Study Guide for Akira Yuki - FT

Introduction

Overview

Many people have the impression that Akira is a difficult character to use, and those who can use him have tremendous damage potential. It is correct to believe that Akira requires precise command input skills and quick hit checking. However, with regards to having a good offensive game with Akira, you only need to have a very basic understanding of nitaku and reverse nitaku to be effective. Akira remains this way in Final Tuned. Some of the moves Akira used to use as a pillar to his attacks have had their damage potential decreased, so Akira must use his new moves to fill in the gap. Some of those moves are now better at opposing the opponent's attacks, so using those new moves in your offense is expected.

Change moves

A1 Syousui ~ Tanheitou

⇨ℙ ~ ⇦

Middle kick class speed attack, on normal hit leaves Akira at +3. The recovery is small after the attack, so a ⬇ℙ after the attack is guarded can beat a middle kick class attack. The second part of the attack pulls Akira away from the opponent.

A2 Jyouhochyochyu

⇨ℙ

A short reaching elbow attack from VF4 that is 14 frames now as opposed to before. Even though the recovery is large on guard, it is still possible to include this move in Akira's key offensive attacks. Because of the simple command, the existence of this attack in Akira's arsenal is important because he lacks a fast mid attack that can be easily executed in a sudden fashion.

B1 Teishitsudantai

Ⓚ+Ⓖ (Release Ⓖ in 1 frame)
A knee class speed floater move. This move will float the opponent rather high even on normal hit. The changes from Evo is that the damage have been lowered, and on guard it is middle ℙ counterable.

B2 Dobbochyoushitsu

Ⓚ+Ⓖ (Release Ⓖ in 1 frame)
The execution speed, basic property, and the recovery on guard is the same as B1. The difference is that this version does not have a low hit check property. This means that you can not use this move to hit opponents off the ground after a wall hit. The advantage of this move is that since it is counted as an air attack, in small advantaged situations, you can beat an opponent's ⬇ℙ.

New Moves and Key Changes

P K – The motion of the kick has been changed. You can easily hit the opponent off the ground now. (The kick is still high, contrary to previous observations).

→→→ P – This move now floats on LC, so you can not get big damage off of the LC hit. MC and above will cause the stomach crumple as before.

↓↙← P – The recovery on guard has been decreased. Even though the recovery is still rather large, Akira can no longer be thrown if the move is guarded.

↓←→ P – The recovery on guard has been increased slightly. Attacks like Wolf's **← P** are now guaranteed on guard. Furthermore, the damage for hitting a crouching opponent has also been decreased. The window to input the command has been shortened as well.

↖↖ P – The move is now elbow counterable on guard. Damage has also been decreased.

K – As said before, since the motion has been changed, you can now hit opponent's off the ground. The damage has been decreased.

→→ P+K (on hit) **P** – The first move can avoid high attacks, and it is also half circular. The second hit can be executed if the first hit makes contact with the opponent, and it is uncounterable, and leaves Akira in advantage on hit.

←→ P+K – The execution speed is now 20 frames, and -3 on guard.

↓↙← P+K – This move can sabaki mid level **P** or elbow attacks. This move knocks down on normal hit, and causes a stomach crumple on counter hit or successful sabaki. On guard, it is middle **P** counterable.

↖↖ P+K – This move have a rather long reach, the recovery is small on guard, and it leaves Akira crouching after the execution. On hit it knocks down.

K+G P – You can now charge this move. When it is fully charged, it leaves Akira advantaged on guard, or floats on hit. When not charged, it behaves the same as in the previous version.

← P+K+G – The advantage after a low **P** sabaki has been decreased, so it's hard to hit a yohou combo after the sabaki. It's recommended to use **←→ P** instead.

↖ P+K+G (delay) **P** – The move is the same as Akira's A1 **→ P**, and you can also input **←** afterwards, but instead, he will go into the **↖ P+K+G** movement again instead of the small backward hop.

↖ P+K+G (on counter hit) **P+G** – Low kick attack that can be followed with a hit throw on counter. The recovery is large on guard, and can be countered with knee class attacks.

P+K+G (face away from opponent) – Basically SPoD can be executed when you are backturned now. All the properties are the same.

Other Notes: **←→ P** on guard remains the same at +1, however, the recovery for whiffing the attack has been increased. **↓→ P+K** has it's damage decreased, and it floats lower, so you must use different combos. Lastly, it is now easier to struggle his **←↓ P+G** throw.

Execution Frames for Key Moves

(P) 12
⬇️⬅️➡️(P) 12
➡️(P) (A2) 14
⬅️➡️(P) 14
➡️➡️(P) 14
➡️➡️➡️(P) 14
⬇️➡️(P) 16
⬇️➡️(P)+(K) 16
(K)+(G) (Release (G) in 1 frame) (B1) 17
(K)+(G) (Release (G) in 1 frame) (B2) 17
↖️↖️(P) 18
↖️↖️(P)+(K) 19
➡️➡️(P)+(K) 20
⬅️➡️(P)+(K) 20
(P)+(K)+(G) 20

Counter Table

(P) (K) -12 (Can only hit standing opponent)
⬇️⬅️➡️(P) -12
⬅️➡️(P) -14 (Can only hit standing opponent)
⬇️➡️(P)+(K) -16
(K)+(G) (Release (G) in 1 frame) (B1) -17
(K)+(G) (Release (G) in 1 frame) (B2) -17
↖️↖️(P) -18

Source: Virtua Fighter 4 Final Tuned Master Guide

Study Guide for Akira Yuki - FT

Arcadia Article 52

A previous main move, the ⇨⇨⇨ Ⓟ effectiveness has been reduced, and so you can't simple rely on this. To take damage, the use of big damage moves through knowing the recoveries of moves is the key.

The changes in powering down the old moves

Overall, Akira can be seen to have have been made more vulnerable in many places. The most important example of this is ⬇⇦⇨ Ⓟ. It can be retaliated against with a middle kick (-16), and so you can't throw it out carelessly anymore. The ⇦⇨ Ⓟ which could be used without caring about distance, is unchanged on guard, but there is a increase in the recovery on whiff. In other changes, the ⬔⬔ Ⓟ is now elbow counterable on guard (-14), but it was mainly a move used in reverse nitaku anyway, so it won't affect fights too much. Other than that there aren't any major changes to the recovery of his main moves, and you can use them as you have up until now.

FT style

Used as an attack while advantage up until now, ⇨⇨⇨ Ⓟ can be used to some extent, but depending on how they are hit the returns can be quite poor. In that case you should use the ⇨⇨ Ⓟ, which has easy to follow combos no matter what kind of counter, and even if avoided recovers quickly. If you apply combos carefully depending on foot stance, with ⬇Ⓚ+Ⓖ - ⇨Ⓚ - ⇦⇨ Ⓟ in closed stance and ⬇⇦⇨ Ⓟ in open stance, you can expect good damage, and the recovery on guard is small, so you can evade easier than with the ⇨⇨⇨ Ⓟ. The ⇨⇨⇨ Ⓟ should only be used when you read a big attack from your opponent or where you're aiming for a stomach crumple. So, use the ⇨⇨ Ⓟ as the base, but if you use it every time then your return will be poor. Also, after stuffing a big attack with a ⬇Ⓟ, the ⬇⇨ Ⓟ+Ⓚ and the knee should be used in reverse ni-taku.

About Change Moves

The A1 change move ⇨ Ⓟ has had it's reach increased, execution increased and is easier to use. The A2 ⇨ Ⓟ is essentially the same as other character's elbows, which can be used as a retaliatory attack.

The B changed moves are the two knees. Both moves launch height and recovery (mid-weight punch, -12) are the same. The B1 knee can be used to hit opponents on the ground, while the B2 knee can be used to avoid ⬇ Ⓟ, so each have value attached to them.

Summary

- The ⇦⇨ Ⓟ, used in evo with just about no recovery, in FT it feels quite different.
- If the ⇨ Ⓟ (A2) is blocked it's large disadvantage, on CH it's medium advantage. While plain, it's good for matches.
- The nostalgic knee. If you know the frames where it avoids low punches it's looks to be a move that will be strong when used.

Tidbit

Combos after ⬇⇨ Ⓟ+Ⓚ and Ⓚ+Ⓖ (Release Ⓖ in 1 frame) (either version) - the combo against lightweights in open stance on normal hit ⬇⇨ Ⓟ+Ⓚ - Ⓟ - ⇦⇨ Ⓟ - ⬔⬔⇦⇨ Ⓟ doesn't hit anymore. Instead follow up with Ⓟ - Ⓟ - ⇨⇨ ⓀⓀ. On CH it's the same as before. Following either knee, there aren't any real changes. Akira's weight has been reduced. This might be the most important thing. The strange heaviness that he had up until now is gone.

Study Guide for Akira Yuki - FT

Arcadia Article 58

No matter what the situation, go for the option that will net you the most damage.

Increasing the usefulness of the →→ P

Akira's main mid attack, →→ P in closed stance on counter hit leads to the well known combo ↓ K + G - → K - ←→ P as the most reliable follow-up, but the damage isn't really that much more than what other characters would get off their elbow strings on a counter hit. If the opponent fails to tech you get the follow up ground attack for reasonable damage, but, if they miss the tech-roll and then go for the fastest possible rising attack (except for akira and shun) they will avoid the ground attack and connect with their rising attack. Also, if you guess that they will use their rising attack and guard, they executed it without delay so there is no guaranteed retaliation.

In this instance you can keep attacking to setup a guaranteed hit. Use ↖ K + G - → P ~↓or↑. This will put you largely off axis from the opponent and back turned, allowing you to dodge their rising attack and attack their back.

The method for doing this is to connect the ↓ K + G - → K - ←→ P and then to judge whether or not the opponent has succeeded in tech-rolling. If they fail, in the instant you see that, you need to input in the direction of their back (the side which has their knee slightly lifted) asap. If you succeed, you will cleanly avoid their rising attack and dodge to their back. You can connect a ↖↖ P during their recovery. You can get → P - ↖↖→ P + K - ↖↖←→ P on all characters for large damage.

Summary

- In the instant you judge them to have missed their tech roll, input ↖ K + G - → P ~↓or↑!
  If you succeed you will be behind them. Buffer in a ↖↖ P to pound them!

Using the ↓→ P P more effectively

The number of players who are avoiding the second hit and retaliating, or using atemi (reversals) are increasing, and it feels like the risk of using ↓→ P P has increased. So, try stopping after the first hit. Especially against higher level opponents, this will be more and more useful. Firstly, against opponents who evade, close the gap and pressure with a mid-throw nitaku. Against opponents who try to atemi, have the first hit ↓→ P guarded and then go for ↖↖ P during the recovery of their atemi motion. It is especially useful against characters who use a lot of atemi, like Pai and Aoi. From there, → P - K + G (Release G in 1 frame) ↖↖←→ P as a combo against light weights will work to greatly diminish the risk in using ↓→ P P and getting it snatched by atemi, and will do great psychological damage.

Summary

- Against opponents who go for atemi on the second hit of ↓→ P P, mix it up by stopping after the first hit, and turn the tables by attacking their counterstrategy.

Tidbit

When you stuff the opponent's rising attack with ↖↖ P sometimes you will cross them up. In this instance, you can go for BT↓ P dash ↖↖ P - ↖↖←→ P. This combo looks brilliant.

Study Guide for Akira Yuki - FT

Akira Yuki Fighting Guide

With the properties of his ⇨⇨⇨(P) changed, which used to give big damage, Akira's fighting style has changed a lot. As a result, the balance between offence and defence is now a lot more essential. Take your yomi to the limit.

Basic fighting arts - most favoured close in fighting.

From FT, Akira's previously main moves have been weakned somewhat, and you now need to be cooler with positioning and require more strength in attack and defence. Originally, Akira could take damage with either his mid attacks or his throws, but with both of them suffering damage reductions in this version, you need to fight with more skill and yomi.

The basic move in this game is ⇨⇨(P). It is small disadvantage on block, the execution is fast, so when it's your turn to attack this is the main mid attack. But, the damage in itself isn't that great, and you have to judge in an instant whether it was guarded, evade, staggered the opponent, or if it was a counter hit what foot stance you are in. If you can accurately pick the appropriate option in these situations, the value of this move is great.

Other moves important moves along with his ⇨⇨(P) are ⬇⇨(P)(P) and ⬇⇨(P)+(K). The value of either of these moves is different to ⇨⇨(P), and again depending on your ability to respond to the situations after the move the value of these moves will improve exponentially. The important thing is, almost all of his important attacks are single hitting attacks, so practicing until you can judge quickly the hit status is even more important than it is for other characters. Basically, play it cool, and then occasionally throw out a big move.

Main mid moves right up close.

For Akira, he can do the best damage in a close-range battle. Because he struggles outside of upclose, the key to him beating his opponents is to somehow close this distance. First, let's explain the moves he can do that have little risk attached. First, ⇨⇨(P). Because of the command, you can input is smoothly from any situation, and the real execution time is 15 frames, recovery on gaurd is -3, and on counter hit you can go for combos, so it does have enough properties to make it his staple move. Except for where it whiffs, the risk is low.

Next, his ⬇⇨(P)(P), compared to ⇨⇨(P) is somewhat specialised in its usage. Because of it's command and execution, it's not really a move that's suited to just being thrown out freely. Throw it out mainly from a crouch dash of use it as an evade cancel. It does good overall damage if you hit it up close, and if they guard the second move then the situation is only -4, and compared to the power of the move the risk is low. If they evade the second move, about the only guaranteed damage they will get is a throw. And, if you spot an evade, you can enter throw escapes and reduce the risk.

⇨⇨⇨(P) has been slowed to -8 from ver. A, and so guarantees a throw on guard, so it's not to be used randomly. Use it only as a countering tool against big moves.

Summary

- The basic mid attack is ⇨⇨(P). On counter hit prepare for a combo, or if guarded think about what defensive options to take.
- The execution of ⬇⇨(P)(P) is not fast, but the return is large. If you delay the execution, you can use it as a counter to ETEG.

Focusing on return with combo starters.

Akira's strength, his high damaging, vital big move ↓⇨ P + K will go under high moves and also ⇩ P, and so can be used on the offensive and defensive. His K + G (Release G in 1 frame) is for when you are greatly advantaged or going for reverse ni-taku.

Summary

- If you execute ↓⇨ P + K from a crouching-back dash, you can evade ⇩ P and also hit the opponent during their failed evade.
- This time, one of his main sources of damage is his K + G (Release G in 1 frame).
  If you can throw it out like other characters knees, you will be very powerful.

Most important topic - defense compilation.

Such as after having the ⇨⇨ P guarded, ETEG is not difficult to do. If you can do multiple throw escape, your safety increases. Also, even if you do eat a delayed attack, it will be on normal hit, so you shouldn't lose too much damage.

The next thing you want to use is reverse nitaku. ↓⇨ P + K or K + G (Release G in 1 frame) are the best in terms of damage. In particularly, if your opponent expects an evade and goes for a delayed attack, you get a counter hit and with the follow up combo you can get about 40-50%. But, when you abare with a big move, and it's crushed* you'll be hit as either a medium or large coutner, so when you get out-yomi'ed, it's big damage. So, you should mix in ⇩ P, depending on the opponent's habits, which is fast executing and if crushed only gives them a small counter, so it is small risk.

In addition to the previous measures, ARE will make it harder for the opponent to deal with you. Go for it after ⇨⇨ P or ↓⇨ P P. For opponents who are aware of you going for ARE, and counter with an elbow or mid-punch, use ⇩↙ ⇦ P + K, or for opponents that go for slow fully circular attacks use the fast ↓⇦⇨ P. This is ideal.

Basic fighting arts - middle range fighting.

Difficult to do big damage, the flow of the match will sway back and forth in the crucial middle range. With Akira focusing on one hit attacks the basic idea is to try to choose an option to interrupt your opponent's attacks.

The most useful attack is ⇨⇨ P + K P. A stomach side half circular attack, on top of having the property of evading high attacks it also has decent reach and the total damage is high. Its weaknesses are the long delay on whiff, and the slow startup, but it's still an easy to use move. If the second hit is evaded, anything up to 16 frames is guaranteed on Akira. You should mix it up by sometimes stopping after the first hit, so that your opponent can't deal with it too easily.

The fast executing, high priority ⇦⇨ P gives good damage if you include the follow on combo, and is the move to interrupt your opponent. From FT, the delay on whiff has been increased, so there is some risk involved, but even now when it is guarded by your opponent it gives +1, so at either close or mid range it is a move that can be relied upon. Use it against single hit attacks of the opponent.

Also, from FT the reach was lengthened and it was made easier to use, so ⇨ P (A1) is a move that you can rely on at mid range. If guarded it is quick to recover (only -3) and if you string to ⇨ P ⇦(A1) then you can cause most of the opponent's moves to whiff, and then hit them with ⇨⇨ P + K P or ⇦⇨ P. It's something that Akira hasn't had up until now, a very speedy and safe staple move.

Also, the execution of ⇨**P** (A1) is surprisingly quick at 16 frames, and on normal hit it gives +3, so even in close fighting it can be used. In addition to these, if you add ⇨⇨⇨**P** and ⬋**K**, and integrate them well, you'll have a good start for attacking.

Summary

- ⇨⇨**P**+**K** **P** avoids high attacks, so it is useful even for in-close fighting.
- With ⇦⇨**P**, confirm that your opponent's short ranged attack has whiffed, and then execute it, and it will apply big pressure.
- Just outside of throw distance, the ⇨**P** (A1) will still reach. There is next to no risk.

Basic Fighting Arts - Tough Long Range Fighting.

Because he has so many single hit moves, long distance is a difficult distance for Akira to attack from. Even if you choose the appropriate attack, you'll often be caused to whiff it. At this distance, look for the opponent to whiff their moves and go for ⬇⇦⇨**P** or use the previously mentioned ⇨**P** (A1) etc. while taking the low risk options, carefully watching what the opponent is doing and approaching them, and moving into the favoured close-mid distance fight.

Summary

- At long range, the useful moves are ⬇⇦⇨**P** and ⇨**P** (A1). The latter is fast executing and knocks down, so if you see a chance you need to apply it effectively.

Akira's true essence - High pressure Okizeme.

Pressuring the opponent with the right move when you have the advantage, on their ukemi or wakeup, is for Akira a very important element. Highly specialised attacks for this attacking purpose are laid out for Akira, so you have the chance to take the match in an instant.

The easiest to apply is ⇦⇨**P**+**K**. A half circular (evaded to the back) attack, -3 on guard so the risk is low. Also, the attacking area is wide, so even if the opponent dodges the correct direction, they may still not be able to evade it.

For countering opponents that evade the ⇦⇨**P**+**K**, there are the half circular (evaded towards the stomach) ⇨⇨**P**+**K** **P** and **P**+**K**+**G** - ⇦⬉**P**+**G** - ⇦or⇨**P**. If you're worried about risk go for ⇨⇨**P**+**K** **P**, if you're going for return **P**+**K**+**G** - ⇦⬉**P**+**G** - ⇦or⇨**P**; mix it depending on your situation. In additon to this, against opponents who ETEG or stand and guard, catch throws or normal throws are to be used. Against opponents who use lots of evades or back dashes, mix in some delayed attacks.

Summary

- ⇦⇨**P**+**K** is very reliable. Since FT the execution has been slowed a little, so you might need to execute it a little earlier.
- **P**+**K**+**G** - ⇦⬉**P**+**G** - ⇦or⇨**P** will all connect on a crouching opponent on normal hit, so you can look for it in this instance too.

About the change-moves.

The ⇨ **P** (A2) is an elbow that executes in 14 frames, and on crouching hit it causes stagger. The frames are -6 on guard, -2 on hit and +4 on counter, about average. The merits for choosing this move are that you have access to a fast executing move with one command, When you are fighting against lightweights, with their fast executing **P** , it's good not to have a complex move to rely on. It is plain, but helpful at close range.

K + **G** (Release **G** in 1 frame) (B2), different from B1 does not scrape along the ground, but because he puts his body into the air as he does the move it has the effect of evading low moves. The usefulness of this move is against characters like Lion, Pai and Aoi, who have many low attacks. Even when largely disadvantaged, depending on foot stance, against fully circular low moves you can often get a counter, so you can use it as reverse nitaku. If you're focusing on attack go for B1, if you're focusing on defense go for B2.

Summary

- ⇨ **P** (A2) is perfect against light weights, whose **P** are fast, and even if guarded they're hardpressed to retaliate. Conversely, against other characters it's a little harder to apply.
- **K** + **G** (Release **G** in 1 frame) (B2) compared to B1; The float is a little lower, and you can't use it to scrape along the ground. You should use B2 depending on your opponent.

About guaranteed retaliation.

The combo-strong Akira should look to effectively retaliate against each instance where the opponent leaves themselves open, and in doing so will increase their winning percentage. Depending on the conditions, at -12 and standing go for **P** **K**, at -14 ⇦⇨ **P**, from crouching between -12 and -15 go for ⬇ ⇦⇨ **P** and from -16 ⬇ ⇨ **P** + **K**, then from -17 in either standing or crouching go for **K** + **G** (Release **G** in 1 frame) (B1 or B2); attacking your opponent in this way is ideal. Practice to get this working.

Summary

- Especially against low fully circular moves, or slow recovering moves, if you accurately counter with a big move, the opponent will be hesitant to use those moves. Limit your opponent.

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Study Guide for Akira Yuki - FT

Akira Combo Maniacs

↙↙ (P)

1. ➡(P) - (K)+(G) (Release (G) in 1 frame) (B1 or B2) ↙↙⇦⇨ (P)
2. ➡(P) - ↙↙⇨(P)+(K) - ↙↙⇦⇨ (P)
3. ➡(P) - ➡(P) - (K)+(G)(P)
4. ➡(P) - ➡(P) - ⇨⇨(K)(K)

From Akira's moves, let's introduce the combos coming from his big moves. 1 is best damage, and works in open stance up to Lau. On standing counter, it will also hit against the heavier midweights. 2 will work on normal hit with any stance up to akira. 3 is closed stance, and 4 is open stance, for bigs.

(K)+(G) (Release (G) in 1 frame) (B1 or B2)

5. ➡(P) - ↙↙(P) - ↙↙⇦⇨ (P)
6. ➡(P) - ↙↙⇨(P)+(K) - ↙↙⇦⇨ (P)
7. ➡(P) - ⇦⇨(P) - ↙↙⇦⇨ (P)
8. ➡(P) - (K)+(G)(P)
9. ➡(P) - ⇨⇨(K)(K)

After the knees only light weights 5 is the best damage. 6 works on middle weight with either normal hit or counter hit. 7 is easy to hit in open stance, and the ↙↙⇨(P)+(K) gives about the same damage. 8 is for bigs in closed stance, 9 is for bigs in open stance.

⬇⇨(P)+(K)

10. ➡(P) - ↙↙(P) - ↙↙⇦⇨ (P)
11. ➡(P) - ⇦⇨(P) - ↙↙⇦⇨ (P)
12. ➡(P) - ↙↙⇨(P)(P)
13. ➡(P) - ⇨⇨(K)(K)
14. ⬇(P) - ↙(K)+(G) - ⇨(P) - ⇦⇨⇨(P)+(K)
15. ⬇(P) - ↙↙⇦⇨(P)

Combos from this move give big damage. 10 is for light weights on counter hit, go for it when your opponent has more than 40% of their life left. It is however difficult to land on Sarah, so do combo 2 instead. 11 is for lightweights in open stance on normal hit, and will also work with the lighter middle weights in open stance on a counter hit.

12 is for middle weights in closed stance on counter, giving the most damage, more than ↙(K)+(G) - ⇨(P) - ⇦⇨⇨(P)+(K). 13 hits on all middle sized characters on normal hit in open stance, while 14 is for mid sized character on normal hit in closed stance. 15 is a guaranteed combo against heavies, Akira and Jacky.

⇨⇨⇨ **P** (on middle counter or greater) or ⬇↙ ⇦**P**+**K** or ⇦**P**+**K**+**G** sabaki ⇨ **P**
or ↖**P**+**K**+**G** **P** on counter hit

15. ↖↖⇨ **P** **P**
16. ⇨⇨ **K** **K**
17. ↖ **K**+**G** - ⇨ **P** - ⇦⇨⇨ **P**+**K**

The most safe option is 16, it will connect on all characters. 15 gives slightly better damage,
but the difficulty also increases a little. Use it if you have confidence in your inputs. Also, it only connects
from ↖ **P**+**K**+**G** **P** on counter. 17 is certainly good damage, and it carries the opponent a long way,
making it a ring out tool.

⇨⇨ **P** on counter or ⇨⇨⇨ **P** on small counter

18. ↖ **K**+**G** - ⇨ **P** - ⇦⇨⇨ **P**+**K**
19. ⬇ **K**+**G** - ⇨ **K** - ⇦⇨ **P**
20. ↖↖⇦⇨ **P**

On light weights, in closed stance with a standing counter hit, 18 is the best damage. You can also
go for it on lighter middle weights. Against Sarah and Vanessa, it will even work on crouch counter
in closed stance.

Essentially, in closed stance 19, in open stance 20. But, in the case of heavy weights, 19 is difficult
to land, so if you want certainty it might be worth using a standing **K**

⇦⇨ **P**

21. ⬇ **P** - ↖↖ **P** - ↖↖⇦⇨ **P**
22. (1 frame shortened) ⬇ **P** - ⇨⇨ **P**+**K** **P**
23. ➡ **P** - ↖↖⇦⇨ **P**
24. ⬇ **P** - ↖↖⇦⇨ **P**

21 is a special combo against light weights in open stance. The ease of this combo largely depends on
the timing of the ⬇ **P**. 22 is similar in that it works on light weights in open stance, and if you input the
⬇ **P** (one frame shortened) it becomes easier to guarantee it. The second hit slams them into the ground,
so if the opponent misses their tech roll you get a free small ground attack. 23 is a guaranteed combo on
all but heavy weights, and 24 is a combo for heavy weights.

↖ **K**+**G** - ⇨ **P** ~⬇or⬆ **P**+**K**

25. ⇨⇨⇨ **P** - ↖↖⇦⇨ **P**
26. ⇨⇨⇨ **P** - ↖ **K**+**G** - ⇨ **P** - ⇦⇨⇨ **P**+**K**

Essentially, 25 will connect on all characters. Input the ⇨⇨⇨ **P** from a slight dash, this is important.
26 hits on Aoi, Pai, Sarah, Goh, Brad and Kage.