

Tekken 7 top 15 moves for all charac

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When analyzing Move and Strings@oh_no_valerieGlossaryFrame data courtesy of the RBNorwayThis guide to helping novice intermediate players understand the properties and use of moves and strings both for their own nature and when faced with something unfamiliar. At first, the list of characters may seem intimidating, like from the perspective of someone trying to get to know their favorite character, and trying to figure out how to deal with their worst matchup. Most commonly used tools will follow some general rules and archetypes, but Tekken is not interested in communicating with the player and requires a lot of game time for intuition to be built. If you've ever encountered an opponent who's over-moving you couldn't deal with, this is the guide for you. Hopefully this guide can reduce the trial and error needed to understand Tekken's internal logic and rules. Rules In order to know how to resist a strategy or move/string, you should be able to determine what you are actually affected and what is going on. While the guide will go into more detail about identifying unfamiliar situations, here are some basic guidelines. Each movement or line has at least one weakness. Tekken is a game that can have moves and strings that at first glance seem pretty powerful, but are always paired with some kind of flaw. Knowing how to use your knowledge of these shortcomings to turn the course of the match is crucial. A lot of moves to balance your glaring weaknesses in a way that makes them seem overpowered, so if the safety move or reward looks too good to be true, you know you have something to look for. The more defensive options he covers and the more rewards he has, the more weaknesses he has in this game are backdashing, bypassing, diving and counter-kicking. Moves can deal with those respectively having long coverage/forward momentum, tracking/homing properties, being in the middle, having a fairly small gap between the moves. When analyzing individual moves, you can think of their strengths and weaknesses as a kind of point system where weaknesses add points and strengths consume those points. You want to put 10 points in frame advantage and range, you also have to take 10 points worth of weaknesses in the form of linearity and long run. Individual moves will either cover many high-risk or low-reward options, or will cover only a few good options, which leaves them vulnerable to other defensive options. Lines are often strong in that they can close some defensive options due to the fact that there is a flurry of attacks with usually small gaps in between. This automatically means they will carry a greater risk in a more obvious way, by containing telegraphed lows or or being unsafe. Risk/reward is usually skewed in favor of a striker This result of defensive mechanics being pretty strong, since even just backdashing can negate a lot of sloppy offense. The thing to be zame also gaining momentum in itself is a very strong reward in this game. That's why usually getting your move blocked will give your opponent less reward than if you hit. You can see this in most major launchers, hopkicks, etc., which by themselves don't run punishable. However, let's talk about exceptions and why they are: Lines often don't follow this rule if they carry a lot of threats through mixup or counterhit properties in need of higher risk to compensate. It's also a measure adopted by developers to speed up the pace of the game, making faster interactions more optimal than slower ones. Defensive moves that strongly shift momentum and/or give high damage as rewards often have a disproportionately high risk. Lows often have a seemingly very high risk to their reward. This is because the reward for lows mostly comes in the form of momentum rather than damage. Being able to steal or secure a turn on a defensive player is valued pretty high in this game. Lows that act like chip damage will almost universally be slightly penalized. Strong moves are accompanied by beeps to audio signals because they can help determine what your opponent is doing or just did. Mishima's infamous Dorya, for example, can only be heard if they make electric. This will help you understand earlier that the situation is when you are blocking, or that now you have a good opportunity to punish if they whiff. and the weakness is contextual in charactersA character can have some steps that all things are considered very powerful. This usually means that the character as a whole will be weak in some other area. You can think of this in more or less the same tone system I mentioned when it comes to strings. They can have good pressure and a whiff of punishing tools, but must trade that with mediocre lows and block penalties. Having this kind of surface level knowledge about character will not only explain why their tools are as they are, but also help you figure out what situations you should try to create in a real match to put yourself in advantage. Super Amazing Important TipsJust Backdash BroBackdashing is almost always better than walking back. You move backwards quickly and can create space to reset momentum and bait for whiff punishing. You can even lock during the backdash or undo it in any moves, just like when you go back. This is the safest defensive tool that you can use, so use it a lot. While backdashing on defense, this is a great opportunity to look very hard at what your opponent is doing, so you can deal with it better later. Mental advantage of the frame is an actual advantage Don't finish your lines every time. Momentum is so powerful in this game where even the threat of losing it will affect the player's decision to a large extent. In the actual match it is a principle of many lines to work, despite any obvious obvious The risk that you finish your line, no matter how insecure, is the risk an opponent has to contend with if they want to regain control of the match. Not finishing your strings will make the enemy lock up in anticipation of the last blow so they can punish, giving you the opportunity to continue the offense. This also refers to something like doing a kick down or a power crush after a safe move. Be unpredictable, risk at least once to let your opponent know that this is now forever impending threat. Causing your opponent to lock up when they could take advantage of a situation called the mental advantage of the frame. Your running punishable move may also have been No.9 if your opponent does nothing about it. Often the safe answer to all this is to try to create space and reset the situation, it makes it so that the attacker has to take additional risks and commit further to resume his crime. The strengths and weaknesses of individual movementsIf you understand what you are dealing with, you need to have an approximate idea of what its strengths and weaknesses can be. There are some traits that are considered both, and some strengths are almost always accompanied by specific weaknesses. This won't include situational strengths like wallbouncing, floating, etc. It basically focuses on neutral situations and combines a bunch of things in the middle/high rewards on hit/counterhit categories. Below is a list just for help. It's probably not complete and also doesn't try to remember it. The strengths of Makes are risky for the opponent to get around and deters any of their attempts to break your offense by providing a continuous mid-follow. Provides a continuous fast mid-follow, though often leaving the opportunity to get around them. Puts you in a position where you can use bypass defenses as a response to your opponent's retaliation with quick movement. The enemy does not have a guaranteed way to do damage to you after blocking the move. The only way to do damage to an opponent who blocks standing. You can't avoid diving. This step has a small number of run frames, making it more difficult to interrupt. Can't be run around in both directions, with any deadlines. Completely refocuses his character on the opponent. Tracking on a particular side can't be run around that side. It is more valuable if it tracks the weak side of the character. Reward can come in many ways, whether it's a significant frame advantage, positioning, damage, etc. mid/high reward on counterhitSame as above, but only when it interrupts the opponent's move. Leaves the opponent crouching on the squatting Overall force, though sometimes match-up specific. This limits your opponents' options, preventing them Sometimes the advantage for characters with strong movements from full squat position is that they have access to. Often sets for decent reward confusion. Influences the orientation of the character (e.g., backturn forces) severely restricts the enemy's opponent as they can't block their backs turned to you. Can allow strings of combos when they otherwise won't. Gives you an edge in any positioning when it pushes the opponent away and closer to the wall, or okizeme when they are knocked down close to your character. It can absorb an infinite number of medium and high attacks without interruption, allowing you to get out of adverse situations. Completely because of the animation, sometimes you can avoid certain moves. Often confused with Evasive Properties, it is the flag in the game that makes the move can not be interrupted by high attacks. On the display of the frame data, it occurs when the character's condition is crouching. Same as above, although labeled as Airborne and avoid low attacks as well. Has the added advantage when if you get hit on the move while in the air the resulting combo will do less harm than if you were running. As a result, the combo is commonly known as a punishing float. Hits your opponent while they are on the ground, forcing them to make a decision on whether to stand up. Some characters have this tool that also acts as a counterhit launcher, making it automatically deal with cases where the enemy either stays on the ground (regular damage) or tries to make a wake-up kick (the enemy gets launched). Can be used as a movement to hold under to the side or punish at long range. It is also good to hit the opponent while they try to create space with backdashes. Can hit the enemy, even if they block correctly. On the whiff, leaves a smaller window for the enemy to punish. The weaknesses of the stagger punished by the blockThe entire cast can hit you with their biggest damage to the launcher. Running is punished by the entire cast from standing or squatting. Running is punished by most actors from standing or squatting. Running is penalized by some of the actors from standing or squatting, the average award is penalized by some of the actors from the squat, the average award from the restTheoretically run is penalized standing Kazuya.Small to the average award is punished. While technically safe, you will lose all your momentum and the opponent can start your offense. Can not reliably continue the offense, even if you manage to hit the enemy. Always risky, as even in those few cases when low is not punishable, the opponent can still low parried. The opponent can duck to make it blow completely, and is often punished with a WS launcher. Can be interrupted, or otherwise difficult to catch the movement with. The opponent can bypass in both directions to make a whiff move, giving them the ability to blow to punish depending on the recovery move. Tracking in a specific directionSam, as indicated above, but only on a certain side. Less weakness if he tracks the weak side of the character, as the enemy, all, get around in that direction. Low damage or a slight advantage of the frame on impact. Leaves the enemy squattingMatchap-specific weakness. Some characters may start punishing i13 or i14 moves from squat, way earlier than i15 from standing. Limits your options though the character depends. Less weakness if your character has strong movements from squats. On the whiff, leaves a big window for the enemy to punish. Some attacks require a clean hit for their full effectiveness. Otherwise, they either reduce their reward or increase their risk. High requirements for executing Few attacks have their strengths, offset by how difficult it is to execute them. Performance requirements are often contextual, as, for example, it is much easier to make EWGF in neutral status than EWGF's timing of 13-15 frames punish.Common Strength/Pair weaknesses Individual move with a certain force can have several weaknesses. Ordered roughly by how common they are. If an individual kick has several strengths, the common weaknesses they tend to pair with are much more likely to appear. Tracking a specific sideHighLinearLowSlowStagger punishable or low reward on the hit LinearHighLow reward on hitPunishable-6 to -9 on blockHighLow reward on hitLeaves opponent crouchingHigh and SafeMid and PunishableLeaves you squatted-on hit-13 to Stagger PunishableKako say that's what some common says to identify some properties. Not all moves will show these, but this is a good rule. Your character will do long semi-squats reeling back animations. Leaves the enemy squatting, the character-like animation is similar to the above, but squatting down to the ground. Usually aim at the top belly of your character and above. Claudio has some of the more average looking highs in the game, lab it up. Usually the target is between the lower chest and knees. Typically, the goal below the kneesFeng has unpleasant exceptions with his qcf1, which is a low elbow. Particles of white spark will follow the corresponding limb to attack. They also tend to be mostly horizontal arcs movements. Grey thin particles of smoke will follow the entire character of the character's legs will leave the earth. The character appears to duck during their attack. Particle effects will surround the character. The color and texture will depend on the character. Stagger Punishable on BlockOften horizontally arcs lows that completely stop their movement when locked. Often straight (think jabs) or completely vertical motion. Tracking on a specific side of TheOfen, the left kick/kick will track to the left of your character, and the right kick/kick will track to the right of your character. Doesn't look linear, but doesn't extend to its opposite side.Common moves and their properties Tekken has some strong basic tools shared between his cast, which form the basis of his poke game. They will be generally strong and versatile within the game system and serve as a baseline when collecting a new character. There will be a list of general differences in standards, as well as notable exceptions. Note: Some concepts are described with their most common contribution to symbols. Almost always will be that either doesn't have this tool, or has this tool on another input. Notation for travel properties (start-up/advantage on block/hit/counterhit)Reductions in notations: JabsJabs with some exceptions the fastest movements the character will have available. Universal highs, almost always No.1 on the block and around No.8 on the hit. Their overall quick duration allows them to be safe pokes that can start their offense. They will have a riskier and higher reward option for punishing 10 framesJack-7 uses 2 (i11 / No 1 /9/9) as its kick replace and f2 (i10/-12/5/ KND) as its 10f punish. This is done in order to balance its keepaway oriented playstyleGanyru uses 1 (i12/3/9/11) as a kick and b1'2 (i10/-13/KND/KND) as its 10f punish. Can build and maintain momentum in close range, but must take risks to take it back when he loses it. Down/Forward 1 (df1) Named after the most common input for this type of move. Often looking like a gut punch, fast mid pokes that form the basis of the poking game of most characters. When hitting, they have enough frame advantage to make the other key medium continuous, and on the block they are close enough to neutral to keep your defensive options. Their strength is that to interrupt you after the frame flaw is blocked df1, your opponent must use quick moves that are high and/or linear. Each locked df1 is essentially a small mind game for momentum. Mid-4 to 0 on block13 to 14-frame startupTracks to a certain side Of the Civic RecoveryStandard Variation: Further deterring enemy attempts to abort with the threat of counter-attacking follow-up. They are often worse on the block by themselves, making it a little harder to avoid slower moves that could catch defensive options. With follow-up, df1 is usually -3 to -4, while without it from 0 to -1.Notable exceptions to Leo (i13/-1/7/7) and Leroy Smith (i13/-1/5/5) Kazumi, Claudio, Alice, Dragunov Often, a good safe way to avoid the backdf1 mindgame is just a good way to avoid the backdf1 mindgame it's just a good way to avoid the backdf1 mindgame. Some characters, however, df1s that through their forward movement can haunt backdashes. Chases down 4 consecutive backdashes : Kazumi, Katarina Chase down the zgt;1 consecutive backdashes: Bob, Chloe, Lily Whiffs after 1 backdash: Asuka, Claudio, Jean, Dragunov, Most Characters Some characters have 14f df1s. Often as a measure of balance for something else. Some characters have evasive df1 movements that have evasive properties but are more risky on the block. Ling df1 (i14/-4/ 7/ 7) and Master Raven db2 (i13/-4/5/5) are fast evasive means, leave them in the back. With the advantage of a frame on the kick they have plenty of room to start their back offense. On Na their options are often more limited and they have to take more risks. Exceptions: Some characters have vastly different frame data on their df1s as a way to balance their (usually more defense-oriented) character design. Their alternatives tend to be slower, way worse on the block and rely a little more on the next time. Kazuya's df1 (i15/-7/9/9) is too slow and too negative on the block to fill the role of total df1. Has an average high risk/middle reward confusion with follow-up and is used as a combo tool or as a filler for the opponent's mental stack. Brian df1 (i15/-5/1/1) may look like a generic df1, but its use is completely different because of its speed and frame data. Brian is closest to df1's speed and utility in actually his df2 (i13/-6/5/5), which because of his frame data has to rely on risky mid/high confusion to have the same effect. Josie's df1 acts as a starter for her string-based confusion. It is designed as a character with very capable defensive options that you need space to start your offense. Some characters have df1s on different inputs. Can be confusing at first glance. Claudio uses b3 (i13/-4/ No7/ No7). Julia uses f1 (i11/-2/ 4/7). Although technically the i11, entry will have a launch usually vary between the i13 and the i15 from neutral. Down/Forward 2 (df2) Named after the most common input for this type of move. Usually some kind of uppercut movement, it is often the fastest standing launcher available for the symbol and go to punish for moves that are -15 or more unsafe on the block. Mid15 to 16 frame startuplauncher-7 to -9 on the block or launches squats opponents-12 to -14 on the block or does not run squats opponentsStandard Variation:A df2 will either be unsafe or be able to start squatting opponents on a normal hit. Usually squatting enemies will be launched on counterhit independently. Examples of safe df2: Paul, Alice, LawExamples of df2, which launches squats: Dragons, zafinaA notable exception is Leo, whose df2 (i15/-13/Launch/Launch) does not start squats. Safe df2s when hitting the squatting enemy can be between 4 Shaheen and -4? (Leo) No, no, no, usually from -12 to -13, which means you don't

get punished too many 'Dragoons, zafina -14 some characters can start to punish. (Jack-7, Negan) Some df2s only run after a string of followups, and they're usually at least -15 on the Miguel block. Leroy Smith:Some df2s only run on counterhit, regardless of standing or squattingJin/Devil Jin df2 (i15/-7/4/Run) There's a fair few characters that don't have that kind of tool, relying more on hopkicks or other alternatives. (Kazuya, Brian, Bob, Steve, Eddie) Magic 4The magic 4 Just 4) is a quick defensive interruption tool. Being almost as quick as a kick, but with a very high reward on counterhit, it's useful when the opponent's counterpoints are almost guaranteed. Although it's high, it's generally pretty quick and can track on its side, making it a little harder to punish. High11 to 13 frame launchCounterhit launcherHigh-7 launcherHigh-7 -9 on blockStandard Variation: Some magical 4s require the character to complete the string in order to combo further, despite the first kick acting as a launcher. These strings are usually filled with highs, so the opponent can more easily punish the magic of 4 for a reaction after diving. (Shaheen, Master Raven, Brian) Some characters have a surprising amount of horizontal reach with their magical 4s allowing them to be used as keepaway tools. Conversely, some characters have a poor range of magic 4s, limiting their defensive use. (Law, Katarina) No, no, no, no. Some characters have insecure magic 4s to make them more risky Julia Magic 4 (i11/-12/-4/JG) is unsafe in itself and its string follow-up 4.4 (i11/-16/-2/-2) is a risky low that can be parried for a reaction. Exceptions: Some moves that look like magic 4s aren't really a counterhit run, but act as a snack for strings that usually only connect on counterhit. (Negan, Noctis, Leroy, Lily) There is a generic version of Magic 4s that is more versatile but worse as a defensive counterhit tool. They are usually slower, but they have homing properties and can still start on counterhit. The most striking examples are Alice 4 (i13/-5/KND/S) and Jin 4 (i13/-9/-16kg/Launch). Some characters have nothing like magic 4. Some characters have the equivalent of magic 4 on a different inputLeroy uses b1 (i11/-6/6/throw) just as it will magic 4, despite being usually compared to Feng b1 (i10/-10/1/KND). b1 Miguel (i11/-9/ 2/CS) fits perfectly into the archetype of magic 4, but with a much smaller range. Even so, it also has a magic 4 (i12/-9/5/Launch), albeit a frame slower than usual. Down 1 (d1) A very common so-called panic move. It's essentially fc1, but made of standing, so without having to wait for the mandatory 5 frames of squatting transition. Due to its fast speed and high crush properties from Frame 1, it can avoid and often safely interrupt an enemy attack. Often d2 serves exactly the same purpose, but one frame slower. 10 frame startupHigh CrushSafe 5 to 7 on hitSpecial MidSpecial MidLow ParriableLow CrushableLinearStandard Variation: Some characters have d1s that act as counterhit string snacks. Law d2.3 (i11/-15/Launch/Launch) is a complete launcher that can connect if d2 lands as a counter. Exceptions: Some characters have unique permanent moves displayed on db1,df1, and therefore usually can not perform d1 from standingLing must use d2 (i11/-4 / 7 / 7) Yoshimitsu and Noctis do not have access to this tool at all, due to all possible inputs for d1 or d2 occupied by other unique standing moves. Compete with df2s in the role of the character's main launcher, with the added benefits of leaving the character airborne and therefore low crushing.15 to 16 frame startupLauncherLow Crush-13 or worse on blockLinearStandard Variation: Some hopkicks have follow-up that make them safer but limit their reward to hit, preventing regular regular regular follow-up and are usually interrupted. Julia uf4,3,1 (i15/-6/KND/KND)Some hopkicks are known to be more evasive than others. Claudio uf4 (i15/-13/Launch/Launch) has a few frames at the beginning where he lowers his hitbox enough to get through most highs and some averages. Exceptions: Some characters don't have hopkickKazuya, Steve, Bryan, Jack-7The 12 Frame Mid12 frame mid are very valuable for interrupting close-range offenses and position transitions or how quickly the swing pokes. Rewards in most cases range from a decent frame advantage to a wallbounce at best to compensate for fast speed. There's a few different archetypes that for the most part follow similar rules.12 frame launchMidLinearVarying Properties Discussed BelowSMens: Good RangeActs as either a quick mid break or a long poke. Virtually no rewards, but decent shots on the hit. Alice df4 (i12/-7/4/4), Jack-7 df4 (i12/-4/7/7), Asuka df4 (i12/-9/2/2) Good RangeKnockdown on HitLarge Vertical HitboxLaunch Punishable on BlockHard-kick 12 frame punishable. Knockdown and heavy knockdown on the kick, as well as evasive properties against jabs for some characters. Paul d1'2 (i12/-16/KND/KND), Xiaoyu f1'2 (i12/-16/KND/KND)Knockdown on Hit-12 to -14 on blockLess invulnerable than shoulder, but less insecure as a compromise. Heihachi 1'2 (i12/-12/KND/KND), Kazuya 1'2 (i12/-14/KND/KND)Exceptions: Leroy Smith has the dubious honor of having a secure i12 mid-counterhit launcher in his b1'2 (i12/-9/ No 2 /KND) Self-guidance MovesCan't avoid both sides with any time. Completely refocuses his character on the opponent. They are crucial in deterring defensive movement from your opponent, although they also carry risks because of their weakness. Fast or medium or on blockSlowHigh-5 to -9 on blockStandard Variation: Will either have a quick run, hit the middle, or leave you in the frame advantage. Fast: Alice 4 (i13/-5/KND/S), Gin 4 (i13/-9/16kg/Launch)Medium: Kazumi b2 (i15/-9/ 4 / 4), Alice b3 (i2 0/-8/KND/KND)Frame advantage: Ling f4 (i19/ 1/KND/KND), Julia b4 (i18/1/KND/KND)Exceptions: Each person has at least one homing move. Power CrushesCan essentially absorbs medium and high attacks. Power crush property usually takes a few frames to start and not instantly. Any low hits that will take you out of power to crush and connect as a counterhit. Safe or Mid High or UnsafeStandard Variation: Negan, Hwoarang and zafina have power crushes that launch the enemy for a full combo, although zafina is locked behind the SCR position. Some powercrushes are much slower than most moves, making it easier for the enemy to recover and block after their moves are absorbed. High /Safe: Paul b1'2 (i24/0/KND/KND), Lucky ChLoe (i20/-8/KND/KND)Medium/Insecure: Alice df1'2 (i18/-13/8/8), Kazuya f2 (i20/-12/KND/KND) Some power stampedes are locked for specific positions. Vulnerability to lows and throwsRage arts and Negan's Let Me In taunt have the power to crush footage, but effectively absorb lows and throws, anexception: Everyone has at least one Crush. High Reward LowLows, which create exceptionally advantageous situations, often with some crushing or evasive properties. Rewards can range from a full run on a normal or counterhit to a knockdown and an oki. There are several different archetypes that for the most part follow similar rules. High RewardStagger PunishableVarying Properties Discussed BelowPrime Variation: Runs on Hit or High RewardHomingHigh CrushReactableStaggerableBryan df3 (i29/-26/KND/KND). Act db4 (db4 (i29/-26/KND/KND), Law db4 (db4) i26/-37/KND/KND), Alice d3'4 (i27/-37/KND/KND)Launches on Hit or High RewardGood TrackingUnreactableRequires Clean HitStagger Punishable, if not pure hitLei db4 (i20/-26/KND/KND), Paul d4 (i15/-31/KND/KND). High rewardUnreactableStagger PunishableUnsafe follow-up if the first hit whiffsMishima CD4 (i17/-23/KND/KND), Leo db4 (i20/-31/KND/KND). Launch on Counterhit on HitHigh CrushStagger PunishableArmor King db3 (i23/-26/-5/KND), Lars db4 (i21/-26/-5/KND). Launches on HitHigh CrushUnreactableRequires StanceStagger PunishableAnna fc df2 (i20/-21/KND/KND), Fahkumram fc df3.2 (i13/-23/KND/KND) Exceptions:Image's db4 acts as a clean launcher or hellsweep if you enter it's follow-up db4.4.Yoshimitsu's fc df4 has all the properties of Panic CH Launcher, but can only be done from a full squat position, making it more akin to a low launcher from a position like it's not always available. Leo's Hellsweep has a clean impact property, which, however, only increases the damage from the first impact and has no other effect. Dragunov's snake edge requires a clean hit. High Anne Low damage is commonly referred to as Snake Edge, but has no homing properties. In turn, it is only -17 on the block, making it impossible for the startup to punish some of the characters. Leroy's Hellsweep is still tracking on both sides. Its Panic CH launcher is also locked into position, but in turn does not launch punishable. The strengths and weaknesses of StringsStrings will combine their strengths and weaknesses with those of the individual hit they start and end. This will just focus on the strengths of the strings as a whole. StrengthsIf one of the attacks in the line hits the enemy, they will not be able to block the following. Usually only when the hits are not delayed. NCC (natural counterhit combo?) If one strike connects as a counter-strike, the opponent will not be able to block the next blow. The character refocuses during the row, or makes moves that home or track. The gap between the two hits is large enough to allow the enemy to launch an attack, but also small enough to interrupt the attack before he can hit. Just like an individual hit midsame as an individual hit lowsYou have the ability to create gaps that act as frametraps depending on the situation. One of the attacks in the row has follow-up, each of which has different properties that need to be protected from different ways. The opponent has to guess the right one. You can chase backdashesWeaknesses can be easily avoided bypass the first blow. Just like an individual hit lowsSame as a separate hit highsThe gap between the two attacks is big enough for your opponent to attack between them. The bigger the gap, the greater the risk. Don't let you duck between multiple highs if you block one of them. You can avoid backdashes after blocking some of the first hits. String concepts Common strings concepts that appear between symbols and their properties. Safe/Advantage High, Risky MidVery is common with characters whose df1s have subsequent points. Mixing between diving high and blocking the middle. Sometimes a common d1 or fuzzy duck can beat both options for a disadvantage of less reward. Typically, the risk/reward is in favor of the defending player, although it depends heavily on the match. Duckling high can cause a run, but in the middle of extending these lines are often penalized by characters with i13 WS launchers. MidLeaves opponent on squats (a little rare)InsecureLeaves of the enemy on squats Examples: Kazuya df1.4 / df1.2, Negan df4.2 / df4.3, zafina df1.4 / df1/2 Mid Frametraps xNThe Mixup on when the opponent decides to stop and when you decide to punish. If you punish too early and the opponent holds the string up you will get hit. It becomes more insecure the further it goes. Examples: Brian df1,1,1,..., Negan 2,2,2,2, Dragoons 1.2.1, zafina df1,2Safe string with low Gimmick string that you need a low parry. The low lock doesn't interrupt the line. Examples: Kazuya 1.2.4,3, Paul df1, backsway 3, ... Law Dump Blow Safe /Advantage mid-enderString with good reward or safe mid-ender. Can be either a step that is a plus (rarely), or a safe middle with pushback or counterhit properties. For example, these lines are considered either diving high and WS punishing quickly enough, interrupting until the last middle, or bypassing the last middle. Divide into two categories: 1...., HIGH (duckable to reactions), MID 2...., HIGH (fast or prison) or MID, MIDSafe-4 to No.4 on the BlockMid/high reward on hit/counterhitTracking to a certain sideLinearTracking to a certain sideInterruptimContains Hayes (1)Examples: Negan 1.2,2, Ling f2.1,4, Devil's Gene Laser Gun, Brian 1.2.1, Alice ws1.2.3 (1)Low-gt:HighOverall mediocre low followed by high. High will either be a natural combo or it will be a delay to deter punishment. Usually low by itself is not very good on the kick or block. SafeFrametrap or Mid/High Reward on Hit or Natural ComboHighUnsafe (Low in itself)Examples (Delay): Alice d4.1'2Examples (Natural Combo): Leroy d3.2, Law d4.3, Hwoarang full of these examples (High award on hit): Asuka db4.3, Hwoarang d4.4, Shaheen db3.4Low-gt:Low-ggt:Low... Often has a medium-sized version built into a string as an alternative to any subsequent low. The line is not interrupted if one minimum therefore, a low pairing is required to ensure punishment. Sometimes if you hit one of the lows you don't have enough time to low parry parry Forced to block the next one before you can low parry. Contains LowsContains LowsExamples: Kazumi db2.3,4, Yoshi db3,3,3... (optional 4) Forcing risk through FollowupsThere is a common design pattern in Tekken, where a string starter will have the worst frame advantage or reward than it usually should, simply encouraging the use of riskier follow-up operations. It's a balancing measure to prevent these snack strings from being too potent, like individual moves, either on their own or in the context of a character's instrumental. Once you identify the key step that follows this model you can be fairly confident the follow-up will be done by effectively skipping one layer of confusion. Examples: Kazuya df1 (i15/-7/-9/-9)df1.4 (i15/-4/-17kg/ 17kg) the second blow is highdf1.2 (i15/-13/KND/KND) the second blow is punished on the block mid. To reinforce the lack of good pokes like Kazuya's main weakness, his tools require him to take more risks. Heihachi b1 (i15/-11/-5/-5)b1.2 (i15/-9/-15kg/CS) the second hit is highb1.2'2 '2 (i15/-6/KND/KND) interruptible linear middle, will not combo even on counterhit. A strong and fast homing tool on the mostly aggressive nature of the misim. The footage is worse to require it to risk followups.f2 as the move connects 1 (i15/-4/KND/KND) fast high followupf2.1 (i15/-12/KND/KND) slower mid-follow, punishable on the block. It would be a very strong move because of its speed and range if not for this kind of design. The enemy can also lock them up, so they avoid a quick high follow-up as well as block a slow mid-follow.guaranteeing them punishment. What do I do now? Often, just knowing how to deal with something is not enough. You have to build enough muscle memory, so just knowing what you need to do, you don't have to think about doing it. Just knowing that there is a high in the string, your subconscious should be able to automatically force you to enter diving motion. Here's a good way to practice the basics: Repeat 1,2,4,3 (Low Parry)Repeat df1.4 (Duck and Run)Repeat db2 (Nothing to do)Repeat df2 (Punishment of one turn)Repeat b2 Repeat 3.2 (Duck and run)Repeat df1.3 (Punishment after string)Repeat b2 (Do not)Repeat ws1.2 (Punishment after row)Repeat ws Repeat db2.4.3 (Block second hit, low parrys third hit)Repeat 3'4.4 (Duck and Run)Repeat b2.3.4 (Low parrys Repeat db4 (Block and punish)Repeat f1'2 (Do nothing)Repeat ws1.2 (duck and run)Repeat ws2 (Punishment)Try to get comfortable with the identification and deal with all options. Feel free to find out similar cases for characters that give you trouble. Try to identify these types of weaknesses in real matches and not if you are unable to handle them in time and get hit. Long-term improvement is more important than short-term victories. How does it help me when I pick up my favorite character? Looking at a move or string you can keep a mental list of your advantages and disadvantages from them by them Above, and feel the situations it will be useful in. then you can reduce your character to their most useful and versatile tools that match your game time. Conversely, you can find out which options offer too high a risk for their rewards and not rely on them. I really can't really tell what the weaknesses of this move are, what the hell. Not everyone is born equal in Tekken 7. There are strings and moves that are absolute staples to their character precisely because of their strengths. Often overlooked is the weakness of the launch rate and the space someone would have to get it, so check the frame data and maybe you are too passive against your opponent at the wrong time. Another will be a long recovery by a whiff where you need to use your movement to bait the enemy in this movement and then avoid it. Having said that, here's a good way to know everything you need to know: Go to training modePick that character for yourself and your opponent. Make a move or a line, pay attention to the start, the total recovery to blow, the properties to hit. If you string, run again, but try delaying each part as much as possible. Note the number of delays and propertiesDummy: Guard All. Guard AllPerform move or string, property note on blockDummy: Guard All. Sidestep/Sidewalk Left/RightJab, then follow a move or line. Tracking notes. Jab, wait until about half the side of the motion ends then execute the move. Notice how strictly you need to get around the time. If you're a string, note how the line generally tracks step after impact. If you string, do it yourself and see which options are linear and leave enough space to get around. Dummy: Permanent Guard, BackdashIf a string, do this and all its options once, note what options are negated by the backdash. If mid/High, do it over and over again to get an idea of how much you can do it and on what ranges against a backdashing opponent. If low, see how many times you can hit a backdashing opponent. Try the higher defensive options yourself to figure out the timing. If the string, the record dummy does so with different delays on each hit. Check where and when you can interrupt. This may seem a little overwhelming for a simple analysis of a single turn or line, but more often than not you won't need to take all these steps. This is a complete list that covers most possibilities, but in most cases the strengths and weaknesses will be evident quite early. A good resource to check out is the guide that, perhaps there are already some answers. 3hLJ46GqFHk3Hl/edit replies. tekken 7 top 15 moves for all characters

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