

VS GIOVANNA

Matchup Philosophy

- Giovanna plays a little like a tankier Chipp, faster than Sol, with an amazing dash and strong up close normals, but with shorter range, with one big exception - 2D (See the “2D” section). Stick out pre-emptive normals and have her come to you.
- Neutral against Gio is mostly defensive, waiting for an opportunity to go in or grab a knockdown to start your pressure.
- Be very careful about relying on your 6S or f.s too much. Gio’s 6p and Sol Nascente (her pseudo DP) really wreaks havoc on Sol’s longer pokes. Use Sol’s lower pokes (2k and 2S) more.
- Risk/reward is tricky here. It favors Sol slightly by default (higher damage and slightly higher defense), but once Giovanna gets meter her damage becomes comparable (she can confirm into super easily and it does a lot of damage), as well as her passive granting her more damage and more defense the more meter she has. Assume you’re even for the most part.
- Giovanna does not have a true reversal outside of her super, *BUT* Sol Nascente (her DP) is upper body invulnerable from frame 1, so it IS a reversal against F.s and 6S.
 - Even worse, you have to be really careful timing throws, as Sol Nascente is airborne shortly after startup, and thus can’t be thrown. Together with the natural 5f wake up invincibility to throws it makes the throw window very tight.

TROVAO (SPIRAL ARROW)

- You can 6P it on reaction.

SOL POENTE (FLIP)

- You can also 6P this on reaction.
 - 5P and 5K also both work on reaction.

SEPULTURA (Dog Kick)

- Sol has the unique privilege of being able to punish this attack on block(it’s -4), with your best general option being 5p 2p br1 br2. While 5k will also punish this attack, the long whiff recovery means it’s a fair bit riskier.

Neutral

- Much like Chipp, **Giovanna beats Sol in speed but loses in general range** (except 2D, see the appropriate section below), so she'll usually try to get in on you with a dash normal.
 - **Sticking out safe buttons**, especially low hitting ones, like 2K and 2S do a lot to stuff her approach.
 - 6S is higher risk, as it can be jumped over or 6Pd/DPd for a punish, but it is a valuable tool as the range and CH damage are something Gio has to be scared of. Use with moderation, but do use it.
 - Neutral j.H or j.D are also strong since she tends to run face first into one if they mistime their approach.
 - Dashing backwards sometimes in response to her dash forward can get you whiff punishing opportunities, since her buttons tend to have long animations (shorter recovery).
- **Good Giovannas will use 6P and Sol Nascente (DP) a fair bit in neutral.** You'll have to **rely on 2K, 2S and 2D** to dissuade them from spamming those, so you can use 6S and f.S more.
- **Gunflame is simultaneously your best and worst tool** in the match up, depending on how you use it.
 - **It's the worst tool** because, if Giovanna is expecting or predicting it, it is almost trivial for her to Trovão (Spiral Arrow) or IAD in response for a full punish.
 - **But it's the best tool** because, if Giovanna isn't just waiting for it, it's a wall that outranges all of her moves and that she cannot get through and lets you win on block or hit.
 - So very careful, limited, and tactical use of Gunflame are extremely important in unlocking this match up.
 - Think of it like establishing that you WILL reversal DP sometimes.
 - Keep it in your back pocket, then "cash it in" once in a while, when they don't expect it, for big returns.
 - Once you establish that you WILL use it, this forces Giovanna to change the way she plays. Adds to her "mental stack" as something else to look out for, and might even get her to pre-emptively jump or Trovão in neutral, both of which are easier for Sol to deal with than her dash in normals.

Dealing with 2D

- Gio's 2D is an exceptionally strong tool against Sol due to long range, a very

disjointed hitbox and very low recovery. There are, however, ways to deal with it.

- **Pre-emptive CH on startup** - 2D is 17F startup. Pre-empting it with 6S, or a run up button if you're close, can net you a juicy CH.
- **Whiff punish with 6H** - Despite having only 7f recovery, the Gio's 2D is reasonable to whiff punish as it has 10 active frames, so you can whiff punish it by starting your 6H during its active frames. Do practice this in training mode, as being too early will lead to YOU getting CH. It's finicky but reasonable to do.
- **IAD j.D** - Can often punish the move if you're already in the air and just IAD in reaction, but even if you don't get a punish you get to at least bypass 2D and start pressure.
 - **DO NOT USE j.H!** Despite the visuals, j.D hits lower than j.H, and Gio's 2D has a (fairly generous) hitbox close to her, so j.H is very likely to trade or outright lose while jumping in. j.D is much safer.
- **Gunflame from right outside of range** - Gunflame is a true fireball (and thus "entirely disjointed") and actually outranges 2D. You won't get a punish most of the time, but forcing her to block a longer range gunflame leaves sol fairly plus and able to move in and start pressure.
- **Bandit Bringer** - If done at roughly the same time bringer will either trade or punish 2D.
- **Clash with the disjointed end of 2S while buffering another move** - 2S is fairly disjointed, so using the disjointed tip of 2S to clash with Gio's 2D will let you buffer a follow up move (such as Bandit Revolver or Gunflame)

Whiff punishing f.S

- Gio's f.S has extremely long active frames and a very generous hitbox. Whiff punishing it is a knowledge check, as using "normal" buttons like your own f.S has to be timed very carefully or you simply get counterhit.
- Instead use 5H or 2S.
 - 5H is disjointed enough to hit through it, and nets the highest reward as CH 5H starter is big damage, but you need to be closer to her to use it.
 - 2S has a low and disjointed hitbox which gets under the move. It's lower reward, but has a better and safer range.