# Liu Kang Stuff

I recommend using the default variation of Liu Kang for the inclusion of his low fireball (down back 1), meaning that his zoning game will remain strong if you need to fall back on it. The Shao Lin stance (down down 1) is also useful for maintaining pressure and setting up mixups on block, and his parry (down back 4) gives you additional defensive options as well. In general. Liu Kang’s mobility and capacity to deal good damage up close or at range makes him an excellent all-around choice for many new players or players with limited vision.

Universal buttons apply, note that Liu Kang’s down 2 has slightly more range than most characters, but remains inferior to Jade’s.

His down 1 gives a 12 frame advantage on hit, making it excellent for

# Strings:

1 2 3- 7 frame startup, first two hits are high, third is a mid hit that knocks your opponent into a backward moving low juggle state. Can be special cancelled on second hit or third hit. All three hits are safe on block. Very quick, effective poke, but be careful using it too much against opponents who duck a lot as they can whiff punish the first two hits.

Back 1 2 4 - 9 frame startup, all hits are safe on block and hit mid, advancing slightly forward while doing so. Second and third hit only come out if the full string is input; you cannot get two hits from back 1 2. The full string can be special cancelled.

2 1 2 - 10 frame startup, first hit is high, second two are mid, all three are safe on block. Can be special cancelled after the third hit or the string can be finished with 1, which adds a final strike that knocks your opponent down and back and is safe on block. Less damage and less movement forward than back 1 2 4, with similar utility.

Back 2, down 2 - 12 frame startup, advancing mid two strikes from back 2, down 2 adds a final low hit that is safe on block. Back 2 can be special cancelled, but the full string cannot and ends in a knockdown with a small amount of pushback.

3 4 - 11 frame startup, both hits are high kicks with more range than 1 or 2 starters. String can be special cancelled or finished with another 3, causing a mid strike launcher and additional opportunity for special cancel and remains safe on block. Note that the pause between the second and third strikes if the full string of 3 4 3 is used can be punished by a savvy opponent.

Back 3 4 - 16 frame startup, first hit is low and advances forward, second hit is a mid kick that causes a mid height launch.. Note that the first hit is NOT safe on block (-8) so make sure you input the full string for safety (second hit is -2)

Forward 3 3 3 3 - 13 frame startup, unsafe on block, string of four mid kicks. Final hit causes a high launch juggle state, as a result this tends to be the starter for your highest damage combos. Can be special cancelled after forward 3 or at the end of the string - if your opponent is blocking this a lot, cancel into down down 1 after forward 3 and immediately press 2 for an overhead mixup or 4 for a low mixup. Note that this is still unsafe, but introduces a mixup rather than allowing your opponent to simply block and punish. You can also grab after forward 3 at close range, as there is no pushback.

Forward 4 3 - 11 frame startup, string of three mid kicks (first two are from forward 4), can be special cancelled at any point. Both kicks are barely safe on block (-7), make sure to act defensively after this string on block. Up 3 can be added on to extend the string, which adds a delayed mid kick after the first three strikes. This hit causes a knock back low launch on hit, and is +4 on block. However, the gap before the final strike can be exploited by a savvy opponent, and no special cancel is possible for the full string. This is an excellent pressure string in its entirety, especially if your opponent is blocking a lot without trying to punish gaps. Note that if the full string 4 3 up 3 is used, and the last hit is a counterhit, a launching crushing blow occurs, allowing juggling and further damage as if a forward 2 had started your combo.

Forward 2 - 17 frame startup. Not a string, but strikes high and puts your opponent into a high bounce juggle state. Can start combos, or extend existing juggles. Unsafe on block (-13) so be careful using it.

# Special Moves

Back forward 1 - 17 frame startup, throws a high fireball projectile and is unsafe on block at close range. Amplified version throws two additional high projectiles and knocks your opponent down, and is safe on block. Both can also be done while airborne; note that airborne projectiles move in a straight line across the stage, and will only hit airborne opponents.

Down back 1 - 20 frame startup, throws a fireball that hits low, and is unsafe on block at close range. Amplified version adds a second high projectile, and is barely safe on block (-7).

Down Down 1 - 1 frame startup. This puts Liu Kang into Shaolin Stance. You can exit this stance by pressing 1 for the cost of 1 defensive meter, perform a 3 hit string where the second hit is overhead by pressing 2, or perform a low attack by pressing 4. Note that the option to press 2 is very unsafe on block at -16 frames, while the low option is only -8. This special can be cancelled into when your opponent is blocking strings consistently to add an additional mixup at the end of your string.

Back forward 3 - 14 frame startup, the flying dragon kick. Note that this move is considerably negative on block (-20) but moves very far across the stage very quickly. Knocks the opponent down and back slightly, about at the same distance as the start of a match. This will trigger a krushing blow if performed from max range, as a counter, or when part of a combo from an airborne fireball at max range.

Back forward 4- 16 frame startup, the bicycle kick. This move is considerably negative on block (-16) and does not move as far or fast as the flying dragon kick, but does 25% more damage than an unamplified dragon kick. At the end of the bicycle kick, the opponent is not knocked down and remains just outside the range of Liu Kang’s 4. The move can be amplified for additional damage, and amplifying 3 times in a single match will cause the next bicycle kick to cause a krushing blow, amplifying damage and causing a knockdown.

# Combos

Note that for this section, I generally recommend ending your combos with back forward 4. This gives you opportunities to amplify the final move, doing more damage than initially indicated and prepping for the krushing blow (activates on the next bicycle kick after you’ve amplified three times). If you want a knockdown, use back forward 3 at the end instead. If your opponent is consistently blocking and taking the initiative after your strings, cancel into down back 3 on block (your parry) to catch your opponent’s counterattack.

Forward 4 3 cancelled into back forward 4 - 180 damage. Uses the first portion of your safe mid pressure string (forward 4 3 up 3) and cancels into bicycle kick for mediocre damage and an opportunity to amplify, getting you closer to the high damage krushing blow.

Back one two four cancelled into back forward 4 - 189 damage. Similar to the forward 4 3 starter, but starts faster with less range.

Back 3 4 cancelled into back forward four - 187 damage. Starter uses an initial advancing low hit, good for catching opponents who don’t crouch block very much.

Forward 3 cancelled into down down 1, end with 2 or 3 - total is 125 damage for ending with 2, 119 (not a true combo) for 3. This combo isn’t meant to do damage; it makes your opponent hesitate to try and punish forward 3 strings, and forces them to guess high (to block the 2 ending) or low (to block the 3 ending).

Forward 3 3 3 3, 1 2, 3 4 cancelled into back forward 4 - works midscreen, 259 damage. Keep holding forward through when you press 1 2 until just before you press 3 4 to ensure you get a few small steps forward during the juggle. End with back forward 3 and amplify for 290 damage, maximum for one meter and gets you a knockdown.

Forward 3 3 3 3, forward 2, 1 2, 1 2 3 cancelled into back forward 4 - works midscreen 264 damage, VERY tight timing. Good for challenging yourself, probably not practical to use while playing until your timing gets very good.

Forward 2, jump forward 2 (in the air), 1 2, 1 2 3 cancelled into back forward 4 - 258 damage, generally easier timing than the

Forward 2, jump forward 1 (in the air) cancelled into back forward 1, amplify, back forward 3 (on the ground). 224 damage - note that if spacing is perfect this should trigger the dragon kick krushing blow, but I was only able to get it once and didn’t record the extra damage.