

General gameplan:

Don't let her corner you

However you shouldn't play too passively as that will let her run at you

Use May's superior mobility to keep her guessing when you'll jump

Round start:

None of Ram's normals can directly beat May's 2S on roundstart, her 2K trades with it but unfavourably

- Her roundstart 6P will trade with 2S and beat roundstart Dolphin however

She will normally walk back to maintain space and whiff punish if she predicts a 2S or 5H

- Roundstart 3K will catch her if she's not blocking low

- 3K will go under her main round start buttons except 2K

She has an unusually strong roundstart vs May with TK Agresa Ordonio (j.214S)

- If done low enough this hits all May's main roundstarts knocking you down, even 2S

- Beat this with roundstart f.S, you can then whiff S Dolphin for a full combo

- She can hit her f.S to beat your f.S if she anticipates it or go under it with 2K

- You can also beat this with roundstart 3K to go under then c.S punish

- However she beats this with 2K as well

- You can roundstart 6P to clash with it then clash cancel to put pressure on her

- Both of you get meter from the clash so you're both able to clash cancel and FD block

- She can clash cancel with a j.S which you can clash cancel 3K to punish

- She can avoid this by clash cancelling with airdash

- Best bet is to clash cancel 3K or FD block

In neutral:

- Carelessly swinging will get you killed, her combo game and reward midscreen was massively improved

- Her f.S and 5H are commanding checks

- 6P beats them as a counterpoke

- After blocking 5H microdash to take the space

- IBing f.S > 5H will make you much closer, potentially to punish with 2S

- Her j.H can be pesky but is easier to deal with this version

- It can clash with your 6P so be ready if it does to clash cancel

- Meeting her air to air is your best bet with jP, j.K or j.S

- If she does j.H from too high she is punishable when she lands, even on hit

- The pushback on the move is pretty big so blocking it and doing nothing is not bad

- Don't let them do IAD j.S at you, 6P her

- Use your superior air mobility to your advantage, if you're going to jump mix up what you'll do from that jump

On defense:

- Rekka (214P and its followups), this move is very different this version

- This is probably the only move in the game that needs to be IB'd for May to get a consistent punish

- It becomes more risky to challenge with May's buttons as they are a bit stubby and rekka 1 spaces her far
- She is able to dash cancel her rekka and then special cancel
 - She is very minus when she dash cancels a rekka so she'll usually special cancel
 - Dash cancel into rekka 1 will catch your backdash, this can be thrown in between or jumped over
 - She recovers in time to anti air you if you land with a button however
 - There is a 2 frame gap between rekka 1 and 2, if you IB rekka 1 you're more likely to be close enough to throw punish even if she doesn't follow up
 - IB'ing rekka 2 will also guarantee a throw punish
 - Backdashing is quite risky, May has short invuln and rekka followups will catch it
 - Main exception is if she rekka'd from afar
 - If you IBFD rekka 1 she is more likely to miss the rekka followups where you can then backdash and/or whiff punish
 - This also applies if she did rekka from afar and you FD it
- H sword in the corner
 - If you IB a c.S you can throw her before the H sword reaches you and put her in the corner
 - In essence she will throw the sword, hit a button to catch you trying to escape, then pick up the sword again to repeat
 - This encourages you to keep blocking to condition for a throw later on
 - If you FD her attacks before sword she becomes too far to 2K so she has to 5K to stop you
 - You can then 6P the 5K
 - You can microdash forward and block, this makes her less able to pick up the sword again
 - She then has to run further to pick up the sword so you can gamble on reversal throw when she runs forward
 - If you IBFD a move she's too far to keep you trapped
 - You then pick between jumping, dolphin, or microdash out. 3K is also a good button to represent
 - If you think a throw is coming then jump or attack, be aware of the risk however
 - She can chase your jump with j.P which forces you back to the ground into the pressure again
 - YRCing is very good, it makes her sword stay on the ground and you're now plus to do some pressure
 - When she has meter she will do rekka to forcibly pick up sword, FD to not build unnecessary risc or IB to throw punish
 - H sword far away
 - Ram is too far away to force you in the corner so its a chance to escape
 - She will either pre emptively hit a button to stuff a dolphin or jump to catch you air to air
 - You can take minimal risk instead and microdash block
 - Sildo Detruo (214K)
 - Don't let yourself block this move as with the new patch she is now +2
 - If you block it midscreen you can backdash if she does a P or K move but she can f.S to call out a backdash
 - You can 6P her f.S afterwards if you guess on it

- Intercept this move out of the air with 5P, 6P or Dolphin
- If you FD this move in the corner she gets pushed back very far
 - You can jump out of the corner here but she can catch you midair with 5K
 - You can 6P the 5K or trade with it with 5P
- However she can still read a jump and air to air you
- You can 5K > 3K after the FD which will punish any button she does except 5K and 6P

Dolphin RPS:

Ram's options in the RPS are a bit riskier than most characters

S Dolphin > 6P, mainly to beat f.S

- Will beat f.S
- Will lose to 2S

S Dolphin > Backdash, riskier in this matchup because of f.S

- Will lose to f.S
- Reset to neutral if she did 2S

S Dolphin > Jump, this is a bit nuanced

- If she does f.S with reversal timing she will catch you airbourne
- If she doesn't then you jump over f.S and get to punish with j.S
- Also get a punish if she 2S'd with j.S

S Dolphin > block, deciding to not take a risk

- If you blocked a f.S its back to neutral

Random things you should know:

- When Ram ends a combo in grounded Dauro she is +5
 - If you're mid screen you can backdash if you think she will do a P or K move
 - Or 6P if you think she will f.S to catch your backdash
- Calvados (her laser super) can be super jumped after the flash and you can stall in the air with j.D
 - You have to get to her before the animation ends for a punish however