

# 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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