

# GGST I-NO BIBLE (WIP)

## Intro:

fuck if i know (yet)

\*intro demo\* "Hey everyone! This is the I-no Bible for Guilty Gear Strive. The contents of this Bible will include everything you'll need to become a mix queen. This guide will be updated periodically over time. If you have specific questions please check our wonderful bookmarks. But if not, don't be afraid to ask in the I-no discord server (<https://discord.gg/Xa39pYH>). Enjoy reading Ciao Ciao!"

## Navigating Neutral (very half baked WIP)

- Counter pokes: f.S, 6P
- BEEG disjoint "wall" button: 2H
- RPS get-in options: Strokes, Divekicks, hoverdash j.S/H
- Projectile: Note + hover dash behind it (dangerous against characters w/good full screen punishes, ex. Nago clone + Sol vortex)
- Metered "neutral skips": divekick RC, hoverdash > j. Ultimate Fortissimo
- Varying air movement is essential since I-No's air options are very easily reacted to (ex. j.S, j.H, dive kicks)
  - Mix in neutral jumps, back air dashes, hover dash > FD cancels, etc. to make the opponent hesitant to commit to anti airs!
- 

## Basic BNBs:

j.S/j.H/c.S > 6H > 236H

2K > 6H > 236H (If close)

2K > 2D (If far)

5P > 6H > 236H (also works on AA 5P)

f.S/2S/2H > 236S (most consistent combo off non counter hit neutral pokes. ino is at least +5 after 236S)

f.S/2S > 5H > 236H (does not work at max range f.s/2S in those situations go for the previous combo)

CH f.S/2S/2H/6H(1) > 236H > 6H > 236H (try to plink 236S~H to make the counterhit confirm easier especially off S normals)

## Corner:

j.S/j.H/2K > 6H > dl.214K > 6H(2) > 236H (keeps corner and sets up wall splat oki on next hit)

j.S/j.H/2K > 6H > dl.214K > 66 > j.H > 214K > 214K > W! > 214K/fort (highest damage non counterhit combo. On Zato opt for j.H > j.236H(3) > j.s > W!)

j.D > jc > j.s > j.h > j.214K > 6H(2) > dl.214K > 236S > 5[D]/fort

CH 6H(2) > 214K > 6H > dl.214K > 214K > W! > 214K/fort (do the first 214K as quickly as possible after 6H(2))

CH 6H(2) > 236S(whiff) > 6H > dl.214K > 66 > j.s > 6H > 214K > W! > 214K/fort (alternate route same damage as the combo above)

## RC combo conversions:

## Frame Traps:

## Okizeme:

example framekill to meaty low:

- (corner) OTG j.S > j.D (whiff) > 2K (meaty low)

catching backdash in the corner:

- (corner) OTG j.S > j.D (whiff) > j.S/2K (whiff on their BD) > 6H (catches backdash after whiff) > 6D

## Safe Jumps:

(One attack) 6H > 236H:

- (whiff)j.h > j.s > 1dl.2D (manually timed safe jump and backdash OS that can be used after more knockdowns)

j.S > j.D > j.236S > 44 > 2H (corner only auto timed. Will clash with 7f dps and beats slower ones also covers backdash, chicken blocking and 3f buttons) [test more](#)

Throw > 9 > j.P > 66 > j.S ([video](#))

## Note Oki:

Using note to beat DPs is character dependent – best used in the corner [lab later](#):

Ky:

Sol:

Leo: dont

Chipp:

Baiken: she can't parry note!

## Wall Splat Oki: (NOTE – THEY CAN BACKDASH TO FORCE WALL BREAK)

## [Untechable Wall Splat - BEB Explanation Video](#)

## Example frame-kill setups:

W! > Whiff j.h(x2) > j.s (safe jump overhead)

W! > Whiff j.h(x3) > 2K (low option)

W! > 44/74 > 214P 66 > j.s/2K (spacing dependent setup but much harder to block)

- j.H(whiff)x2, slight delay j.S > 2K > 6P
- j.H(whiff)x2, H stroke
- j.H(whiff)x2, slight delay 5[D]
- j.H(whiff)x3, 2K (meaty)
- j.H(whiff)x2, j.S [SAFE JUMP]
- j.H(whiff)x1, hover air dash, CMD GRAB
- j.H(whiff)x1, hover air dash, 2K

Walking forward ??? don't know enough about this yet

- Walk 3 steps post-slump for safejump timing test/make notations
- Walk 2 steps to get empty low timing test/make notations

[Backdash / IABD Note Wall Splat Setups \(Daru\)](#)

Look up spacing requirements for note on wallsplat

- when BD > note?
- when IABD > note?

How does timing change on heavy characters?

Moves that allow grounded wall splat:	Moves that <b>break</b> grounded wall splat (by taking opponent off the ground):
<ul style="list-style-type: none"><li>• j.K/j.S/j.H</li><li>• 2K</li><li>• 6P</li><li>• STBT (236S/H)</li><li>• 5S</li><li>• 2H</li></ul>	<ul style="list-style-type: none"><li>• 6HS(2)</li><li>• 2D</li><li>• 5D</li><li>• HCL (214K)</li><li>• Divekicks (j.236K/S/H)</li></ul>

## General option selects:

Throw > 66 > j.h > 66 > j.s6D (OS to couver backdash or block but will lose to any reversal)

## Fuzzy setups:

On block j.s > 66 > 66BRC > j.s > c.s > jc > 66 > j.s > j.d

## Resources - General:

### j.S follow-up chart (from: Ticklememour, I-No General Discord)

	JS HIT STANDING		JS HIT CROUCHING		JS BLOCKED STANDING (no FD)
	> 5S > 6H	> 2K > 6H	> 5S > 6H	> 2K > 6H	> 2K > 6H
SOL	X	X	X	O	X
KY	X	X	X	O	O
MAY	X	X	X	O	X
AXL	X	X	X	O	O
CHIPP	X	O	O	O	O
POTEMKIN	X	O	O	O	O
FAUST	X	X	O	O	O
MILLIA	X	X	X	O	X
ZATO	X	X	O	O	X
RAMLETHAL	X	X	X	O	X
LEO	X	X	O	O	O
NAGORIYUKI	X	O	O	O	O
GIOVANNA	X	O	O	O	O
ANJI	X	X	X	O	X
I-NO	X	X	X	X	X
GOLDLEWIS	X	X	O	O	O
JACK-O'	X	X	O	X	X
O	STBT whiff				

## I-No 201 - Diaphone

## Resources - Matchups:

## (pink) Sol:

**Round Start:** it's usually safer to back dash super jump or block Sol and react to what he chooses to do as getting counter hit puts you directly into Sol's win condition and down 60% health.

### Buttons to watch out for:

**2S:** A very annoying button that Sol will throw out often, it can beat both stroke and hover dash at the same time with relatively little risk. Ino can preemptively use her own improved 2S along with 2H and F.s to counterhit, or iad over it although be careful as the move has very little recovery so advancing can be risky.

**5K:** be prepared for Sol to mash this in pressure. Sol 5K comes out in 3 frames so a lot of frame traps that work on most of the cast (ex. j.S > j.D) can be mashed out by Sol.

**6S:** Sol shouldn't be using this button much as stroke low profiles it but if you notice it being favored over 2S don't be afraid to h stroke more.

### Dealing with common pressure:

**f.S:** All of Sol's pressure revolves around this move. On block Sol is +2 so mashing is not advised. Typically it is better to backdash or chicken block midscreen neither of these options are risk free but you are far less likely to take 70% if you are incorrect. Another option is to weather the storm and wait for Sol to either use bandit revolver or gunflame. Also remember that throw only does 80 damage and a combo will do 200+

**BR:** after blocking the first hit of BR ino has a few options but keep in mind that the second hit is -11 giving you a better punish then you would form RPSing the first hit. If sol has meter and you feel like Rps is required 6P is a good option as it blows through most of the delay timing sol can use, however you are still vulnerable to throw. If you predict a throw coming your safest bet is to up back and punish the wiff if sol chooses to let BR2 rock you will block it in the air and still be in his pressure. Unfortunate but not dead.

**Gunflame:** Hcl can beat gunflame on reaction but will lose to gunfeint. If you get Sol doing gunfeint you have achieved your goal and created other ways to escape his pressure (ex. mash)

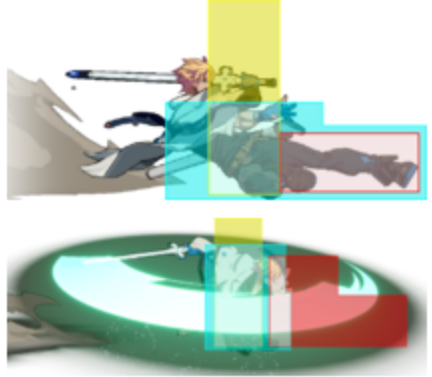
**Notes:** Dont note in neutral as vortex can counter hit you on reaction.

## Ky:

Round Start:

Buttons to watch out for:

- Stun dipper: consistently punishable on block with 2K > 2D > note!
- Stun dipper (RC): it will be done – 5F startup advancing low that safely leads into pressure OR full combo with RC, NEED to watch out for this when Ky gets 50 meter



- 
- 6H covers both hoverdash & stroke approaches as well as leading to excellent reward for ky on counter hit. 6H 20f of whiff recovery so use your movement to stay out of range and punish accordingly, no need to rps with the risk reward so heavily stacked against you.
- Foudre Arc is one of Kys most common special cancels but can be punished on reaction by 5P/5K/6P. Keep an eye out for this move while in shock state as it is plus on block and Ky is much more likely to go for it.
- 

Dealing with common pressure: Ky's pressure can seem scary with his high counter hit damage but remember it's not the end of the world if you take a throw or two. look for a reactable foudra arc and punish with a button. Fuzzy jumping Ky's pressure is also very valuable, with proper timing you jump and dive kick to punish fireball or jump a throw. Ky will need to hard call out this option and give you a different way to escape.

Notes:

## May:

Round Start:

- j.236S beats May 2S
- 

### Buttons to watch out for:

S dolphin: beaten by stroke + 6P, can also use 2H to pre-emptively beat it with a big disjoint button. there are buttons that jail/frame trap into S dolphin, but FD can occasionally bring them far enough for you to sneak in a 6P!

Dealing with common pressure:

Notes:

## [Dealing with May](#)

## (Turlocs) Faust:

Round Start:

Buttons to watch out for:

Dealing with common pressure:

Notes: Lean heavy into HCL here to catch out unsafe item tosses!

### **(pink) Potemkin:**

Round Start:

Buttons to watch out for:

Dealing with common pressure:

Notes:

### **(Turlocs) Chipp:**

Round Start:

Buttons to watch out for:

Dealing with common pressure:

Notes:

### **(Turlocs) Zato-1:**

\*notes to test\*

'Roundstart counterplay against Zato/OS, HCL timings in blockstrings to kill eddie, 'Study daru I-no evo match', safe stbt use, use of j.h with note'

- Zato 2s into eddie -p- is safe round start but with the microwalk back f.s os you're able to safely whiff punish roundstart f.s, block pressure zato whiff 5p, beat eddie -p- with 2p after blocking the 2s
- On hard read 2s/2p roundstart 2h is a good counter hit tool/punish tool 'loses to f.s'
- Backdashing is not good because you're giving space for Zato to start Eddie pressure

Blocking eddie pressure midscreen work out common blockstrings into p/k/s

Workout anti unsummon pressure from common blockstrings

- Midscreen ZA c.s, 2s, 5h, ED -p- 2p os is good at killing ED
- Midscreen ZA c.s, 2s, 5h, ED -p- unsummon returns to neutral relatively
- Midscreen ZA c.s, 2s, 5h, ED -p-, -s- clap 2p goes under -s- and allows to pressure ZA
- Midscreen ZA c.s, 2s, 5h, ED -p-, -k- clap 2p stays in blockstun but ZA uses up alot of ED guage and needs to unsummon to comfortably continue pressuring
- Any long range ZA 2s block into ED -p- is a 2p punish on eddie -p- second hit
- Any long range ZA 2s, tip range 5h into ED p, k, s, h is only screen presence you're given choices of jumping using HCL to punish ZA moving in and using j.h
- On ZA oppose claps from midscreen note followup and j.h to cover your approach is good
- If ZA puts you in the corner you've lost neutral and will most likely lose the round.

- After wallbreak with no Eddie gauge ZA is quite bare and has drill, 5h, 2s to contest but it's a good time to gain screen space
- No reversal so go ham with optimal stuff
- Matchup will require more practice than most to get the hang of. Advise keeping track of eddie gauge more

Round Start: \*microwalk back f.s,  
Buttons to watch out for:  
Dealing with common pressure:  
Notes:

### **Leo:**

Round Start:  
Buttons to watch out for:  
Dealing with common pressure:  
Notes:

### **(Turlocs) Anji:**

Round Start:  
Buttons to watch out for:  
Dealing with common pressure:  
Notes: HCL can be a great tool to trigger Anji's guard point on spin without putting yourself in danger range.

### **Millia:**

Round Start:  
Buttons to watch out for:  
Dealing with common pressure:  
Notes:

### **Gio:**

Round Start:  
Buttons to watch out for:  
Dealing with common pressure:  
Notes:

### **Ram:**

Round Start:  
Buttons to watch out for:  
Dealing with common pressure:  
Notes:



## **Axl:**

Round Start:

Buttons to watch out for:

Dealing with common pressure:

Notes:

## **Ino:**

Round Start:

Buttons to watch out for:

Dealing with common pressure:

Notes:

## **Nagoriyuki:**

Round Start:

Buttons to watch out for:

Dealing with common pressure:

Notes:

## **(pink) Gold Lewis:**

Round Start:

Buttons to watch out for:

Dealing with common pressure:

Notes:

## **(pink) Jacko:**

Round Start:

Buttons to watch out for:

Dealing with common pressure:

Notes:

## **Happy Chaos:**

Round Start:

Buttons to watch out for:

Dealing with common pressure: Air blocking gunshots leads to increased pushback, so hover dash makes dashblocking impossible for I-No. Beginner/Mid-level HC's will either mismanage resources at some point or run up for pressure out of boredom – look for opportunities to hit HCL, or gain space when they pause to Focus (214P).

Notes:

## **(Turlocs) Baiken:**

Round Start:

Baiken has very strong options against I-no round start but counterplay does exist and we have lots of tricks we can use to play this position. Blocking is a very safe option and so is backdash but if you want to challenge doing a delayed 2k will beat out Baiken 2s Go under F.s and be able to hit confirm into s stroke. Microwalk back 2s is great for punishing Baiken 2s round start as well if you're reading the 2s.

**Buttons to watch out for:**

Baiken 2s is a very powerful tool against I-no as it beats strokes and shes low to the ground so HCL is also ducked. It's a fast button and generally using movement to get around it rather than contesting it is better. Whiff punishing it with 2s is strong in the current patch and on counter hit hit confirming into s stroke is great. Baiken F.s is another great button that can be consistently beaten with STBT. Baiken will generally be playing neutral by jumping around doing J.s and Tatami. Getting around it can be difficult and requires patience.

Tatami will tag strokes on the way down and it will stop the air approach. Picking the right moment in a gap in her wall is very important.

**Dealing with common pressure:**

A Lot of Baikens pressure is focused on resetting with S/Hkabari and cranking your risc gauge for a big TK yozu combo. So understanding the counterplay for S and H kabari is very important. A Lot of H kabari timings can be backdashed at different timings to give you comfortable Auto blocks or backdashes and you can punish the follow ups. S kabari is +2 and should be respected as Baiken has faster normals than I-no But if you're on a read go for it.

**Note Oki:** Note oki against Baiken can be a little weird because of her 1f parry so it makes alot of oki stuff fake on her.

Consistent high route on her is 'j.s, c.s, 2d, note'

Consistent low route on her is '2k, 6h2hit, h stroke, note'

In the corner at full wall health doing the 6h2hit, hcl, j.h, 6h2hit, note works great!

**Notes:**

note oki beats Baiken's wakeup parry! spaced FDC 2H can beat her wakeup mash + parry

Punishing Youzansen can be a little tricky sometimes when blocking Baiken doing it from an airdash. A punish in most cases is 5p or 2p, 6h2hit, h stroke. You can also do 5p or 2p, 6h1hit, s stroke, 5k, hcl if you want the corner carry and soft knockdown.

**Testament:**

Round Start:

Buttons to watch out for:

Dealing with common pressure:

Notes:

<https://youtu.be/mr60ZIRwy58>

[Diaphone - I-No Matchup Chart \[Video\]](#)

[Diaphone - Happy Chaos Counterplay](#)

[Romolla - How to Beat Happy Chaos](#)