

Sol combos?

[dustloop combo section](#) (lacks distance specific routes, but besides that it's pretty complete.)

[faisal dante's combo vid](#) (most Sol combo guides on youtube as of writing this are outdated.)

This one is good and also has some very nice info, but some of the routes have more practical/optimal counterparts in the dustloop combo section.)

[mame youtube channel](#) super optimal combo maker.

#ggst_so on twitter and [mame on twitter](#)

Why is this combo not working/doing less damage?

There could be several reasons:

Character specific routes: Each character has unique hurtboxes, and there are three weight classes. As such, there exist routes on specific characters which won't work on others.

Distance: some combos need to be done from a specific distance, either from the opponent or from the corner.

Timing: some routes are required to be buffered asap or have a delay in between.

Clean hits/cl: clean hit is when a specific hitbox of a certain move (the second hit of 623h and 632146h) connects with the opponent, resulting in better damage and knockdown, thus it's preferable in nearly every situation (note, combos after clean hit are different from normal hit, usually). Clean hit will almost always occur if you hit the opponent very close with the first hit of those moves. In notations, you will mostly see clean hit 623h referred to as cl hvv.

Crouch confirms, Combo Proration, Roman Cancel, Counter hit and Wall health all effect the combo routes. In addition, risc and character specific health will effect the damage. Explanations for all these and more are here <https://www.dustloop.com/wiki/index.php?title=GGST/Damage>

Additional info: big counter hits have a period of time where followup hits also have more hitstun. Start up proration also seems to increase gravity, so a combo that starts with 5k would prorate differently from a combo that started with 2k. Thankfully, this is not usually a problem for Sol, but beware that certain routes may need some adjustments depending on the combo starter.

Additional notes: corner combos that include comboing after cl hvv meterless are done by tiger kneeing it, since the aerial version lands faster (in most routes, you don't have to do tiger knee dp tho, since you can buffer jump first, then slightly delay the following hvv in order for it to not be done on the ground).