

Original Post:

http://www.twitlonger.com/show/n_1sn57mk

I got a request from my friend and started writing about it while back.

As expected it's a long post,

so please read at your own convenience.

- Disclaimers before Reading

The notes below are not compilation of 'Optimal Solutions'.

This only compiles "My (Nage's) Idea as a Player"

I'm sure the answer is different depending on the character, and other player's philosophy, and I'm sure there are more optimal solutions out there.

If people reads this and thinks "Oh that's a cool idea, maybe I'll do (or won't do) this" I think that's fine.

- When to use Blue Burst, or Why use Blue Burst

The reason for using blue burst is to 'reduce damage' and/or 'avoiding knockdown'.

During big damage combos, or during combos that lead to knockdown, you use blue burst to reset the situation... is the general use.

To increase the chance of success, burst is commonly used 'after getting hit by specific move' or 'after confirming a certain move'

For example, if bursting against Slayer's 2K > 2D, 'bursting after 2K, anticipating 2D will come out' and 'bursting after getting hit by 2D' are similar, but different.

First example, you can burst before taking damage from 2D, but your burst can be read, or depending on what they do after (ie. delay 214K after 2K) your burst might not hit.

Second example, you take the damage from 2D, but since they will be mid-motion for 2D, you can get a guaranteed* burst.

'If you burst while certain moves are in mid-motion, you can get guaranteed burst because they can't move' are a common situation.

*= If opponent has over 50% tension, they can RC so be careful.

I use Faust, so in general 'I get advantage from mid-far range'; 'I want to minimize opponent's chance on getting oki' is how I want to play, so the second example of 'hit burst' (term I coined myself) is what I use the most. By creating distance between the characters, I want to be in the advantageous position.

Even if the damage is low, if it leads to knockdown I might still burst.

Also I try to avoid 'burst read battles' as much as I can.

Also, I heard this from a player who uses characters with strong reversals and strong close normals (has hard time getting in), but they don't use burst on purpose, and maintain the close range even if they get knocked down and at a disadvantage, and look for opportunities to strike back.

Depending on meter, thinking "I have 50%, so I'll just super, Dead Angle, or reversal RC instead of bursting" may be a viable option.

- I say all this, but...

Aside from 'hit burst', I sometimes just burst assuming they won't read the burst lol

For example, if it's an opponent I face often, they might think "Nage only bursts at specific timing".

If that's the case, I use 'bursts that usually hits, unless it was read'.

I bother to do these bursts when it's 'early in a combo that might do big damage'.

'Hit burst' has a merit of getting guaranteed hit, but depending on the combo. you can only do it near the end of the combo.

"I take the damage I could have negated, but avoided knockdown".

Usually that's fine, but sometimes I use burst early to see if I can get lucky and both negate damage and avoid knockdown.

If the opponent starts trying to read your burst, you can get away with not bursting later on, so to embed the idea of "he might burst early", I use early bursts.

*It may contradict with what I said earlier, but in general I limit this to infrequent uses.

I also burst while I'm still in knockdown.

For this even if the burst is blocked and punished, it's considered OTG (off the ground), so you can minimize the risk. You can still get guarded and get pressured after landing though...

I take extra precaution to 'Anti-Burst Combos'.

Combos that continue if you don't burst, and even if you do they can guard in time. I try not to burst during those combos.

- Summary on how I use Blue Burst

To summarize, 'Mainly use for guaranteed burst such as hit burst, but soooooometimes use it to avoid damage and burst early assuming it won't get read' is my theory. To put in percentage, guaranteed burst 70~80%, early bursts 20~30%. I didn't actually count so it's just a hunch... lol

During the 'soooooometimes' if my burst gets read, I don't think too hard about it. If I really need to burst, I only go for the guaranteed burst points. And of course gold burst reversal is an option.

And that is all.

Thank you to all that read to the end.

I hope this inspired some to come up with their own theory.

@tenma0105 here, hope the translation helped! Feel free to correct me on grammatical/general mistakes on twitter. Feedbacks are always appreciated!

Currently not taking translation requests, but feel free to 'suggest' what I should translate :p