

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

Startup	Standing	Crouching
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

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Revision #12

Created 1 April 2024 07:47:06 by Enhance7836

Updated 6 April 2024 10:29:21 by Lunar1582