

Heart Aino BBTAG

Character Guide



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Social Media

Twitter: https://twitter.com/Crescent_Final, https://twitter.com/Konnor_G

*You can look up further tech in the BBTAG Discord - Heart Channel

<https://discord.gg/Y7GXc2g>

*You can also look up #TAG_HT in Twitter

Number Pad Notations

The common way to be reading/writing a move and combos will be the number pad notation.



6 is forward, 4 is backward

8 is up, 2 is down

This will help regardless of what side your character is facing.

Introduction

"The Angel Who Fights For Love And Justice" AKA "Extra-ordinarily Rare Maiden" AKA Heart Aino. The main protagonist of the Arcana Heart series and a goodie-two-shoes girl. With her lore, she can be a Disney princess, a fighting princess. Since she is the main protagonist of her series, she shares alongside Ragna, Yu, Hyde, and Ruby the essential all-around tools to learning the game and also learning the unique tag system with all-around assists.

Gameplan

She is an orthodox rushdown character with simplistic tools and mix-ups to work with. She can also be considered a momentum based character because once she gets in, she can be hard to deal with and the opponent must deal with the vortex until they make the correct choice. I could add that she is also a parry character with her ability to clash on purpose (more info in the Clash(ing) Heart section). But what sets her apart from the other franchises is her ability to do

her game's trademark: Homing Dash to further enforce mind games, mix-ups, and straight up more air mobility. Compared to other characters who don't have many tools when dealing with anti-airs, she can double jump and still back homing to get back down AND she can EX Homing that homing. So she seems primarily based on jump cancel/assist pressure than most characters and doesn't really get much out of ground pressure besides the threat of an IOH or throw (more info on Homing Dash Section).

Team Synergy (2.0 Version)

Love Always Wins															
S															
A															
A-															
B															
B-															
C															
D															

Source: https://twitter.com/Konnor_G/status/1212185817856102400

Moveset

LEGEND: (Startup, Frame Advantage)

Normals



4a (6, -3)

Can gatling into 3 fast punches of itself before going straight into the A auto combo. All 3 punches are jump cancellable.



5a (8, -3)

A lunging punch that can give her some range compared to her 4a and 2a. Jump cancellable on block and hit.



5aa (-4)

A follow up kick that pulls in the opponent. This makes combo conversations easier and can also be used to create a chance to steal the corner. Jump cancellable on block and hit.



5aaa (-14)

A back hand punch that pushes away the opponent. Mostly just used for combos. Jump cancellable only on hit.



5aaaa (-20)

Her old anti-air 6c turned into an auto combo ender.



2a (-4?)

Her low kick which gattlings into 5a and vice-versa for a total of 3 times. Combine it with 4a for a starter, you can technically gatling into 2 mids and lows.



5b (11, -6 uncharged, -11 charged)

The shoulder and the usual backbone of every Heart combo. It has great range from round start range. 1 back dash from round start using fully charged is the range. Do note if you charge it after a while, you will be punished heavily on block but on hit, the opponent will be wall bounced. Has the ability to clash during charge.



5bb (-4?)

Her grounded Ribbon Beam makes an appearance as an auto combo move. This is also part of the backbone of her combos and the backbone of the simple high/low mixup.



5bbb (-4)

Her failed Iron Fist Punch where she trips. Unlike her game which is unsafe and not special cancellable, this is a safe low. This is also a frame trap unless they RA/Super in between but she can low profile certain RAs.



2b (-11)

This move is the backbone of combos kind of move.
 This move unfortunately isn't an anti-air with head invulnerability. This instead has the ability to clash which for the better is the fastest clash; for the worst it isn't a good anti-air.



2c (-8)

A simple sweep, it is her best ranged low. That's it.



J.a (8)

Her strong air move which can hit all around her for some reason.



J.aa

This second hit gives a good amount of un-tech time to do a dive kick ender or extending the combo.



J.b (9)

The best air-to-ground move with 10 active frames to boot. Making this mostly your ideal attack from homing.



j.bb

The second hit hammer which can be used as a combo extender in certain combos or just a quick knockdown to the ground (although they can tech as soon as they touch the ground).

Universal Mechanics



5c (22, -10)

Your usual universal overhead. Use wisely.



Heartful Punch

a+d (10-ground, 7-air)

Her Heartful Punch reversal which has a followup ender like Makoto. This can be used in a combo when Heart is airborne and near the ground. Sadly for this iteration, she cannot homing cancel out of this like in her game. Which would make her ultimately broken for throwing out safe reversals for a meter.



b+c

Her normal throw which hits them forward. Can combo into 5bb but it is tighter, making 5aa preferred.



4b+c

Her flip throw to her back. This easily combos into 5bb.

Specials



Iron Fist Punch A

236a (-4)

Her fastest and shortest ranged punch. This is also used as a RA punisher for more initial damage before comboing into 5a.



Iron Fist Punch B

236b (-3)

Her slowest punch but can reach about half screen. This has clash during the windup before the punch starts.



Iron Fist Punch EX

236c (-3)

Her EX iron punch with the speed of the A version and the range of the B version. This will bounce on hit.



Roz Sfaira

214a

Her pink orb. It travels mostly in a straight line with very weak tracking properties. Not preferred to use in midscreen due a long startup since you can be punished for it.



Tria Sfaira

214b

Her pink orb x3. This has a longer startup compared to her single ball. Same principles apply, don't use near opponent.



Roz Tóxo
214c

Her laser which is surprisingly fast like Vatista's laser. But the caveat is that she has it as a safe laser but uses up 1 meter.



Special Kick A
j.236a

Her fast dive kick and bring them to the ground but not a true knockdown. Safe when done closer to the ground (e.g. 5bb 236x)



Special Kick B

j.236b

Her slower divekick but it knockdowns well. Safe when done close to the ground



Special Kick EX

j.236c

Her EX divekick with the speed of the A version and the knockdown of the B version. When done close to the ground like 5bb xx j.236C or if the opponent is slightly above Heart when she does this, Heart can combo from it. CH conversions can be done from full jump height

Supers



Iron Fist Punch of Love

236b+c

Her fullscreen punish. No invincibility once the punch starts so can't be used against Vatista's Super Laser and those similar to it. Enhanced has Heart do a double fist pump at the end of the

punch which destroys any chance for oki compared to her normal version however its still possible but more of timing it after her fist pump. This is also her Partner Distortion.



Amazing Heartful Punch
214b+c

Her best damaging super but it must hit close to the opponent to do the full uppercut otherwise she can be punished for it.



Amazing Special Kick
j.236b+c

Her divekick super. Hits high, can cross up, and has a shockwave hitbox. This doesn't have any extra animation when enhanced which makes it still useful to enforce oki. If the opponent blocks the kick, it is minus (but safe), if they block the shockwave, Heart is plus.

Astral



Super Amazing Iron Fist Punch of Love

222b+c

A very easy astral to combo into when done from a grab or even 5bbb. Due to its fast startup, it can punish 5Cs that are normally considered safe.

Assists



Iron Fist Punch

5p

She does her 236b with a faster startup.



Roz Tóxo

6p

Her slower assist laser compared to her EX laser.



4p

Her 2b anti-air assist. She seems to move forward a bit more compared to her 2b counterpart. No clashing involved.

Clash(ing) Heart Explanation

A very unique mechanic that purposely creates a chance to clash against other moves except lows. Both Heart and her opponent do not take any damage during the clash. Heart can cancel her clash against all physical attacks into another attack in her arsenal, whereas if she clashes with a projectile, she will absorb the projectile and reflect it with her own orb projectile but she will still do the clashing move. She can only purposely clash with charged 5b and 2b, and the windup before the punch in 236b.

:Applications and uses

Despite the ability to clash on purpose may sound OP, it isn't as strong as it seems. If it were activated at frame 1 then it can be considered a problem. Heart needs to use the proper move to maximize its use. 5b's clash starts up slower but lasts longer until she shoulder charges, 2b's clash starts up the fastest but ends just as fast, 236b is in the same case as 2b but ends faster due to it being an attack without a charge.

- Their primary use is to use these as a burst punisher, adding to the fact that you can punish bursts solo even in a non-jump cancellable move is a god-send for her.
- She can stylishly clash against certain supers on flash reaction.
- This can also be used in certain gaps in the opponent's blockstrings where a 5b/2b is usable.

Homing Dash Explanation

The main mechanic of the Arcana Heart series. This one allows Heart to home in towards the opponent. Homing Dash first has a startup which is done when pressing c while in the air alongside pressing the directional input:

- neutral homing is the fastest homing dash but has a tell with the flash before it starts dashing
- forward homing lets her move forward first before doing the dash

- back homing moves her backwards before doing the dash in addition to having frame 1 invincibility before she begins homing.
 - Homing notation is j.XC (where X is numpad notation direction)
 - Homing notation "j.5CX" (X is a held direction after j.5C homing is done)

You can somewhat steer and control your homing speed by holding the appropriate direction like holding back while homing towards the opponent to be slower and holding up the home towards them while moving slightly upwards, etc.

It is also known that you can use 1 meter to cancel certain moves into EX homing dashes. Those moves are:

- 5bb
- Fully Charged 2b
- 236x
- 214x
- All airborne moves including homing (normal homing) itself

Do note that unlike the regular homing dash, the EX homing dash cannot guard at all.

:Applications and uses

Probably one of the most annoying mechanics for many opponents when they need to adjust well in order to react to her. This is where most of the mind games, a few mix-ups and oki come into play.

- After an ender in a combo like 236b and j.236b, you can do a neutral homing dash to follow the ground recovery to wherever they go to. Even useful in the corner, making Heart the momentum based character she can be. This adds oki pressure and baiting out supers and RAs and is especially useful when paired with an assist, did I mention that if timed right, you can free call the assist after the combo ender?
- She can easily do fuzzy mix-ups from a nearby homing dash by doing a j.a or j.b then doing either a j.236a or j.236c overhead or a quick 2a low or a fuzzy guard break. j.236c and 2a can easily give Heart a strong mix-up combo starters whereas j.236a is strictly a free damage overhead and oki vortex starter by cancelling into EX homing, last but not least is the guard break with just a free damage overhead like j.236b because of the different starting speed and can be continued for a combo with an assist and you have a low with a different speed, what more could you ask for? The fuzzy mix-up can also come with a 236a/b/c into EX homing into the mix-up options above. Example of the fuzzy which shows j.a to another j.a but can be 2a instead of another j.a: <https://twitter.com/WpwoodSSB/status/1131039862939955201?s=19>. The true fuzzy guard break mixup: https://twitter.com/Hi_Im_Sunfish/status/1130744296414633984?s=19

- Although not used much since it doesn't help Heart much due to long startup (except the laser) but she can use any of her projectiles then cancel into EX homing, giving her a solo projectile(s) get in tool.
- The back homing is probably the most used after a jump and air dash since it has invincibility starting on frame 1, making it useful to bait reversal actions and occasional supers. ~~This is also one of the few tools and the main primary tool to setting up a Momentum Cancel.~~
 - This is further reinforced with the ability to EX homing cancel from a regular homing dash
- The forward homing is by far the least used due to it not having much use compared to neutral and back homing but it has its situational use, like if you do a forward air dash then you are directly above your opponent, you can use forward homing dash for a left/right mix-up since doesn't look like you used the homing dash yet until you home in on them.
- This can also be used to bait punish bursts by cancelling into EX homing from a proper move, especially while in the air where clash is unavailable.

Homing Momentum Cancel (Patched)

A unique bug found where Heart will fall straight down to the ground after doing an attack in a 8 neutral homing state. This happens when Heart does her startup homing close to the ground that she doesn't do the initial dash, which apparently saves the previous momentum which is a complete halt. This adds another layer of mind games to her already great homing dash where you can bait some opponents then do an attack to fall down straight down to the ground. 1st link is showing the Homing Momentum Cancel in action, whereas the 2nd link can be used for trolling or heavy air mobility or even more mind games.

Source: https://twitter.com/Crescent_Final/status/1136531161734234112?s=20
https://twitter.com/Crescent_Final/status/1136538291602305029?s=20

P.S.: As of 2.0 this bug is no longer possible.

However the mind games still live on with the new EX Homing Cancel which is better than momentum cancel because of not needing to setting up but for 1 meter cost.

Combos

Sample Combo:

BNB: 5aaa -> 5bb -> 2b -> forward jump cancel -> slight delay j.aa -> land -> 5a -> 5bbb -> ender of choice

Corner Carry: 5aaa -> 5bb -> 2b -> forward jump cancel -> delay j.aa -> forward jump cancel -> j.5C -> j.aa -> land -> j.a -> slight delay j.aa -> land -> 5a -> 5bbb -> ender of choice

Homing Evade and Punish: j.b -> land -> 5aaa -> 5bb -> 2b -> forward jump cancel -> slight delay j.aa -> land -> 5bb -> 2b -> immediate j.aa -> j.236B

(Corner Only 4 Meters) The “win the game” combo: CH 2[B] > wait until they start to descend > 5[B]BB > 236B > 6HC > 5BBB > 236B > Partner assist that can pickup and has the longest untech time > 5[B] > Cross Combo > 5BB (continued off of 5[B]) > Partner assist > 5BBB (+ Partner assist if you can) > 214B+C > P (Distortion Duo)

(Midscreen 4 Meters) The “win the game” combo: CH 2[B] > wait until they start to descend > 5[B] (hits high) > 236A (wiffs) > 5BBB > 236B > 6HC > 5BBB > 236B > Partner assist that can pickup and has the longest untech time > 5[B] > Cross Combo > 5BB (continued off of 5[B]) > Partner assist > 5BBB (+ Partner assist if you can) > 214B+C > P (Distortion Duo)

(Midscreen 4 Meters) Alternate “Win the game” combo: CH 2[B] > 4A (wiff) > 5[B] > 236B > 6C > 5BBB > 236B > Partner Assist of Choice > 5[B] > 236B > CC > Partner Assist > j236B > Active Switch > Partner Super of Choice > P (Distortion Duo)

Sources:

https://youtu.be/MRg6_VqQdyA

https://www.youtube.com/watch?v=dEgJoa1_Pbs

<https://youtu.be/U5jAlvAqr3M>

<https://www.youtube.com/watch?v=YKeXg54KnNY>

Blockstrings and Mix-ups

Her general blockstring would all start from 5aa because both attacks are jump cancellable on block and on hit thus making this your primary block string. Since 5aa is also a hit confirmable move (it can be delayed slightly between each attack) to a combo it also serves its purpose to adding other tools in her block string.

Once 5aa connects on an opponent on block you can jump cancel into a neutral homing dash or ~~setup a Momentum cancel~~ by doing 1j.c.

The first option works on many opponents the first time but they will get used to your neutral flash if used excessively, however this option does work best on most opponents who do not RA immediately or if their character's RA is slow.

The second option universally works on everyone due to the invincibility of the back homing dash and you will be safe for the entirety of the back homing until you land on the ground and guard.

If your opponent isn't push block heavy or they don't have meter, you can enforce a simple high/low mix-up by doing 5bb then either of the 2 options j.236x and 5bbb, a high and low respectively and its both safe on block, now isn't it a fun time to smile? Do note however, that some characters, due to their hitboxes cannot be tagged by j.236a/c (e.g. Linne).

This is in regards to homing pressure where players are gonna try and up back neutral homing pressure on reaction if you do it too often so try to mix up between doing a regular jump in and

homing to make it hard to fuzzy guard out of. Throwing in an IOH for good measure to keep the opponent guessing and honest since most of Heart's pressure and mix-ups lies in the air with minimal pressure and mix-ups on the ground.

Safejumps and Okizeme

Heart has the ability to snowball games due to her ability to auto safejump off of multiple special enders. Ideally, Heart is trying to end the combo with 236B/j.236B, even supers in the corner; even to an extent in the open. This allows for you to neutral jump, and j.5C to follow their tech and safejump with j.A or j.B. You can layer this with lockdown assist + j.5C to do high/high, high/low, , low/high, side-switch, etc. Heart should be trying to get into this scenario as often as possible. This safejump does lose to counter/fast supers, so having the 5P take the hit and steer heart into the ground before the parry counterattack comes out is an option as well.

If the opponent does block the oki mixup, you are in range to do 5AA jc into the 5 way mixup and continue to exert pressure. If you have an assist that has a late cross combo activation window, this can set up sandwich situations.

Notable Players to Watch

Kirino (Misty) [1.5 Heart + Yang] - <https://twitter.com/murasaki17sai>

Duckator [Heart + Labrys/Akatsuki- <https://www.youtube.com/user/duckator>

Jrojiro5963 [Heart + Yang] - <https://www.twitch.tv/jrojiro5963>

Tsuntenshi [Ruby + Heart] - <https://twitter.com/Tsuntenshi>

Noble [Carmine/Akatsuki + Heart] -

https://www.youtube.com/channel/UCN2Kzt_c1dXYtDe-l5XZ6Cw

Konnor_G_ [Yu Narukami + Heart] - <https://www.twitch.tv/mrkondumb/>

Additional Resources

BBTAG Discord: <https://discord.gg/FJjN8wS>

BBTAG Hashtag Archive Discord: <https://discord.gg/cgD4GHV>

Konnor_G_'s 2[B] DP Table: https://twitter.com/Konnor_G_/status/1213962920272416768

Duckator's 1.5 Solo Fuzzy Guide: <https://youtu.be/atyOBOSrtjs>

Duckator's 2.02 Heart Guide: <https://www.youtube.com/watch?v=w4DbO28eImY>

Guide Changes:

Version	Date	Notes
5.1	August 30, 2019	Initial Guide
5.2	November 28, 2019	2.0 Update and Illustrations for moves
5.3	December 12, 2019	Added: Safejumps and Okizeme, Notable Players to Watch
5.4	December 31st, 2019	Updated: Synergy Chart
5.5	January 6, 2020	Moved: Guide Changes down Added: Additional Resources