent buff of having his target combo force standing making it hit confirmable and therefore grants better oki for landing his target combo (+2 on QR, +7 on BR). It's also really good to throw out in neutral because despite being -2 on block, you are left out of throw range and essentially resets neutral. So it’s a low risk, mid reward. Like its not functionality. . .but it's damn sure better than VT1 and will probably be your VT of choice.

Now VS2+ might as well be referred to as a superman punch. Now where VS2 can only be used off target combo, VS2+ can be used off any **HEAVY NORMAL** (VS2+ included) and any ex move Kage has except ex stomp and crossup EX Tatsu ( feelsBadMan). After connecting VS2+, you can even follow up with HP or EX DP. Need to point out that Air VS2+ does more damage (but not stun) than grounded VS2+.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Damage | Stun | FDA (QR/BR/DR) |
| VS2 | 60 | 100 | +2/+7/+58 |
| VS2+ (Ground) | 100 | 150 | +42/+47/+95 |
| VS2+ (Air) | 130 | 150 | +40/+45/+93 |