

Eddy

- [Anti Eddy](#)
- [Character Overview](#)
- [Movelist](#)

Anti Eddy

Character Overview

Anakin Notes

<https://www.youtube.com/watch?v=8QgtsXPFUZk>

Charge Mandinga via RLX 3,3 (clean) or db4,4 or HSP 2,3 (he doesnt use it much)

With Mandinga charges you have access to 2 new HSP moves:

HSP b4 is a mid, new mixup option from HSP

HSP 3+4 is low, doesnt have a low otherwise from HSP

b1 is a mid poke that tracks if they step a lot puts u in FC

Lows:

(d4,3 scrub killer move, not NC but works well, oH free d1+3 crouch grab that is also a heat engager)

db3

d3

ff3 is so good, +6 on hit into RLX and approach and then RLX 3,3 (low) is one of the most common way to charge up Mandinga

mix up RLX 3,3 with RLX 4,3 which is also a heat engager or launcher with heat dash and is hit confirmable

if they dash back after ff3 hits you can just tap f to follow them in RLX because RLX 3,3 must be a clean hit

CH ff3 either do 4,3 heat engage and in heat that launches for big damage

WR3 is a good approach tool (but linear) that goes automatically into HSP with + frames without Mandinga you can do HSP 1 to go into RLX and from there same mixup as above with Mandinga charges its even stronger

df3 main whiff punish launcher i15

df1,3 i13 punish, dont overuse in neutral as 2nd hit is high

FC df4 low into HSP (great with Mandinga)

mix this up with FC df3 mid into RLX mixup

Moving around between stances with u__d is also legit

f3+4 safe mid heat engager with good range and a little high crush

b3+4 high power crush heat engager

A sequence could be b3+4 -> Heat engage -> WR 3 -> HSP 1 -> RLX 3,3 -> get charge and now you can use a lot of WR3 with strong HSP mixup

4,4 safe NCc confirmable heat engager

In heat Eddy has 2 moves that work well with Mandinga

without charges from heat use qcf4 which oB puts you in their face in RLX -> RLX 3,3 and oH its a ton of damage

if you do have charges use 3+4 oH its a launcher and oB you're in their face with +9 HSP mixup after blowing heat smash you get another RLX mixup

you can do heat smash from any of his stances back into RLX mixup

Basic day 2 combos:

df3

b3,3 RLX 2 b1 ws1,4 qcf3 T! db4,4
T! 1 2+3 4,4~f ub3 (if they're almost dead)

ws2

uf4 RLX 2 b1 ws1,4 qcf3 T! ssl deep dash uf4 RLX 3,3 (or just db4,4)

3+4

2 b3,3 RLX 2 db4,4

W!

b2,3,3

db3+4,4,3 (delay last hit) -> WB!

qcf3 T! b2,3,3

df1,3 T! db3+4,4,3

Strategy

Gameplan

asd

Mixups

From RLX:

RLX 3,3 for madinga

RLX 4,3 hit confirm into heat

RLX 1+2 for safe mid knockdown

RLX 3+4 for mid launcehr

RLX 1,3 if you want a safer low

From HSP:

HSP 3+4 and HSP b4 (Mandinga moves)

HSP 1 is plus and goes into relax
He also has HSP 1+2 power crush
and HSP b3 for backswing

Frame traps

asd

Combos

Normal Combos

asd

Counterhit Combos

asd

Wall Combos

asd

Heat Combos

asd

Guaranteed Followups

asd

Punishment

Block Punishment

Startup	Standing	Crouching
i10	1,2~f or 1,3	FC d1
i11		ws4,4
i12	2,3	
i13	df1,3	ws1,3*
i15	df3	ws2
i19		ws3
i23	uf,n,4	uf,n,4

Whiff Punishment

df1,3

df3

db4,4

(b3,3?)

Moves

Top Moves

asd

High/Mid Pokes

asd

Low Pokes

asd

Approach

asd

Keepout

asd

Homing moves

asd

Defensive Moves

asd

Situational Moves

asd

Frame advantage

asd

Throws

asd

Knowledge Checks

asd

At the Wall

WR 3 HSP 1+3 W! RLX... T! wall combo

Okizeme

asd

Stances

Bananeira (HSP)

f1+2 or ws1+2 (ssl)

b1+2 (ssr)

In HSP you can move forward which stays in HSP or up/down to transition to RLX stance. From RLX you can enter HSP in the same way.

Moves:

HSP 1

HSP 2,3

HSP 3,3,3

HSP 4

HSP 4,2

HSP 4,2~3

HSP 1+2

HSP b3

HSP 3+4

HSP b4

HSP 1+3__2+4

Enter from:

1,2~f

2,3

3,3

H.3+4

f3,4~f

f4

b1,4
b4,4~f
ff4
WR3 or ub,b3 (oB)
ws4,4,4~f
FCdf4
HSP 2,3~f
HSP 4
RLX u__d

Negativa (RLX)

d3+4 or ws3+4
ub,b

In RLX you can move forward which stays in RLX or up/down to transition to HSP stance. From HSP you can enter RLX in the same way.

Moves:

RLX 1 (~d to recover FC)
RLX 1,3
RLX 2
RLX 2,4(,4) (~d to stay in RLX)
RLX 3
RLX 3,3
RLX 4
RLX 4,3
RLX 1+2
RLX 3+4
RLX 1+3__2+4

Enter from:

1,2,4~3
1,3
H.qcf4
f4,3+4 (oH)
d2,3
b1,4,3+4 (oH)
b3,3
u4~3
uf4 (oH)
ff3 (oH)
ws1,3
FCdf3

ss3

ss3~d

HSP 1

HSP 3,3,3

HSP 1+3__2+4

HSP u__d

Heat

asd

Resources

<https://www.youtube.com/watch?v=8QgtsXPFUZk>

Movelist

Bananeira = HSP

Negativa = RLX

Move	Hit	Start	oB	oH	Notes
1	h	i10	+1	+8	
1,2	h,h		-3	+8	NC
1,2~f	h,h		-8	+3	Enters HSP
1,2,4	h,h		+6	+17	Enters FC
1,2,4~3	h,h,l		-14	+18	Knocks down opponent on hit and leaves you in RLX, gives guaranteed followups eg RLX 1 (need to test)
1,2,4~4	h,h,h	(18)	+8	KND	Recovers grounded, oB pushback
1,3	h,m		-14	+7	NC, enters RLX
2	h	i12	-9	+2	
2,1	h,h		-9	+2	NC
2,1,4	h,h,m		-12	KND	
2,3	h,m		-8	+8	NC, enters HSP
3	m	i14	-9	+2	
3,3	m,m		-3	+8	Enters HSP
4	m		-9	+7	
4,4	m,m		-7	+17/+12	NCc confirmable, Heat engager

Move	Hit	Start	oB	oH	Notes
1+2	m	i20	0 FC	+5 FC	
H.3+4	m	i20	+9	T!	Enters HSP
H.qcf4	h	i22	+9	KND	Enters RLX
f2	m	i18	-9	+6	
f2,4	m,l		-14	+2	
f3	h	i18	-5	+7	Homing
f3,4	h,m		-11	KND	NC
f3,4~f	m		-17	-5	Cancels second hit and enters HSP
f4	m	i23	-8	+8	Enters HSP
f4,3	m,m		-13	-1	NC
f4,3,3+4	m,m,m,m		-12	KND	
f4,3+4	m,l,l		-24	KND	NC, oH enters RLX
f1+2 or ws1+2					Enters HSP (ssl)
f3+4	m	i19	-9	+17/KND	Heat engager, good range, safe
df1	m	i13	-3	+6	
df1,3	m,h		-7	KND	NC, whiff punish
df2	m	i14	-5	+6	
df3	h	i18	-5	JGL	T!, whiff punish
df4	l	i18	-13	0	
df3+4	m,m	i18	-3	KND	
d2	m	i17	-9	0	

Move	Hit	Start	oB	oH	Notes
d2,3	m,m		-4 FC	+5 FC	Enters RLX
d3	l	i21	-14	+1	KND on CH
d4	l	i15	-16	-5	Recovers FC
d4,3	l,m		-13 FC	+12 FC	
d3+4 or ws3+4					Enters RLX
db2	l	i18	-18	-7	
db2,3	l,m		-18	T!	
db3	l	i28	-14	+5	
db4	m	i17	-8	+2	
db4,4	m,h		-9	KND	NC, oH Mandinga+1, range whiff punish (e.g. Deathfist)
db1+2	m	i30	-8	+12 FC	Evasive (moves backwards)
db3+4	m,m	i20	-6	+1	Recovers FC
db3+4,4	m,m,m		-8	+5	
db3+4,4,3	m,m,m,m		-14	KND	
b1	m	i14	-7	+8	Recovers FC
b1,4	m,m		-8	+8 FC	Enters HSP
b1,4,3	m,m,m		-13	-1	
b1,4,3,3+4	m,m,m,m,m		-12	KND	
b1,4,3+4	m,m,l		-24	KND	oH enters RLX
b2	m	i15	-8	+3	

Move	Hit	Start	oB	oH	Notes
b2,3	m,m		-11	+4	NC
b2,3,3	m,m,m		-14	KND	
b2,4	m,h		-7	KND	NC
b3	m	i13	-9	+8	
b3,3	m,m		-14	JGL	NCc confirmable launcher, enters RLX
b4	h	i21	0	+8	Evasive (ssr)
b4,4	h,m,m		-9	+8 FC	
b4,4~f			-25	-18	Cancels second hit and enters HSP
b4,4,3	h,m,m,m		+4 FC	KND	
b1+2					Enters HSP (ssr)
b3+4	h	i20	-7	+17/KND	Heat engager, power crush, safe
ub3	m	i31	+4 FC	KND	chip
ub4	m	i19	-17	-6	(moves a bit forward and then back, hard to punish?)
u3	m	i38	0	KND	A lot of pushback, chip, decent range, high crush
u4					Recovers FC (backflip)
u4~3	l	i32	-14	KND	Enters RLX
u4~4	h	i18	+8	KND	Recovers grounded, oB pushback, oB at wall +20

Move	Hit	Start	oB	oH	Notes
u1+2 or ub1+2	h	i16~17	0	KND	
u*2	m	i22	-13	KND	Evasive (ssr)
uf3	m	i26	-10 FC	-8	
uf3,3	m,m		-18	JGL	T!
uf3,4	m,l		-14	+7	
uf4	m	i22	-9	+12	Homing, oH enters RLX
u*3+4	m,h	i17	-13	KND	
ff3	l	i21	-13	+6	oB recovers FC, oH enters RLX, on CH guaranteed followups
ff4	m	i19	-12	JGL	Enters HSP, T!
ff3+4	m,m	i23	+3 FC	KND	Chip
ff3+4,n~f					Cancels move and enters HSP
bb2+3	!				Unblockable
bb2+3,bb					Cancel unblockable
WR3 or ub,b3	m	i25	+8	KND	oB enters HSP, chip
ub4,4,2,4,4,3+4, 3+4,3+4,3+4,3+4					
ub,b					Enters RLX
ws1	h	i13	-6	+5	
ws1,3	h,m		-14	JGL	NC, Enters RLX
ws1,4	h,h		-7	+8	NC
ws2	m	i15	-18	JGL	

Move	Hit	Start	oB	oH	Notes
ws3 or qcf3	m	i19	-13	JGL	T!
ws4	m	i11	-4	+7	
ws4,4	m,h		-4	+8	NC
ws4,4,4	m,h,m,m		-9	+8 FC	
ws4,4,4,3	m,h,m,m,m		+4 FC	KND	Chip
ws4,4,4~f	m,h			-16	Cancels third hit and enters HSP
ws3+4	m	i25	-9 FC		Enters RLX
FC3	l	i16	-17	-6	
FC4	l	i13	-15	-4	
FCdf3	m	i22	+6	+9 FC	Enters RLX, chip
FCdf4	l	i24	-21	+9	Enters HSP
ss3	m	i25	0	+8	Enters RLX, midrange approach tool into RLX
ss3~d					Cancels hit and enters RLX
ss4	l,l	i21	-13	+3	
ss3+4	h,h	i14	-7	JGL	Strong keepout
f1+2					Enters HSP
HSP 1	m	i23	+5	+8 FC	Enters RLX, chip
HSP 2	m	i17	-8	+8	
HSP 2,3	m,m		-13	KND	NC, oH Mandinga+1
HSP 2,3~f	m		-24	-8	Cancels second hit and enters HSP

Move	Hit	Start	oB	oH	Notes
HSP 3	m	i17	-8	+7	
HSP 3,3	m,h		-3	+8	NC
HSP 3,3,3	m,h,h		-5	+13	Enters RLX, T!
HSP 4	m	i12	-3	+10	Stays in HSP
HSP 4,2	m,m		-13	KND	NC, T!
HSP 4,2~3	m,m		+4 FC	KND	Chip
HSP 1+2	m	i22	-12	KND	Power crush
HSP b3	m	i36	-12	KND	Evasive (moves backwards)
HSP 3+4 (Mandinga 1)	l,m,m	i21	-13	+4 FC	
HSP 3+4 (Mandinga 2)	l,m,m	i21	-13		
HSP b4 (Mandinga 1)	m	i23	+6	+8 FC	
HSP b4 (Mandinga 2)	m	i23	+6		
HSP f					Move forward, stays in HSP
HSP u__d					Enters RLX from HSP
HSP 1+3__2+4					Unbreakable throw into RLX
d3+4					Enters RLX
RLX 1	l	i17	-11	0	
RLX 1~d	l	i17	-11	0	Recovers in FC
RLX 1,3	l,m		-14	+5 FC	Stays in RLX
RLX 2	m	i18	-2	+8	

Move	Hit	Start	oB	oH	Notes
RLX 2,4	m,h		-5	+2	NC
RLX 2,4~d	m,h		+3	+2	NC, Stays in RLX
RLX 2,4,4	m,h,m		-14	KND	
RLX 3	l	i16	-26	-4	Recovers in FC
RLX 3,3	l,h		-13	KND	oH Mandinga+1, NC unless it hits at the tip
RLX 4	m	i15	-8	+8	
RLX 4,3	m,m		-13	+17/KND	NC, Heat engager, launches with dash
RLX 1+2	m	i18	-8	KND	Chip
RLX 3+4	m	i17	-18	JGL	T!
RLX 1+3__2+4					Heat engager, unbreakable crouch throw
RLX f					Move forward, stays in RLX
RLX u__d					Enters HSP from RLX