

Shoot me (The Tank Twitter: @TheTankGA or Discord: The Tank#8996) some questions about Sol or GG in general!

Just put a line between new questions. Everyone is welcome to edit this, please be respectful and topical, and don't delete other's questions. Every question has value.

1. What buttons are most frustrating as a Sol player to deal with from Raven when approaching from the ground. As a tangent what tools from Raven do you find generally stifle your offense from footsies?

2S, 2D, and 2H are all pretty frustrating because they cover ranges I want to run into to start using good buttons. 2H is as frustrating as Faust 2H if you are good at hit confirming. Additionally, 5P is a great button to stuff fS at tip range (where I don't normally get much without or even WITH 50 bar), and to stuff fafnir (which is moderate reward for generally low risk, but you can piano 5P~fS to auto confirm and probably knock me down, cause Raven 2D is pretty damn long). So in short, as long as you try and stay out of Sol's "knockdown without meter" range, trying to place low risk buttons (yeah I could use 6H but that's how it is) is really

2. What range are you as a Sol player trying to stay in vs Venom? Is it more grounded or air to the approach? Also how would you attempt to approach when they start to zone?

The range I want to be in to make you uncomfortable is my fS 5H range. I get so much meter from moving that I should have RC available by the time I get in.

As far as moving in goes, I am personally pretty reactive at long range, moving with the explicit purposes to inch forward and build bar. Once I get to about 3 or 3 and a half character spaces, I can make a read based movement, because if you decide to try and stop me rather than just move from there, you're generally doing something higher commit.

When a Venom starts zoning, I just do that inch forward deal, using system mechanics and building bar. Getting double jump back after air block or air hit, airdash blitz, low profile sweep, GV RC (if I get a good read).

3. Why is GF YRC into a high low "fake"?

The time is fuzziabile, some characters can IB and mash 6P throw OS, not easy, but certainly not real real. Loss of damage for the more similar timing options (jP vs 2K), and unless I still have 75 bar going into the setup, I can't do 2D TR which is Sol's strongest starter. Low airdash jS hits later than empty jump 2K/2D. If I do the airdash high so jS hits earlier, if you crouch block the GF, the jS whiffs. The loss of meter gain for the mixup is meh. Obviously I'm gonna be more interested in doing it if I kill you on the next hit. Personally, safe jumps are king. I cover a lot of options and can go into the standard frame trap/throw mixup.

4. How should one approach neutral vs Sin (or any character with better range/confirms in neutral) when you're decently far apart and you don't have meter as Sol, while they do? I try to bait out meter usage but it tends to end up with me pushed into the corner or taking big risks in order to get in.

Well, losing space to gain meter/change meter advantage is worth it. The pure control that you have over Sin when you can GF YRC out to either force him in the air or force him to use food on beak is worth it. Taking risks to get in is kind of the name of the game against the high neutral control characters. Sin isn't as volatile as he used to be, so things like simply dash jumping and FDing on the way down, getting into a Sin block string then fighting your way out of it are well worth it nowadays.

To start getting that bar, do a lot of walking and blocking. Dash neutral jump is great at building bar, too. Obviously, raw GF is scary, but at ranges outside his 2S (think tip of Sol 5H), using either 5H or GF are good ways to get him to think about choosing less strong options which will let you either anti air him or get in.

Recognizing the tough spots in the matchup will help you create a game plan for those situations, I think you're on the right track.

5. How would you buffer BR in between Chipp's rekkas if you IB rekka 1 then BR before rekka 2?

There's enough time to do exactly that. IB Rekka 1, then follow through with the quarter circle.

6. What are some key things to look out for in the pot mu?

The biggest issues Sol might have is trying to play the mid range game from a slight frame disadvantage and getting hit by 5H. The reward on 5H counter hit is a knockdown and his cancel options on hit or block are all pretty good. I wouldn't use gunflame at a range where a flick will punish, if anything, Pot is different in the ranges where gunflame is actually scary are from further range, as opposed to most characters. Because of his limited mobility, and especially his limited air mobility. Gunflame is actually pretty effective as a projectile you can advance behind. You can space trap Pot between the end of your gunflame and a running fS, 2S, 5H, or even just another GF or wait if he tries to jump.

The only other really big consideration I would urge you to pay attention to is your offense. For example, late airdash jS should never go jSD, because on IB, he can Pot buster punish the jD. Likewise, if he backdashes a jS, he will probably get a punish on the safe jump/late airdash/empty low timing. Backdash OSing with 5K is simple, but you ought to practice it because it is so odd compared to other similar backdashes, even like

Sin's. Because the timing is consistent though, you can pretty reliably get bigger starters like cS with enough practice. Pot backdash is strong, but with the proper OSeS, RPS and reads, you can remind Pot just how poor his defense can be.

7. wHATs the exact time to chain the dustloop?

For a visual indicator, look for the frame where he pulls his weapon all the way back. For a beats per minute approach it's like 65 bpm.