



ANSWER OKI GUIDE

I'll be updating this doc occasionally as I find new stuff that I find useful or if I find ways to improve the doc itself. If you want something added/fixed, just dm me on discord (@Hiimahobo#3054) and let me know.

For newer Answer players, oki can be a challenging subject because there is a plethora of raw options to do that all rely on finicky things like types of knockdowns you're getting. This guide is to help potentially ease the learning process of knowing which oki to do when, and also try to compile answer oki into a single document.

The most important goal as answer is to get oki with scrolls of some kind as it allows you to get rewards and mixups that you normally cannot in the neutral.

I'll go into what to do whenever you do get scrolls later, but for now im gonna talk about what you can do without them since it can be common and oftentimes are the building blocks of what to do with them.

SCROLL-LESS OKI

You can do a 6H meaty which can leave you plus if timed well and is also throw immune after some startup time.

- If they try to throw they will get CH and 6H is the biggest CH launcher answer has so it leads to great reward.

2K meaty is another great option for it having a large amount of active frames, can outspace throw, and beats out wakeup blitz attempts.

Another niche but still useful way to get oki on situations where you don't have scroll is to jump and immediately hit j.D.

- The frog will miss, but you will recover in time to do a low airdash or land and do a 2k, and with the frog disguising your model, it can be hard to determine where you will go.
- Example: <https://twitter.com/nikkyo0627/status/10393872145540997>

2D MIDSCREEN SCROLL OKI

After a 2D you can get a double scroll set for all 4 scrolls and go wild, but you will not get a meaty and it gives your opponent some room to breathe as they get up.

- Still great if they are scared though

This section will assume a 2D>214K knockdown and set as it is the most common and typically best scroll set from a 2D as you can run up 6H or SJIAD to cling and to a variety of things.

A meaty run up cling 6sD from the first scroll will dodge non blitz reversals if timed well and will allow you to punish those that don't travel very far such as ky DP or johnny super.

- This also lets you still continue your offense from the other scroll if it is blocked

You can also do a 6sD from a run up cling and go over their body, then do a meaty sK on the other side which will cross up.

- If done correctly will cause them to be standing regardless if they woke up crouch blocking or not due to system mechanics that are hard to explain but not necessary to understand.
 - After the sK, you can go for c.S>6K and the 6K will always hit due to the aforementioned property of them always being standing.
- Example from Joey Reads: <https://streamable.com/srw0l>

Another option is to do an immediate sH for an overhead.

- This is mostly very low reward, but you can link a 5p on some characters into a knockdown.
- This option gets much better when you combine it with options like sS or uncling 2k in order to establish an actual mixup when you cling.
- You can also do a 3sD from any cling which will not hit them and go for a command grab or regular throw.

OTHER KNOCKDOWNS

For when you get a knockdown not off of a 2D, such as an sK or sH from a scroll combo, the oki varies and lets you get more options.

If you get a knockdown from sH, most of the time a k scroll into standard oki as if it was from a 2D is standard since it does not allow as much time as an sK knockdown which is where you can get oki that is harder to deal with.

However, if you get a knockdown off of an sK, you can get a large variety of options which are explained here.

sK KNOCKDOWN MIDSCREEN

Off of an sK knockdown, you can go for a K set and run towards the opponent as they're getting up, and super jump through them to cling onto the scroll behind them which will result in an extremely hard to see crossup.

- You can also go for a 6H or run slightly longer to make it stay on the same side.
- This setup is great because you can get most options that you get from K scroll oki but as a crossup which allows another layer of mixup and can confuse the opponent.
- This setup will not be meaty and can potentially allow for mashing to beat it.

If you want to meaty from an sK knockdown, go for a P set into super jump cling, then do a 3sD as the opponent is waking up.

- This will meaty and will also often times pass through the opponent onto the other side of them if they block, which then causes a crossup you can either get a knockdown or combo off of.

Another great option for midscreen oki is to cut the bnb short and do 6k>214p>j.K>j.H>cling>9sD>sK>214k and leave the second scroll above you.

- This allows for a 3 way mixup between sH crossup>cling, sD through them and then sH>cling for a crossup overhead, and sD through 2k>c.S>6k for a crossup low, all of which launch with proper setup.
- Example from Beni: <https://streamable.com/xh324>

SCROLL CORNER OKI

In the corner, you have even more options to go for oki off of an sK or sH.

Also, all oki from a 2D in the corner is the same as midscreen, without the potential for the crossup sK.

From an sH that was high off the ground or from a 2D, you can go for any set of scrolls into a meaty S card.

- This leaves you heavily plus and also leaves a card on the ground for pressure and launches from mixups.
- Also works from sK knockdown.

From sK, you can get 2 scroll sets into a 2k which will often either be meaty or frame trap mashing/jumping.

- This is a great option because it gives you every scroll in the corner and still allows you to get the opponent in blockstun immediately.

You can also go for an S set and then super jump to the top scroll, and then either do 1sD>4sD for a crossup setup that steals the corner, or 2/3sD>6sD to stay on the same side.

From very specific knockdowns that pulls them slightly out of the corner, you can land a crossup meaty 6sD which will be very ambiguous. For examples of these knockdowns, check the video examples sections as they can vary to a large degree.

- Examples from Beni and Random Twitter User™:
<https://gfycat.com/parchedbriskballpython>
<https://twitter.com/sayakata/status/1169356811259924480?s=20>

SAFEJUMP OKI

Answer has a surprising amount of oki that leads into safejumps, so I'm gonna dump the examples here to not clutter the other categories.

Midscreen, the most common route to get a safejump against most characters is to just do 2D>214K and time a j.H on the way down.

- Anything that leads into guaranteed scroll pressure is great, and this is the closest thing you can get to it, although it does lose to blitz.
- Example from MechaMacGyver: <https://youtu.be/ezOGFmwW1J0>

Another tricky setup you can use involves hitting the opponent on the backend of an s.H, and then hitting with a 1sD scroll dash through them. Afterwards, immediately put up a P scroll set and super jump straight up, cling, and then uncling and land with j.H. This will not only be a safejump, but also cross up as well.

- Can stay same side by super jumping forward to cling, and will also safejump those who normally aren't by the 2D>214K safejump.
- Example from Beni: <https://gfycat.com/ScaredSnivelingBluefish>

METERED OKI

Most of answer's oki doesn't get much benefit from meter, the best thing you can get midscreen is an sS>yc which allows you to do something like run up command grab.

- This is a good option to use rarely, as it is very gimmicky and heavily relies on your opponent being scared to do anything.

If you get a knockdown of any kind in the corner, you can go for a K set into a meaty card YRC, and then superjump onto the outside K scroll.

- From here you can either uncling>2D>421S/H for a low launch or sH>cling>6sD for an overhead launch, and both sides of the mixup are advantageous.