

## Blaze vs Kage











### Throw Escapes

- back, down, down forward






### Don't whiff rising attacks!

### Don't get rung out!





#### Volcano Knee (from rising )

- ◆ Counter hit open stance  
+-->+
- ◆ Counter or normal hit any stance  
-->+

#### Volcano Uppercut + (major counter only)

- ◆ Both stances  
(backturned) +-->+

#### Jumping Elbow

- ◆ All characters any stance (failsafe)  
+

#### Shadow Hammer +

- ◆ -->+

#### Shadow Spear +

- ◆ +--> (backturned) 


#### Monkey Punch +

- ◆ -->+--> (backturned) 










#### Venus Depression (--> during Fake Roll)

- ◆ -->+

#### Sunset Flip (++)

- ◆ -->+

#### Side Crumple Combos

- ◆ +-->+
- ◆ Safe catch all combo  
+

### Don't Get Rung Out

Use OM or whatever it takes not to get rung out. Even if you have to suck up some damage don't worry!

### Stopping Hurricane Stance

- Block a move that puts him in this stance and low kick!
- DON'T WHIFF RISING ATTACKS!
- Dodge to his back to avoid 6P

### Stopping Jumonji Stance

- Backdash (he has short range)
- Dodge to the front
- Monkey punch
- DON'T ELBOW
- DON'T PUNCH
- DON'T KICK

#### Dodge To The Front

- ◆ ++
- ◆ +

#### Dodge To The Back

- ◆ +
- ◆ +
- ◆ ++
- ◆ Hurricane Stance 

Additional Notes: