



r/MVC3 Dante Guide

- 'Jackpot!'

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When this guide is finished, it will be returned into a more readable and graphical format, sort of like a book.

Heres a preview of what it might look like: <http://imgur.com/a/2K53e>

Moves List

Normals:

st. L:

- Good for baiting and frame trapping during pressure.
- Covers a lot of space.
- Stuffs dive kicks with proper timing, including foot dive and Vajra (combos against assists when used as an anti-air.)
- Only combos into st.M against airborne opponents if st.L hits when the opponent is barely above the ground. On counter hit, it can combo after higher floating opponents.
- Great for setting up quick mixups. E.g: L + Disruptor teleport
- Pro anti air combo: st.L->Reverb Shock->Devil Trigger.

cr. L:

- Much longer range than most people expect
- Can link and combo into itself (Not technically a rapid fire since you have to time it manually to combo.)
- Great for frame traps
- Very slow startup so be very careful when using against an opponent at close range.
- Causes no pushback for Dante. A cornered opponent must react in some way against a rapid fire cr.L to escape pressure. This is the best way to bait push block attempts.
- Whiffs point blank on Storm, Strange and Morrigan. (Some others too)

st. M:

- Most applicable anti-air normal
- Best opening move in general close range combat
- Only the later active frames hit in the air, so use slightly preemptively if attempting to anti air with st.M

cr. M:

- Long range low, with the cost of high pushback for Dante.
- A preferred move to cancel into specials in conjunction with assists, due to the long range and opponents not often thinking about blocking low from the max distance.
- At max range midscreen, cr.M->Stinger->Volcano will not combo.
- Best Footsie normal.
- Great for pressure and as a long-ranged poke
- Great conjunction with beams, Will either set up a great neutral advantage on block by canceling into drive, crystal, or hysterics, or great pressure by going into weasel shot, or call assist + teleport.

Go-to low hit (cancel straight into stinger rather than st.H for consistency)

- Instead of confirming with stinger use stinger into million stabs. While it may scale the combo it gives you a more realistic window to hit confirm off of and can be made safe if part of it whiffs.

st.H:

- Wide hitbox, can hit above and even behind Dante.

- Great move to juggle airborne opponents with. Gives plenty of time to judge height and adjust your combo timing.

- Can be canceled into Weasel Shot during active frames (when the sword leaves a red trail) and Scat Shot after the active frames.

st.S

- Can be used to punish assists like vajra, just super jump cancel it to be safe.

cr.H:

- Initial hit is a long range direct stab. Doesn't move as far as Stinger, but is safer.

- H can be mashed after the initial hit to get more hits. This is pretty much pointless.

- Can be chained into Stinger or st.S at any point after the first hit.

- Cancelable into Cold Shower before the active frames using down-forward H

j.L:

- Stuffs Vajra, good for box dash tick throws

- Useful for instant overhead after tiger knee airplay

- Helps with air-to-ground spacing

j.M:

- Superior hitbox of the 3. Doesn't OS grab, harder to confirm.

- If opponent chicken blocks, you can't confirm unless you do a super jump into box dash j.M for more hitstun.

- ^Low air you can actually confirm with st.L st.M

- Good used before airplay to stuff moves and get a solid conversion.

- More consistent crossup than j.H especially against crouching opponents

j.H:

- OS grab, stuffs a lot of box dashes.

- Key for a lot of combos.

- Can be grabbed on startup because it's very slow.

j.S:

- Hard knockdown overhead
- Really slow and not recommended for use in neutral
- Cancellable into air specials
- Can actually be dash/bold cancelled on landing but timing is extremely tight.
- In order of difficulty j.S can be cancelled on whiff into bold cancel, dash, airplay

Command Normals:

Scat Shot:

- Only accessible by canceling from St.H
- Can cancel into prop shredder but only combos if less than 4 shots are made,
- Can cancel in crossover counter,not really useful but can be used for gimmicks
- Reaches full screen however no way to combo from that far without assists
- No real mixup potential as it can not be special canceled and can not be chained into anything besides prop shredder and stinger
- In XF3 can be used as an easy way into prop shredder after 2 or 3 shot loops,just do St.H and cancel into it then prop shredder for some extra damage and acid rain loops
- Overall useless despite some weird properties
- Can link a s.M or s.S if it hits in the air.
- It's the easiest way to cancel s.H into guns which in itself is useful, it can rescue you from sloppy plink dashes at times or a missed s.H xx weasel shot
- Opponents usually duck under the shots and can punish.

Stinger:

- Fundamental poke
- Should almost always be bold cancelled into volcano on hit
- If blocked, can be made safe if cancelled into:
 - Crystal
 - Drive
 - Reverb Shock
 - Multi-lock
- With the right assists stinger bc teleport can be a nice mix up / approach

Cold Shower:

- OTG Combo extension, cancel into Prop Shredder or Stinger LVL 2 usually
- Useful confirm move after almost any knockdown

Clay Pidgeon:

- Combo extension out of st. S used in basic combos and shot loops

-Late combo, launch your opponent lower to the ground to let Clay Pigeon connect faster, allowing for combos that would drop otherwise.

Prop Shredder:

-Command launcher that allows a lot of time for follow-ups

Weasel shot:

-Bread and butter neutral game tool.

-Can be cancelled out of blocked or whiffed st. H meaning you can chain into it

-Slightly downward angle projectile that reaches nearly full screen

-Extremely plus on block making it a great way to setup frame traps such as weasel shot into stinger or cr. m.

-Assists can be called during weasel shot meaning it is great for setting up teleport shenanigans. Things like vajra that take time to start up can be called during weasel shot creating a tight teleport timing.

-s.H can cancel into weasel shot from frame 14-16 which is pretty much a ¼ second between pressing each H. If your spacing is good this makes it a very useful option out of plink dashes just remember you need space to throw out a ~30 frame startup attack. (if you want to practice the timing find a metronome online at set it to 240bpm). Because it's only a 3 frame window and it's possible to mess up the timing just because of hitlag from assists. If there's a lot going on the screen then you're usually better off mashing H.

Rain Storm:

-Otg from jumping

-useful in specific combo extensions and comboing off air throws.

-Causes a short hard knockdown that can only be comboed out of solo if dante is very low to the ground. The most common way of doing this is comboing into a knockdown with j.S and cancelling into a low airplay. During the airplay you can mash H causing the rainstorm. As soon as you hit the ground go for volcano if you feel confident that dante was as low as possible. If not opt for twister.

- Can be cancelled with X-Factor to allow combos off of air grabs.

Million Stab:

-Usable in specific, post-Volcano conversions into shot loops

-Other than conversions into straight launcher, not very useful

-Useful to slightly extend blockstrings off of stinger

Specials:

Multi-Lock:

- Can cancel into anything after 30 frames, once the orb starts glowing (didn't double check)
- Which leads into Stinger xx Multi lock frame-traps/mixups. E.g: Stinger b.c Multi-Lock, cr. M + disruptor. People always want to hit multilock, so getting counter-hit by a cr.M after it screws with people. Plus there's the added benefit of the 50/50 afterwards.
- Great for spacing and sniping magneto
- Can chicken block out of it, or hit people, great on incoming when people feel safe enough to try to helm breaker it.
- Call assist, multi-lock, superjump, release it. Can block after that so orbs won't disappear, and great for spacing
- Multi-Lock tech: You can whiff cancel normals and certain specials into other moves as if they hit, only if Multi-lock hits them or makes them block.

Acid Rain:

- Preferred special on incoming
- Gives you a free 50/50 (left/right) and also gives you more pressure afterwards
- Can work as a situational anti-air against super jump height opponents
- To add on to above, great to counter box-jumpers(Crystal/Revolver/st.M/j.M Preferred), and super-jump flight characters.
- Surprisingly applicable in the neutral game/pressure game.
- If you predict a push block, and aren't quite feeling your rushdown, cancel a normal + assist into acid rain to immediately start your neutral game, but with an acid rain out, you will always be at the advantage there.
- If they don't push block, then you have some nice frame traps and 50/50's going for you.

Crystal:

- 41 active frames makes it good for "putting stuff out there"
- Stinger + Crystal makes for a great frame trap,
- Great on incoming with an anti-air assist, gives you many tricky 50/50s
- Great spacing against box-dashers
- Makes haggard matchup impossible
- MUST be timed as an anti-air against nova
- Can be used to counter hit foot-dive due to large hitbox

Million Carats:

- High Damage otg and the most common way to start a devil trigger combo.
- Great active frames that last longer than they look
- Can be used to cross up on incoming but devil trigger or assists must be used to confirm
- Works to bait foot dives/helmet breakers/dive kicks
- Great move to counter-hit foot-dive as it does high damage and allows for an easy follow-up.
- Along with volcano this is Dante's best way of getting damage early in combos and the soft knockdown it causes makes it easy to follow up if they're high up.
- Has a lingering hitbox, so a meaty million carats can be followed up with things you normally can't use.

Hysteric:

- Great tracking projectile
- Can be used to zone or set up solo teleport mixups
- Relatively low durability that will get eaten up by beams
- Pro Tip: Use it to force your opponent to superjump, putting them in situations where you can mix up with Jam Session or Acid Rain.

Grapple:

- Mostly used only in style combos
- Beats moves with super armor.
- Forces the opponent to do a short forward roll on recovery creating a super consistent reset scenario.
- Good move to occasionally throw out on a grounded opponent full-screen to counter hit.
- With certain assists, such as Rapid Slash, doing Scat Shot + RS > Grapple will lead into a full combo on hit.
- Good for punishing certain moves like Sphere Flame, Acid Rain, etc.
- When it hits it becomes a capture state attack and is completely invincible, same applies to crazy dance.

Drive:

- Godlike startup hitbox
- Hits teleporters on startup
- One of Dante's best ways to create a solo teleport mix up
- Situational anti-air- Can combo off of anti-air drive
- Good for predicting a push block. cr. M or stinger into Drive is extremely positive and lands you a free 50/50 if the opponent pushblocks. If they don't push block it's still a frame trap and extremely safe.
- Great for controlling space on the ground and has very fast recovery but be careful of very fast supers to counter it. E.g: Chaotic Flame.
- Has a physical and projectile hit on startup due to the sword but it does not reach beyond

what you can see. Due to this it goes through projectile counters up close. However it does cause physical counters to hit (tested on taskmasters counters)

Reverb Shock:

- Dante's fastest special move, clocks in at 8 frames of startup
- Cancelable into fireworks on block and on hit, which is +2 on block and does good chip
- Reverb is a pretty common way to end blockstrings off of stinger
- Can be comboed out of with devil trigger before and during fireworks although the fireworks conversion takes some timing.
- Reverb shock is probably going to be your most used move for getting fireworks. You have 2 frames (20-21 iirc but it might be 19-20) where you can cancel into fireworks on whiff which is pretty much a $\frac{1}{3}$ of a second (metronome at 180bpm for practice) fireworks startup is 13 frames so you need ~33 frames to get it out which means you need a lot of space but in return you get a load of projectile durability and a hitbox that can anti air above jump height (I really don't understand the hitbox but this happens). Because you only get 2 frames to cancel this is VERY easy to drop due to hitlag. Just as an example, crazy dance and fireworks both have a 2 frame window but crazy dance is 1 or 2 frames later; fireworks can easily be mashed out of reverb shock on hit/block because there is hitlag on those frames of reverb, while there are none for crazy dance.
- Fun fact, reverb xx fireworks can link into another reverb shock if you hit them grounded
- Pro Tip: Ve-Cancelling (while not as amazing as initially thought) is an interesting option to add to your toolbox. https://youtu.be/hshZisA7_Ok

Revolver:

- Rarely used but not the worst move. its combo use is negligible.
- Actually quite useful in some combos where you need to get a groundbounce quickly after a volcano but j.H xx Killer bee would whiff.
- Can be cancelled into fireworks and crazy dance on hit and block
- Situational anti-air
- Can be used mid combo to stop missiles from combo breaking
- Ground Bounces (or immediate tech roll if ground bounce already used.)
- Will go over grounded opponents heads and whiff at close range, use carefully.
- When used properly this is an amazing anti air against characters with obnoxious aerial normals (footdive, divekick, Zero divekick) you must time the move early but it will beat these moves clean. You can also cancel this move into fireworks on whiff with the right timings.

Jet stream:

- Almost exclusively a combo ender
- Cancellable into fireworks on hit
- Cancelling into crazy dance completely avoids missiles

-Very situational movement option

Twister:

- Despite the look of the move its not great for anti air for above normal jump height.
- Needs to cancel into tempest to beat super jumpers and airdashers like morrigan and mags
- Absorbs a large amount of durability (will absorb most non hyper projectiles)
- Can be used to combo air grabs (only comboable into super)
- Can combo into beehive in the corner if you delay the follow-up
- Tempest puts Dante into an aerial state, which means you can't super cancel.
- In the corner, Twister xx Tempest > Beehive will work early combo (Delay the Tempest to float the opponent high enough.)
- Starting a combo with Twister xx Tempest you have time to follow up with s.S - sj.H xx airplay - sj.H xx Killer bee and you still have enough hitstun to get a few shot loops.
- Twister xx Tempest with the opponent above you can link into another Twister xx Tempest for style but severely reduces follow up options.

Volcano:

- Vital combo tool
- Only use after hit-confirming into a combo, opponents pushblocking close range normals can make Volcano whiff, which usually means a free punish.
- Can be jump cancelled(only on block or hit) to stay safe or into other special moves
- Hitbox is large enough to hit opponent meaty on incoming, though use sparingly since whiffing Volcano is very bad for your health. Will not hit meaty on certain characters with small hitboxes on incoming, like Vergil.

Jam session:

- Hits in a pillar to the top of the stage making it a decent anti air
- Can be looped infinitely in X-factor 2 or 3
- When used as an anti-air against SJ opponents, if they forward tech, you can use Acid Rain to give you a free mixup.

Killer Bee:

- Ground-bounce move mostly used in basic combos and air to air conversions.
- Very unsafe on block
- Can cancel into devil trigger to make safe

Hammer:

- Hard knockdown overhead, plus on block depending on height
- Has invincibility from frames 11-20
- Can be used as a fake out into low by TK'ing the hammer. The hammer will whiff and you can go into an immediate low. (Use sparingly, as your opponent can press buttons.)

- Can be used out of j.H much later in combos than people think. In the corner things like s.MHS - sj.MH xx Hammer work which is great for converting off of single hit assists or anti airs. Certain instant airdash H combos can launch and still get a j.H xx Hammer after 8 hits or so.

Air Play:

Airplay is dante's most used but most straight forward move. You use it to keep diagonal space across the screen. The opponent must respect it or get comboed. It is the basis of Dante's keepaway and is an essential tool for approaching.

It has some other great but underutilized uses.

For one- If you TK an airplay after a boxdash j.H, you can go for a 50/50 mixup. You either go low or high with j.L. It's a really quick high/low that most people don't expect dante to have.

Also, before using an airplay as the opponent's coming at you, use a j.M. This is one of Dante's best ways to air-to-air. This beats Nova's boxdash H if they aren't close enough to grab. j.M into air play allows you to hit them with a full combo afterwards when followed by j.H, into a launcher, clay pigeon, prop shredder, etc...

Also keep in mind that a fully charged air play must be respected by the opponent. Along with insane durability, you can get a full combo off of it from any point on the screen because of the way it staggers the opponent.

So use it for spacing, as an air-to-air when you make a read, and to make the opponent respect your space. Don't abuse it too hard, though. It will make you predictable. It's a great way to keep air control with an angle on the ground, but characters like Zero can buster it and punish.

(I have a lot more to say about air play, I just can't think right now)

-Charged Air Play is one of Dante's primary tools against Morrigan's Soul Fist Spam. It has enough durability when charged to force her to avoid, creating a gap in her patterns.

Sky Dance:

-used for most of Dante's extended corner combos to get max damage

-if it hits fully, gives a spinning knockdown and resets the ground bounce; but if the last hit misses you're left with a ground bounce hard knockdown that gives you a very large amount of time to convert from

-only -1 on block if every hit hits but on whiff is easily punished, especially when pushblocked: making it bad for pressure.

-Hitting the opponent with the backside of Sky Dances hitbox (e.g. after corner wall bounce) will give you a forced ground bounce hard knock down, even at very low heights.

-Pretty much useless but superjump height sky dance can be xfc into hammer for easy hard knockdown

Air Trick:

- Dante's teleport and a cornerstone of his movement, when used well you can easily make your way in
- simple to use effectively; covered by an assist can become a free mixup, and with Hysteric or Air Play you can even cover yourself to teleport in
- after the teleport, you have three options: Hammer, throw out an air normal, or air dash forward and throw out a normal. The left right 50/50 options are ridiculous out of it. With certain assists, you can also use Cold Shower to create weird left/right mixups, as well.
- also used in midscreen BNBs after a wallbounce stinger to continue the combo
- Always buffer the down, down inputs inside of other moves to keep your opponent from being able to react to the teleport. (Or don't, if you want to bait your opponent into a certain reaction.)

Bold Move:

- Used after stinger to bold-cancel
- Can bold-cancel normals on whiff
- You can bold-cancel a normal on whiff to block a projectile or random super

Devil Trigger Specials:

Thunder Bolt:

- Very good combo ender with good damage, especially in x-factor
- A great zoning tool for full-screen projectile poking
- Opponents are unable to push-block this move

Vortex:

- Aerial psycho crusher with a lot of invincibility.
- Easy to follow up on hit
- Great movement option
- If used at the right time it can avoid gimlet and punish

Air raid:

- Dante's flight mode, plink dashing in flight at super-jump height is a very good option
- Keep in mind Dante can now triple jump into flight and zone opponents
- Can be used out of stinger to negate a push-block

Supers:

Million Dollars:

- Great for Damage and THC as it lasts very long.
- If using million dollars to kill, you want the last shot to actually kill the character. This allows time for an acid rain or other great incoming options. It can be risky, but you can increase the chance of the last hit killing by strategically shortening your combos and even by varying how much you mash during the super.
- Million dollars can be converted from full screen into a full combo by x-factoring just as dante starts charging the final hit, teleport j.S. The opponent will actually land behind Dante so be prepared to otg on the opposite side.

Devil Trigger:

- Has Slight Invincibility on startup
- Will avoid Gimlet if Devil Trigger on reaction

Devil Must Die:

Standard Gameplay

Neutral Game:

Footsies:

Dante's Combos

Bold Cancelling:

What is it?

How can I do it?

I'm having trouble doing it. Any tips to make it easier?

BC = Bold Cancel

You don't need to teleport after stinger if you are close enough

Standard Combos:

Day one combo - 670k damage - [Video]:e

L, M, H, f.H BC dp.M, j.M, j.H, qcf.L, S - H - S, j. qcf.LL, df.HHH, f.H BC (dd.S), j.qcf.LL, dp.M - M, Million Dollars

L M H Stinger, Bold Cancel, Volcano, Jumping M H, Killer Bee, S, Clay Pigeon, Prop Shredder, Jump, Hammer, Cold Shower, Stinger, Bold cancel (Teleport), Hammer, Volcano, Beehive, Million Dollars

Get Back! - 680k damage - [Video]:

L, M, H, f.H BC dp.M, j.H, qcf.M, j.H, S - H - S, j. qcf.LL, df.HHH, f.H BC (dd.S), j.qcf.LL, dp.M-M, dp.M-M, Million Dollars

L M H Stinger, Bold Cancel, Volcano, Jumping H, Airplay, H, S, Clay Pigeon, Prop Shredder, Jump, Hammer, Cold Shower, Stinger, Bold Cancel (Teleport), Hammer, Volcano, Beehive, Volcano, Beehive, Million Dollars

- You can replace the second Volcano - Beehive with Reverb Shock etc.

- If you are too close to the corner, you can jump back after volcano.

- You can do a Volcano, Beehive before cold shower as well. (shown in video)

Acid Rain - 667k damage - [Video]:

L, M, H, f.H BC dp.M, j.H, qcf.M, j.H, S - H - S, qcf.LL, j.M, j.qcf.LL, df.HHH, f.H BC (dd.S), j.qcf.LL, dp.M-M, dp.M-M, Million Dollars

L M H Stinger, Bold Cancel, Volcano, Jumping H, Airplay, H, S, Clay Pigeon, Prop Shredder, Acid Rain, Jump M, Hammer, Cold Shower, Stinger, Bold Cancel (Teleport), Hammer, Volcano, Beehive, Volcano, Beehive, Million Dollars
- *You need to tiger knee the acid rain.*

Acid Rain #2 - 718k damage - [[Video](#)]:

Clay Pigeon Loop - 730k damage - [[Video](#)]:

L M H Stinger, Bold Cancel, Volcano, Jumping H, Airplay, H, S, Clay Pigeon, S, Clay Pigeon, S, Clay Pigeon, S, Clay Pigeon, Stinger Bold Cancel Teleport Hammer. Volcano Beehive, Volcano Beehive, Million Dollars.

Vergil-Y extension - [Corner] - 730k damage, 920k Vergil DHC:

L M H Stinger, Bold Cancel Volcano, Jumping H, Air play, Jumping H, Land. S, Clay pigeon, Prop Shredder, Super jump hammer. Call Vergil, Jump Rain Storm, Hammer. Cold Shower, Stinger, Bold cancel, Hammer. Volcano, Beehive, Volcano, Beehive, Million Dollars.

Vergil-Y/Magneto-A extension - [Corner] - 780k damage, 1.1mil Vergil DHC:

Lmh, Stinger + Magneto assist, BC, dp.M, TK dp.M (double volcano), neutral jump, j.H, airplay, j.H, s.H, cold shower, prop shredder, tk Acid rain, j.M, Hammer, Volcano/Beehive, backdash launch, clay pigeon, Call Vergil, clay pigeon x3, super jump, Skydance, link reverb shock, super.

Airgrab confirm [Mid Screen] - 950k damage, 2 meter start: [Video](#)

Devil Trigger Combos:

Ice - [Corner] - 750k Damage:

L M H, Stinger, Devil Trigger, Stinger, Bold Cancel, Jumping H Airplay H, Land S, Clay Pigeon, Prop Shredder, Acid rain, Million Carats, S, Clay Pigeon, Stinger, Bold Cancel Million Carats, Stinger Bold Cancel Revolver, Stinger Bold Cancel Reverb Shock, Fireworks, Million Dollars.

Psycho Crusher - [Corner] - 680k Damage:

X-Factor Combos:

Swag #1 - XF2 1.12M , XF3 1.25m(+) :

L M H Stinger Bold Cancel Volcano, Jumping H Airplay Jumping S. Cold Shower, Prop Shredder. Jump Hammer. Cold Shower Stinger Bold Cancel (Teleport) Hammer. Million Carats, Volcano, Beehive, S, Clay pigeon (Max hits), Reverb Shock, Fireworks.

Dante's TAC options:

MIDSCREEN

- Down/Side/Up – Immediate air dash forward, fall to ground level with opponent, j.L (j.M on fast fallers) on landing to start infinite; convert to infinite with j.LH xx Air Play (delay as needed), air dash forward j.LH; next rep, jump forward, slight delay j.M xx Air Play, air dash forward LH; repeat until cornered, then in the corner change reps to air LH xx Air Play, air dash forward LH.

NOTATION: TAC, air dash forward, j.L/M, land, j.LH xx QCF.M, air dash forward j.LH, land, **[j.M xx QCF.M, air dash forward j.LH, land]** until cornered, then j.LH xx QCF.M, air dash forward j.LH once cornered

NOTE: Midscreen Up TAC infinite does not work on characters who fall too fast, such as Magneto and Captain America

CORNER

- Down/Up – Immediate air dash forward, falling H as you approach the ground, cancel into Air Play. Charge Air Play to help see how far you are from the ground, release it, then begin the infinite using j.L, j.M or j.H depending on your height from the ground (For fast falling characters like Magneto, you will always need to start with j.M). Once you are in TAC infinite state, confirm into the first rep with air LH xx Air Play, air dash forward air LH. All reps will be the same in the corner, the only difference being that you need to charge Air Play sometimes if the opponent starts floating too high.

NOTATION: TAC, air dash forward, j.H xx QCF.M, j.L/M/H, land, **[j.LH xx QCF.M, air dash forward, j.LH, land]** until death or timeout

- Side – After you TAC, allow Dante to “flip” over the opponent’s body a little bit, then air dash over them and whiff j.L. You will cross over them; on the way down, hit j.M as you’re landing to initiate the TAC infinite – this will take a lot of practice to time correctly, but if you TAC from a certain height it becomes very automatic. After hitting the j.M, jump forward (into the corner) and confirm with j.LH xx Air Play, air dash forward j.LH (just like the Down and Up corner infinities).

NOTATION: TAC, wait, air dash forward, j.L (whiff), j.M, land, **[j.LH xx QCF.M, air dash forward, j.LH, land]** until death or timeout

NOTE: This does not work on large characters like Hulk, Nemesis and Sentinel. This infinite is hard to understand without a visual guide, so.... credit to Lou Minaudi for the video!

https://youtu.be/O_gJpDlbGMw

Resets

Dante's Advanced Strategies

General Strategies:

Pressure:

-Box Dash

-Teleports

Used for 50/50s and quick, unreactable crossups, such as st.M + disruptor into teleport. People get hit by this all the time, and when people start expecting the crossup, just stay on the same side and convert.

-Tiger Knee Air play

Part of where a lot of your pressure is going to stem from if you're playing an optimal Dante. Basically gives you free 50/50s off any little blockstun. For example, whenever I boxdash I'll throw in an airplay sometimes. They either pushblock, or get hit high or low. You can just fall down and go straight low, or do j.L before that and go for the fast high/low. Either way it's really hard to block. Another thing I like to do is after the boxdash H, air play, I land and backdash into cr.M + disruptor, teleport. This whiff punishes anything the opponent would press, or would catch them pushblocking, into a 50/50 crossup dependent on the disruptor timing.

-Devil Trigger

-Assist calling

-Frame traps

Push Block negation and instant overheads video [here](#)

Zoning:

-Air play

Air play is used for keeping the opponents at the spacing you want them to be, and to force them to get out of the way. They won't want to jump toward you with a button after hitting them with enough j.M xx Air play into a full combo. People tend to over-use it and get patterny, wouldn't recommend to spam, but use it a lot as it's one of your best projectiles.

-Drive

Great against teleporters, call an assist with this and characters like wesker get hit whenever they try to teleport in. If they H teleport you get a full combo. Also weirdly lowers your hitbox so you can duck some things with it. E.g deadpool's guns get eaten by this.

-Hysterics

-Crystal

Great anti-air for characters that like to tri-dash in, and also makes it almost impossible for grapplers to get in on Dante. Good for frustrating an opponent into super jumping, which gives you ample time to plink dash to the other side of the screen.

-Weasel Shot

-Stinger

-Jam Session

Unsafe on block, but good for checking the opponent when they enter flight mode. Good footsie tool against characters like Magneto and Doom if they choose to try zoning you out; more often used as a counter-zoning tool than a pure zoning tool.

-Acid Rain

Mostly used as a pre-emptive zoning tool when your opponent is $\frac{3}{4}$ ~fullscreen away from you. Covers you from most teleports and characters that rely on Fly -> plink dash as an approach. Is very easy to grab Dante out of this move if the opponent has good movement.

-Multi Lock

Setups:

Teams/Synergy:

On point dante has two major problems: A lack of safe solo mixups and relatively low damage outside of shot-loops, which can be impractical due to variance in fall speed and character size. So basically dante needs someone to teleport behind and someone to do some damage.

-Magneto

EM Disruptor is one of the best assists for dante. Its speed and the fact that it is one hit allows for some quick teleport shenanigans while still getting good damage. Magneto also offers an awesome and consistent TAC combo, which dante can initiate early in his combos.

-Strider

Vajra is dante's other bff assist (along with disruptor). Not only does vajra allow for teleport shenanigans, it is also stupid easy to confirm leading to full damage from anti air jam session or other nonsense. Vajra also leads to some basic combo extensions which is an edge on disruptor. It is worth noting that strider is probably the third best anchor which makes for a more balanced team than anchor magneto.

-Iron Man

One of dantes best assists along with mags and strider. Allows for stinger BC teleport to combo on hit and mixups on block similar to Mags but it has more hitstun block stun lol damage.also keeps the opponent standing for easy confirms and gets way better combo extension than mags.Allows for air throw conversions.Has a great TAC infinite from anywhere on the screen. Unfortunately is probably Dantes worst support character on point.

-Vergil

Dante is an absolutely amazing battery, but all those hits do no damage. Vergil on the other hand burns the meter and does the damage. DHCing from million dollars to spiral swords allows for a ton of damage (killing almost all common point characters) and goes right into

sword loops. Rapid slash has been adapted for pretty decent combo extension, mix up, and push away.

-Hawkeye

Arrows are a great assist to cover approach and teleport behind. Also a top anchor character.

-Wesker

More or less only used behind Dante for unblockables with his Gun shot assist. Off of grappling hook you can assist + box dash H for a nearly inescapable reset into full damage. You can also set up the unblockable with acid rain on incoming. Although his Gun shot assist only allows a small combo extension for Dante, it may help the other character you have on your team greatly.

-Rocket Raccoon

Rocket Raccoon's team potential with Dante is high: with either of his good assists, Pendulum or Spitfire Twice. Dante can use Pendulum as a great get off me tool like the entire cast can, but the best part about Dante is that he can almost always convert into a full combo from it because of the versatility of his tools. From a free hit, you can go into Grapple > any BNB, and even on some trades you can 2x dash up into the same. Spitfire serves the same purpose with Dante as say, Drones would. Spitfire Twice is not a true blockstring and allows for the same sort of shenanigans you'd expect from Dante/Sentinel, with a much less punishable assist.

-Strange

Bolts serves a similar purpose for Dante as it does for Nova: to give him ridiculous high low mixups. The problem with Bolts and Dante compared to Nova and Bolts, however, is that Bolts stays out on the screen for a very long time and Dante's slow normals might have him be more susceptible to getting Happy Birthday'd than Nova. The advantage that Dante might have over Nova, however, is that Dante has a much better low in cr.L. It comes out faster and allows for better mixups than Nova can have.

-Doom

Ah, the age old question: beam or missiles? Both give Dante an extremely strong offense and keep-away game. Beam offers absolutely excellent potential for approach, eats other beams for breakfast and is a great assist to teleport behind. Beam also allows for conversions from air throw and minor combo extension. On the downside, beam scales the hell out of combos if the combo starts that way.

The other option is missiles which offers many of the same benefits. Missiles is the game's top keepaway assist and allows Dante to zone very effectively with airplay and hysteric.

Offensively, missiles allow for some good stuff. Dante's has been blessed with a lot of ways to keep the opponent in blockstun such as weasel shot and reverb, which covers the startup of missiles incredibly well. Once missiles are being blocked, Dante can do whatever mixup

he wants whether that be tk airplay overhead, multilock into teleport etc. With timing, missiles can also be teleported behind. Dante+missiles also has unparalleled combo extension, even allowing dante to combo from ground throw with certain setups.

-Trish

Allows Dante to convert off throws with her Peekaboo Assist. She also has hard tag combos with Dante, and an infinite hyper loop as long as you have meter.

-X-23

Dirt nap + Jam session lockdown for guaranteed unblockable. Combine with a TAC infinite with either Dante or a Third character for one touch->TAC infinite->guaranteed 300% gameplan.

-Frank West

Frank West gives Dante a good ender for each combo, resulting in one of the best characters in the game off any touch. If you save the ground and wall bounces in Dante's combo for Frank, you can then use Frank's own bounces to add ~75k to the end of a combo for free. Shopping Cart also helps Dante as a lockdown assist, a GTFO assist and a strong Alpha Counter. St.L + Cart xx Teleport is pretty hard for most people to react to, but Cart doesn't give Dante a full-screen presence like Disruptor or Unibeam would. Frank also benefits a lot from Million Dollars as a THC, and Jam Session as a mixup tool on incomings.

Common Dante Teams:

Dante on Point

-Dante/Vergil/Strider

-Dante/Vergil/Magneto

-Dante/Vergil/Hawkeye

-Dante/Morrigan/Doom

Dante Second

-Zero/Dante/Strider

-Trish/Dante/Wesker

Trish can set up an unblockable with wesker's gun shot.
Dante can also set up an unblockable with wesker.

-Magneto/Dante/Frank

Magneto benefits from two lockdown assists to get his mixup game going, and has extremely dominant pressure in the corner. Jam Session assist helps Magneto get through some projectile durability against characters like Morrigan, and Frank extensions off a Magneto combo give the team ToD's that are often meter-positive. If you get to 2 bars in the neutral game, the THC with Magneto/Dante shuts down a lot of options for the opponent and lets you get many mixups.

-Spencer/Dante/XXX

Jam Session lets Spencer control the air much better than he can by himself, and also provides a lockdown assist to supplement his high/low/throw game. Like Magneto, building 2 bars in the neutral game gives you a very fast punish tool with THC that leads to either a high damage combo or 1~3 mixups. Good candidates for the third teammate here are Doctor Doom, Iron Man, Hawkeye and Frank West.

Dante Anchor

-Zero/Vergil/Dante

-Spencer/Frank/Dante

-Magneto/Frank/Dante

Dante's long super allows Frank to level up during a THC.

Assist usage:

Jam Session - a:

Dante's best assist. Locks down the opponent, good for incoming mixups, easy to confirm off for some characters and can be used defensively.

Crystal - B:

Serves as a combo extender for some characters like Vergil and Trish. Comes out slowly so combos have to be adjusted to utilise this assist.

Can't really be used outside of combo extension. Very prone to punishes.

Weasel Shot - Y:

Decent lock down assist. Useful for high low mixups. Punishable as he stays on screen for quite long, but he does stay well behind the point character, so difficult to punish.

Comes out quite quick, allows combos after an instant overhead.

Good for controlling ground game.

Devil Trigger:

Dante's Match Ups:

Just writing useful tools vs the matchup, later on will break down the whole things.

Magneto -

Acid-Rain Usage(Important vs magneto rushdown)-

Multi-Lock Usage(important vs magneto neutral)-

Assist Usage-

Spacing-

Crystal-

Hysterics-

Wolverine -

Crystal- Very good for zoning out Wolverine. Counterhits Dive Kick, leaves you at frame advantage if he blocks it on the ground and helps space you away from Wolverine.

Million Carats - is pretty inferior to Crystal, but has a backwards, high hitting hitbox and can hit any teleport (except Dorm)

Acid Rain - Often results in a trade if Wolverine reacts with Berserker Slash, but doesn't give you any real advantage.

Stinger- Cancel into Reverb Shock xx Fireworks to fish for a poke and make space on block.

Cr.M-

Cr.L-

St.L - Can be used to anti-air Dive Kick, but doesn't lead to a full combo usually. Good footsie tool only.

Air grabs(Extra important) - Good for making space, but usually loses to OS Dive Kick or ends in a throw tech which lets Wolverine meaty Dive Kick you.

j.M xx Air play - Wolverine has the speed to plink under Air Play if you don't space it properly, so make sure to do it close to the ground!

Dormammu -

Stinger - Forces Dormammu to respect you from a very far range, and forces him to wait for an assist lockdown to charge his spells. Use this move liberally.

Air Play - Covers your approach, and if you don't charge it Dormammu typically can't punish it with Chaotic Flame on reaction.

Teleport - Can help punish spell charges, or at least put you at frame advantage and close the gap. Sometimes read-based, but for the most part if you react to a spell charge you can force Dormammu to block j.M and call an assist to start applying pressure.

Firebrand -

Hawkeye -

Morrigan - Charged Air Play above the Soul fist

Devil Trigger -> ThunderBolt her a LOT.

->Psycho Crusher is really good when she isn't in astral. Still useful in astral, but way more riskier.

Acid Rain (preventing morrigan rushdown)

Anti-air pelican shellkicks

Jam session

Strider -

Haggar - Crystal