

# Movelist

Bananeira = HSP

Negativa = RLX

Move	Hit	Start	oB	oH	Notes
<b>1</b>	<b>h</b>	<b>i10</b>	<b>+1</b>	<b>+8</b>	
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
<b>2</b>	<b>h</b>	<b>i12</b>	<b>-9</b>	<b>+2</b>	
2,1	h,h		-9	+2	NC
2,1,4	h,h,m		-12	KND	
2,3	h,m		-8	+8	NC, enters HSP
<b>3</b>	<b>m</b>	<b>i14</b>	<b>-9</b>	<b>+2</b>	
3,3	m,m		-3	+8	Enters HSP
<b>4</b>	<b>m</b>		<b>-9</b>	<b>+7</b>	
<b>4,4</b>	<b>m,m</b>		<b>-7</b>	<b>+17/+12</b>	<b>NCc confirmable, Heat engager</b>

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)
<b>f3+4</b>	<b>m</b>	<b>i19</b>	<b>-9</b>	<b>+17/KND</b>	<b>Heat engager, good range, safe</b>
<b>df1</b>	<b>m</b>	<b>i13</b>	<b>-3</b>	<b>+6</b>	
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
<b>d3</b>	<b>l</b>	<b>i21</b>	<b>-14</b>	<b>+1</b>	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	
<b>db4,4</b>	<b>m,h</b>		<b>-9</b>	<b>KND</b>	<b>NC, oH Mandinga+1, range whiff punish (e.g. Deathfist)</b>
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	
<b>b3,3</b>	<b>m,m</b>		<b>-14</b>	<b>JGL</b>	<b>NCc confirmable launcher, enters RLX</b>
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)
<b>b3+4</b>	<b>h</b>	<b>i20</b>	<b>-7</b>	<b>+17/KND</b>	<b>Heat engager, power crush, safe</b>
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	
<b>ff3</b>	<b>l</b>	<b>i21</b>	<b>-13</b>	<b>+6</b>	<b>oB recovers FC, oH enters RLX, on CH guaranteed followups</b>
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
<b>WR3 or ub,b3</b>	<b>m</b>	<b>i25</b>	<b>+8</b>	<b>KND</b>	<b>oB enters HSP, chip</b>
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
<b>ss3</b>	<b>m</b>	<b>i25</b>	<b>0</b>	<b>+8</b>	<b>Enters RLX, midrange approach tool into RLX</b>
ss3~d					Cancels hit and enters RLX
ss4	l,l	i21	-13	+3	
<b>ss3+4</b>	<b>h,h</b>	<b>i14</b>	<b>-7</b>	<b>JGL</b>	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

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