

Queen Dizzy

Roundstart Document

Assuming buttons are pressed frame 1 after round call

I tried to find all the most common roundstarts via multiple sources; such as consulting Dustloop, and asking pro players. There may be some niche roundstarts out there, and in which case– won't be covered in this document.

This is a sister document to the Anji Mito google document, found [here](#).

Sorry this isn't mobile friendly

Glossary:

mw.b = Microwalk back

mw.f = Microwalk forward

md.x = Microdash [button]

Adv. = Advantage/In favour of

- In the case of mutual whiffs or trades, the character who recovers first is considered advantaged. Their frame advantage will be displayed with [-] or [+] in relation to Queen Dizzy. ex: If a whiff is shown as **[-7]**, then Queen Dizzy is at a 7 frame disadvantage to the other character.

{x} = Partial held move

[x] = Held move

(Guardpoint) = Spin is proc'd

Spin = specifically *Suigetsu no Hakobi*

* = Notes on the move. Usually colour coded, if **green**, the note is for Queen Dizzy's advantage.

If **red**, it is for the opposing character's advantage.

If **yellow**, then it is for notes that are either interactions that may change given a one or two frame difference, or rare bugs (such as the launch Season 4 Ramlethal sword roundstart)

Sol Badguy



Sol's Button — Queen Dizzy's Button – Result

f.S	5K	Queen Dizzy Wins (Counter)
	6P	Queen Dizzy Wins (Punish)
	2S	Trade (Neutral)
	2D	Sol Wins (Counter)
	Backdash	Evaded (+3)
2S	5K	Whiff (Dizzy Adv.) [+8]
	6P	Sol Wins (Counter)

2S	Trade (Neutral)
2D	Trade (Neutral)
Backdash	Evaded (+9)

mw.b 6S	5K	Whiff* (Dizzy must block 6S.)
	6P	Sol Wins (Punish)
	2S	Sol Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded (+?)*Depending on the delay Sol does, frame advantage will vary, or even clip Dizzy if done immediately.

6P	5K	Sol Wins (Counter)
	6P	Whiff (Sol Adv.) [-2]
	2S	Dizzy Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded (+21)

2D	5K	Whiff (Dizzy Adv. [+8])
	6P	Whiff (Sol Adv.) [-7]
	2S	Dizzy Wins (Counter)
	2D	Trade (Neutral)
	Backdash	Evaded (+9)

Ky Kiske



Ky's Button — Queen Dizzy's Button – Result

f.S	5K	Trade (Neutral)
	6P	Clash
	2S	Trade (Neutral)
	2D	Ky Wins (Counter)
	Backdash	Evaded (+7)
2S	5K	Ky Wins (Punish)
	6P	Ky Wins (Counter)
	2S	Dizzy Wins (Counter)
	2D	Ky Wins (Counter)
	Backdash	Evaded (+11)
2D	5K	Whiff (Dizzy Adv.) [+10]
	6P	Ky Wins (Counter)

2S	Trade (Ky Adv.) [-55]
2D	Trade (Neutral)
Backdash	Evaded (+9)

May



May's Button — Queen Dizzy's Button – Result

5K	5K	Trade (Neutral)
	6P	Dizzy Wins (Counter)
	2S	Trade (Neutral)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded (+4)

2S	5K	Whiff (somehow) (Dizzy Adv.)
[+12]		

	6P	May Wins (Counter)
	2S	Trade (Neutral)
	2D	May Wins (Counter)
	Backdash	Evaded (+13)

[4]6S	5K	Dizzy Wins (Counter)
	6P	Dizzy Wins (Counter)

2S Trade (Dizzy Adv.)

[+?]*Depends on stagger recovery. Dizzy will always act first.

2D May Wins (Counter)

Backdash May Wins

5H 5K May Wins (Punish)

6P Clash

2S Clash

2D Dizzy Wins (Counter)

Backdash Evaded (+14)

6P 5K May Wins (Punish)

6P Whiff (May Adv.) [-2]

2S Clash

2D Dizzy Wins (Counter)

Backdash Evaded (+14)

Axl Low



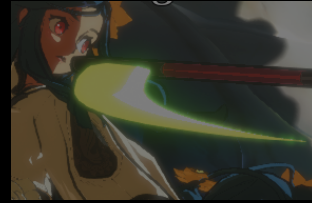
Axl's Button — Queen Dizzy's Button – Result

5P 5K Trade (Neutral)

6P Dizzy Wins (Counter)

2S Whiff (Dizzy Adv.) [+9]
2D Dizzy Wins (Counter)

Backdash Axl Wins



f.S 5K Trade (Neutral)
6P Dizzy Wins (Counter)
2S Trade (Neutral)
2D Axl Wins (Counter)
Backdash Evaded (+14)

214S 5K Whiff (Dizzy Adv.) [+25]
[Punish with ice spike, be wary of active frames]
6P Axl Wins (Punish)
2S Axl Wins (Punish)
2D Axl Wins (Punish)
Backdash Evaded (+26) [Punish with ice
spike]

Chipp Zanuff



Chipp's Button — Queen Dizzy's Button – Result

md.5K	5K	Trade (Neutral)
	6P	Dizzy Wins (Counter)
	2S	Trade (Neutral)
	2D	Trade (Dizzy Adv.) [+55]
	Backdash	Evaded (+-?)*Can be odd.

Depending on how far Chipp runs, you may be plus. If he doesn't run far, you'll be minus.

f.S	5K	Dizzy Wins (Counter)
	6P	Dizzy Wins (Punish)
	2S	Chipp Wins (Counter)
	2D	Chipp Wins (Counter)
	Backdash	Evaded (+9)

6P	5K	Chipp Wins (Counter)
	6P	Clash
	2S	Dizzy Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded (+14)

Potemkin



Potemkin's Button — Queen Dizzy's Button – Result

5P	5K	Trade (Neutral)
	6P	Dizzy Wins (Punish)
	2S	Whiff (Potemkin Adv.)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded (-6)

2P	5K	Dizzy Wins (Counter)
	6P	Potemkin Wins (Counter)
	2S	Potemkin Wins (Counter)
	2D	Potemkin Wins (Counter)
	Backdash	Evaded (+7)

632146K~P	5K	Potemkin Wins (Grabbed)
	6P	Potemkin Wins (Grabbed)
	2S	Potemkin Wins (Grabbed)
	2D	Potemkin Wins (Grabbed)
	Backdash	Evaded (+24)

// oh dear. If Potemkin decides to do PB on roundstart, you *have* to walk back/backdash and punish or you die instantly. Queen Dizzy's 5P is 6f, which is too slow to beat buster's armour, and 2P won't reach, which leaves every single other button too slow as well.

[4]6H	5K	Potemkin Wins
(Armour)*Jump cancel to avoid being punished.		
	6P	Potemkin Wins (Armour)
	2S	Potemkin Wins (Armour)
	2D	Potemkin Wins (Armour)
	Backdash	Potemkin Wins

Faust



Faust's Button — Queen Dizzy's Button – Result

2P	5K	Faust Wins (Counter)
	6P	Faust Wins (Counter)
	2S	Faust Wins (Counter)

2D	Faust Wins (Counter)
Backdash	Evaded [-10]
2K	Trade (Neutral)

// just walk back

6P	5K	Faust Wins (Counter)
	6P	Whiff (Dizzy Adv.) [+6]
	2S	Dizzy Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+22]

5K	5K	Trade (Neutral)
	6P	Dizzy Wins (Counter)
	2S	Dizzy Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+1]

j.2K	5K	Faust Wins (Punish)
	6P	Dizzy Wins (Counter)
	2S	Faust Wins (Counter)
	2D	Faust Wins (Counter)
	Backdash	Evaded [+1] //don't crouch after

backdash, you will be smoked

Millia Rage



Roundstarts are tricky for these two, as most of them will tend to back off roundstart. Especially Millia.
I wouldn't recommend pressing much here unless you wanna be put in the blender. Just react and play neutral immediately.

Zato-1



Ramlethal Valentine



Ramlethal's Button — Queen Dizzy's Button – Result

5K	5K	Trade (Neutral)
	6P	Whiff (Ramlethal Adv.)
[-17]	2S	Dizzy Wins (Punish)
	2D	Dizzy Wins (Punish)
	Backdash	Evaded [-1]
	f.S	Ramlethal Wins (Punish)
	6P	Clash
	2S	Dizzy Wins (Counter)
	2D	Ramlethal Wins (Counter)
	Backdash	Evaded [+16]
2S	5K	Whiff (Dizzy Adv.) [+9]
	6P	Ramlethal Wins (Counter)
	2S	Trade (Neutral)
	2D	Trade (Dizzy Adv.) [+49]
	Backdash	Evaded [+10]

IAS.214S

5K

Ramlethal Wins (Punish)

6P

Ramlethal Wins (Punish)

2S

Whiff (Dizzy Adv.) [+27]

2D

Whiff (Dizzy Adv.) [+19]

Backdash

Evaded [+36]

236S

5K

Whiff (must block sword)

(Ramlethal Adv.) [+30]

6P

Ramlethal Wins (Punish)

2S

Ramlethal Wins (Punish)

2D

Dizzy Wins (Counter)

Backdash

Evaded (must block sword)

(Ramlethal Adv.) [+30]

//Dash into any button will smoke Ramlethal for 236S roundstart,
even c.S (is a CH)

Leo Whitefang



Leo's Button — Queen Dizzy's Button – Result

6P	5K	Leo Wins (Counter)
	6P	Whiff (Leo Adv.) [-2]
	2S	Dizzy Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+14]
2K	5K	Whiff (Dizzy Adv.) [+1]
	6P	Whiff (Leo Adv.) [-14]
	2S	Dizzy Wins (Counter)
	2D	Trade (Dizzy Adv.) [+49]
	Backdash	Evaded [+2]
f.S	5K	Dizzy Wins (Counter)
	6P	Dizzy Wins (Counter)
	2S	Dizzy Wins (Counter)
	2D	Trade (Dizzy Adv.) [+49]
	Backdash	Evaded [+17]
2D	5K	Dizzy Wins (Counter)
	6P	Trade (Neutral)
	2S	Dizzy Wins (Counter)
	2D	Trade (Neutral)
	Backdash	Evaded [+15]

Nagoriyuki



Nagoriyuki's Button — Queen Dizzy's Button – Result

5K	5K	Trade (Neutral)
6P	Whiff (Nagoriyuki	
Adv.) [-15]		
	2S	Whiff (Nagoriyuki
Adv.) [-8]		
	2D	Dizzy Wins (Punish)
	Backdash	Evaded [+1]
623H	5K	Nagoriyuki Wins
(Punish)		
	6P	Nagoriyuki Wins
(Counter)		
	2S	Dizzy Wins (Counter)
	2D	Nagoriyuki Wins
(Counter)		
	Backdash	Evaded [+13]
214K~214H	5K	Whiff (must block
Beyblade)		
	6P	Nagoriyuki Wins
(Counter)		

	2S	Nagoriyuki Wins
(Counter)		
	2D	Nagoriyuki Wins
(Counter)		
	Backdash	Evaded** (Must block beyblade)

//Slight delay on 2S and 2D will catch beyblade and CH.

236D	5K	Nagoriyuki Wins
(Punish)		
(WWA)	6P	Nagoriyuki Wins
(Punish)		
	2S	Nagoriyuki Wins
(Punish)		
	2D	Nagoriyuki Wins
(Punish)		
	Backdash	Nagoriyuki Wins

Giovanna



Giovanna's Button — Queen Dizzy's Button – Result

md.5K

5K

Trade (Neutral)

6P	Dizzy Wins (Punish)
2S	Dizzy Wins (Punish)
2D	Dizzy Wins (Punish)
Backdash	Evaded (+-?)*Can be odd.

Depending on how far Gio runs, you may be plus. If she doesn't run far, you'll be minus.

6P (Punish)	5K	Giovanna Wins
[-1]	6P	Whiff (Giovanna Adv.)
	2S	Dizzy Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+15]

Anji Mito



Anji's Button — Queen Dizzy's Button – Result

5K	5K	Trade (Neutral)
	6P	Dizzy Wins (Counter)
	2S	Dizzy Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+0]

6P	5K	Anji Wins (Counter)
	6P	Whiff (Anji Adv.) [-1]
	2S	Whiff (Dizzy Adv.) [+6]
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+15]
f.S	5K	Dizzy Wins (Counter)
	6P	Dizzy Wins (Counter)
	2S	Dizzy Wins (Counter)
	2D	Anji Wins (Counter)
	Backdash	Evaded [+12]
2S	5K	Whiff (Dizzy Adv.) [+7]
	6P	Anji Wins (Counter)
	2S	Trade (Neutral)
	2D	Trade (Dizzy Adv) [+55]
	Backdash	Evaded [+8]
2D	5K	Whiff (Dizzy Adv.) [+12]
	6P	Anji Wins (Counter)
	2S	Trade (Anji Adv.) [+55]
	2D	Trade (Neutral)
	Backdash	Evaded [+13]
Spin	5K	Whiff (Dizzy Adv.) [+12]
	6P	Whiff (Anji Adv.) [-3]

	2S	Anji Wins (Guardpoint) [+11]
	2D	Anji Wins (Guardpoint) [+17]
	Backdash	Evaded [+13]
{Fuujin} beat Fuujin]	5K	Whiff (Dizzy Wins) [Grab to
	6P	Anji Wins (Punish)
	2S	Anji Wins (Guardpoint) [+11]
	2D	Anji Wins (Guardpoint) [+17]
	Backdash	Evaded (Must block Fuujin)

I-No



I-No's Button — Queen Dizzy's Button – Result

5K	5K	Trade (Neutral)
	6P	Dizzy Wins (Punish)
	2S	Dizzy Wins (Punish)
	2D	Dizzy Wins (Punish)

	Backdash	Evaded [-1]
2S	5K	I-No Wins (Counter)
	6P	I-No Wins (Counter)
	2S	Trade (Neutral)
	2D	I-No Wins (Counter)
	Backdash	Evaded [+13]
5H	5K	Whiff (Dizzy Adv.) [+19]
	6P	I-No Wins (Counter)
	2S	Dizzy Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+20]
2H	5K	Whiff (Dizzy Adv.) [+10]
	6P	I-No Wins (Counter)
	2S	Clash
	2D	Trade (Dizzy Adv.) [+49]
	Backdash	Evaded [+11]
6P	5K	I-No Wins (Counter)
	6P	Clash
	2S	Dizzy Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+16]

Goldlewis Dickinson



Goldlewis' Button — Queen Dizzy's Button – Result

5K	5K	Dizzy Wins (Counter)
	6P	Whiff (Goldlewis Adv.) [-7]
	2S	Dizzy Wins (Counter)
	2D	Trade (Dizzy Adv.) [+55]
	Backdash	Evaded [+9]
2K	5K	Whiff (Goldlewis Adv.) [-2]
	6P	Whiff (Goldlewis Adv.) [-17]
	2S	Dizzy Wins (Punish)
	2D	Dizzy Wins (Punish)
	Backdash	Evaded [-1]
f.S	5K	Goldlewis Wins (Punish)
	6P	Clash
	2S	Trade (Neutral)
	2D	Goldlewis Wins (Counter)
	Backdash	Evaded [+15]
Forward j.D	5K	Dizzy Wins (Counter)

	6P	Dizzy Wins (Counter)
	2S	Goldlewis Wins (Punish)
	2D	Goldlewis Wins (Punish)
	Backdash	Evaded [+16~]
236D	5K	Goldlewis Wins
(Punish)		
(WWA)	6P	Goldlewis Wins
(Punish)		
	2S	Goldlewis Wins
(Punish)		
	2D	Goldlewis Wins
(Punish)		
	Backdash	Goldlewis Wins

Jack-O'



Jack-O's Button — Queen Dizzy's Button – Result

5K	5K	Trade (Neutral)
	6P	Dizzy Wins (Counter)
	2S	Dizzy Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+1]

2K	5K	Whiff (Jack-O' Adv.) [-2]
	6P	Whiff (Jack-O' Adv.) [-17]
	2S	Dizzy Wins (Punish)
	2D	Dizzy Wins (Punish)
	Backdash	Evaded [-1]
6P	5K	Jack-O' Wins (Counter)
	6P	Whiff (Neutral)
	2S	Dizzy Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+15]
2D	5K	Jack-O' Wins (Punish)
	6P	Jack-O' Wins (Counter)
	2S	Trade (Jack-O' Adv.) [-55]
	2D	Jack-O' Wins (Counter)
	Backdash	Evaded [+21]

Happy Chaos



Overview:

Happy Chaos has a 35%~ chance to instantly punish any whiff or backdashes due to the ability to RNG shot post his own whiff. In this case, the result will be labelled as such, and with this note: (*)

Happy Chaos' Button — Queen Dizzy's Button – Result

[-15]*	2K	5K	Whiff (Neutral)*
		6P	Whiff (Chaos Adv.)
		2S	Dizzy Wins (Counter)
		2D	Dizzy Wins (Punish)
		Backdash	Evaded*
	2S	5K	Chaos Wins (Punish)
		6P	Chaos Wins (Counter)
		2S	Trade (Neutral)
		2D	Chaos Wins (Counter)
		Backdash	Evaded*
[-55]	2D	5K	Dizzy Wins (Counter)
		6P	Chaos Wins (Counter)
		2S	Trade (Chaos Adv.)
		2D	Trade (Neutral)
		Backdash	Evaded*

Baiken



Baiken's Button — Queen Dizzy's Button – Result

f.S	5K	Trade (Neutral)
	6P	Clash
	2S	Baiken Wins (Counter)
	2D	Baiken Wins (Counter)
	Backdash	Evaded [+8]

2S	5K	Baiken Wins (Punish)
	6P	Baiken Wins (Counter)
	2S	Dizzy Wins (Counter)
	2D	Baiken Wins (Counter)
	Backdash	Evaded [+11]

2H	5K	Baiken Wins (Punish)
	6P	Baiken Wins (Counter)
	2S	Dizzy Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Baiken Wins

IAS.236S	5K	Baiken Wins (Punish)
	6P	Dizzy Wins (Counter)

2S	Baiken Wins (Counter)
2D	Whiff (Baiken Adv.) [-2]
Backdash	Evaded [+14]

Testament



Testament's Button — Queen Dizzy's Button – Result

5K	5K	Trade (Neutral)
	6P	Dizzy Wins (Punish)
	2S	Dizzy Wins (Counter)
	2D	Dizzy Wins (Punish)
	Backdash	Evaded [+0]
f.S	5K	Testament Wins
(Punish)	6P	Dizzy Wins (Counter)
	2S	Trade (Neutral)
	2D	Trade (Dizzy Adv.)
[+55]	Backdash	Evaded [+11]
6P	5K	Testament Wins
(Punish)	6P	Whiff (Dizzy Adv.) [+2]
	2S	Dizzy Wins (Counter)

2D
Backdash

Dizzy Wins (Counter)
Evaded [+18]

Bridget



Bridget's Button — Queen Dizzy's Button – Result

5P

5K

Trade (Neutral)

6P

Dizzy Wins (Punish)

2S

Whiff (Bridget Adv.)

[-7]

2D
Backdash

Dizzy Wins (Punish)
Evaded [+2]

6P

5K

Bridget Wins (Punish)

6P

Whiff (Neutral)

2S

Dizzy Wins (Counter)

2D

Dizzy Wins (Counter)

Backdash

Evaded [+16]

2P

5K

Whiff (Bridget Adv.)

[-3]

6P

Whiff (Bridget Adv.)

[-18]

2S

Trade (Neutral)

2D

Dizzy Wins (Punish)

	Backdash	Evaded [-2]
f.S	5K	Bridget Wins (Counter)
	6P	Dizzy Wins (Counter)
	2S	Bridget Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+11]
2S	5K	Whiff (Dizzy Adv.) [+14]
	6P	Bridget Wins (Counter)
	2S	Dizzy Wins (Counter)
	2D	Bridget Wins (Counter)
	Backdash	Evaded [+15]

Sin Kiske



Sin's Button — Queen Dizzy's Button – Result

5P	5K	Trade (Neutral)
	6P	Whiff (Sin Adv.) [-22]
	2S	Whiff (Sin Adv.) [-15]
	2D	Dizzy Wins (Punish)
	Backdash	Evaded [-6]
6P	5K	Sin Wins (Punish)
	6P	Clash

	2S	Dizzy Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+17]
2S	5K	Sin Wins (Punish)
	6P	Sin Wins (Counter)
	2S	Dizzy Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+10]

Bedman?



Bedman?'s Button — Queen Dizzy's Button – Result

5K	5K	Trade (Neutral)
	6P	Clash
	2S	Dizzy Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+7]
236D (Punish)	5K	Bedman? Wins
(WWA) (Punish)	6P	Bedman? Wins

	2S	Bedman? Wins
(Punish)		
	2D	Bedman? Wins
(Punish)		
	Backdash	Bedman? Wins

Asuka R#



Asuka's Button — Queen Dizzy's Button – Result

2P	5K	Whiff (Asuka R# Adv.)
[-6]		
	6P	Whiff (Asuka R# Adv.)
[-21]		
	2S	Dizzy Wins (Punish)
	2D	Dizzy Wins (Punish)
	Backdash	Evaded [-5]
5K	5K	Trade (Neutral)
	6P	Dizzy Wins (Punish)
	2S	Dizzy Wins (Punish)
	2D	Dizzy Wins (Punish)
	Backdash	Evaded [Neutral]

Howling Metron	5K	Asuka Wins (Punish)
Blue Cube	6P	Dizzy Wins (Cube
Destroyed)//S Micheal Sword will CH Asuka.		
	2S	Dizzy Wins (Counter)
	2D	Asuka Wins (Counter)
Backdash		Must block

Metron Screamer 808	5K	Asuka Wins (Counter*)//A
very slight md.5K will counter Asuka.		
Big Red Ball	6P	Asuka Wins (Counter)
	2S	Dizzy Wins (Counter)
	2D	Trade (Dizzy Adv.)
[+something]//both players are sent fullscreen		
Backdash		Evaded [+23]

Johnny



Johnny's Button — Queen Dizzy's Button – Result

f.S	5K	Dizzy Wins (Counter)
	6P	Dizzy Wins (Punish)
	2S	Johnny Wins (Counter)
	2D	Johnny Wins (Counter)
Backdash		Evaded [+12]

(Counter)	2S	5K	Johnny Wins (Punish)
		6P	Johnny Wins
		2S	Dizzy Wins (Counter)
		2D	Johnny Wins (Counter)
	Backdash		Evaded [+13]

Elphelt Valentine



Elphelt's Button — Queen Dizzy's Button – Result

[-8]	5K	5K	Trade (Neutral)
		6P	Dizzy Wins (Counter)
		2S	Whiff (Elphelt Adv.)
		2D	Dizzy Wins (Punish)
		Backdash	Evaded [+1]
[-2]	6P	5K	Elphelt Wins (Counter)
		6P	Whiff (Elphelt Adv.)
		2S	Dizzy Wins (Counter)

f.S	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+14]
	5K	Trade (Neutral)
	6P	Dizzy Wins (Counter)
	2S	Trade (Neutral)
	2D	Elphelt Wins (Counter)
	Backdash	Evaded [+13]

A.B.A



A.B.A's Button — Queen Dizzy's Button – Result

5K	5K	Trade (Neutral)
	6P	Whiff (A.B.A Adv.) [-17]
	2S	Dizzy Wins (Counter)
	2D	Whiff (A.B.A Adv.) [-18]
	Backdash	Evaded [-1]

f.S

5K

Trade (Neutral)

6P

Dizzy Wins (Counter)

2S

Trade (Neutral)

2D

Dizzy Wins (Counter)

Backdash

Evaded [+5]

Haul and Heed

5K

Whiff (Dizzy Adv.)

[+4]//Grab to catch recovery

214K

6P

Whiff (A.B.A Adv.)

[-11]

2S

Dizzy Wins (Punish)

2D

Dizzy Wins (Punish)

Backdash

[+5]

Intertwine and Tilt

5K

A.B.A Wins (Punish)

214K

6P

Dizzy Wins (Counter)

2S

Dizzy Wins (Counter)

2D

A.B.A Wins (Counter)

Backdash

Evaded [+14]

Slayer



Slayer's Button — Queen Dizzy's Button – Result

5K	5K	Trade (Neutral)
	6P	Dizzy Wins (Punish)
	2S	Whiff (Slayer Adv.) [-7]
	2D	Dizzy Wins (Punish)
	Backdash	Evaded [+2]
6P	5K	Slayer Wins (Counter)
	6P	Whiff (Slayer Adv.) [-2]
	2S	Whiff (Dizzy Adv.) [+5]
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+14]
2H	5K	Slayer Wins (Punish)
	6P	Slayer Wins (Counter)
	2S	Slayer Wins (Counter)
	2D	Slayer Wins (Counter)
	Backdash	Evaded [+30]
214K~P for punish, or just walk back]	5K	Whiff (Dizzy Adv.) [Block
(K Dandy Pilebunker)	6P	Slayer Wins (Punish)
	2S	Slayer Wins (Punish)

2D
Backdash

Slayer Wins (Punish)
Evaded [+a billion]

Queen Dizzy



The player on the left side is referred to as Player 1. Otherwise, this would look like complete clownshoes.

P2 Queen Dizzy's Button — P1 Queen Dizzy's Button – Result

5K (Neutral)	5K	Trade
(Punish)	6P	P1 Dizzy Wins
Adv.) [-8]	2S	Whiff (P2 Dizzy
(Punish)	2D	P1 Dizzy Wins
Dizzy Adv.) [+1]	Backdash	Evaded (P1
6P (Punish)	5K	P2 Dizzy Wins
	6P	Whiff (Neutral)

	2S	P1 Dizzy Wins
(Counter)		
	2D	P1 Dizzy Wins
(Counter)		
	Backdash	Evaded (P1
Dizzy Adv.) [+16]		
2S	5K	Whiff (P1 Dizzy
Adv.) [+8]		
	6P	P2 Dizzy Wins
(Counter)		
	2S	Trade (Neutral)
	2D	Trade (P1 Dizzy
Adv.) [+55]		
	Backdash	Evaded (P1
Dizzy Adv.) [+9]		
2D	5K	P2 Dizzy Wins
(Punish)		
	6P	P2 Dizzy Wins
(Counter)		
	2S	Trade (Neutral)
	2D	Trade (P2 Dizzy
Adv.) [-55]		

Dizzy Adv.) [+17]

Backdash

Evaded (P1



Venom

Venom's Button — Queen Dizzy's Button – Result

5K	5K	Trade (Neutral)
	6P	Whiff (Venom Adv.) [-17]
	2S	Whiff (Venom Adv.) [-10]
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [-1]
f.S	5K	Venom Wins (Punish)
	6P	Dizzy Wins (Counter)
	2S	Trade (Neutral)
	2D	Venom Wins (Counter)
	Backdash	Evaded [+11]
2S	5K	Venom Wins (Punish)
	6P	Venom Wins (Counter)
	2S	Trade (Neutral)
	2D	Trade (Dizzy Adv.) [+47]
	Backdash	Evaded [+12]

2D	5K	Whiff (Dizzy Adv.) [+12]
	6P	Whiff (Venom Adv.) [-3]
	2S	Dizzy Wins (Counter)
	2D	Trade (Dizzy Adv.) [+47]
	Backdash	Evaded [+13]

6P	5K	Venom Wins (Counter)
	6P	Whiff (Venom Adv.) [-2]
	2S	Dizzy Wins (Counter)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+14]

Unika



Unika's Button — Queen Dizzy's Button – Result

5K	5K	Trade (Neutral)
	6P	Whiff (Unika Adv.) [-17]
	2S	Whiff (Unika Adv.) [-10]
	2D	Whiff (Unika Adv.) [-18]
	Backdash	Evaded [-1]
f.S	5K	Dizzy Wins (Counter)

6P	Clash
2S	Dizzy Wins (Counter)
2D	Trade (Dizzy Adv.) [+53]
Backdash	Evaded [+16]

2S	5K	Whiff (Dizzy Adv.) [+7]
	6P	Unika Wins (Counter)
	2S	Trade (Neutral)
	2D	Unika Wins (Counter)
	Backdash	Evaded [+10]

5H
[-49]//A slight md.5K will CH Unika.

6P	Unika Wins (Counter)
2S	Trade (Unika Adv.) [-46]
2D	Unika Wins (Counter)
Backdash	Evaded [+21]

//It should be noted that 5H won't reach roundstart (unless Dizzy is crouching lmao), so a slight delay or either Michael Sword will beat the button.

6P	5K	Unika Wins (Counter)
	6P	Whiff (Unika Adv.) [-2]
	2S	Dizzy Wins (Punish)
	2D	Dizzy Wins (Counter)
	Backdash	Evaded [+14]