

1. Character Archetype: Rushdown/Well-rounded

2. Unique Traits/Ability

- **Eltnum is a well-rounded character who has tools for most situations, but excels as an “in your face” style rushdown character.** Arguably having the best corner pressure in UNIEL, she retains all of her options and gains new ones in UNIST. Her 2B is infamous for being a fast low with great range, which also leads to high damage. Eltnum is suited to players interested in having strong offense up close, but not without a couple of useful ranged tools.
- Vorpai Trait:
 1. While in vorpai, Eltnum can now whiff cancel her 5A and 2A normals. This allows her to gatling them into other normals on whiff, (e.g. 5A 2C) special cancel them, (5A 623C) or even chain shift them on whiff. (5A CS)
Being in vorpai also extends the cancel window for all her normals.
For example, 2A stagger 2A normally is hard to time but being in vorpai makes it more lenient.
 2. New to UNIST, Eltnum can also backdash cancel all normals/command normals and a few special moves as well. These include moves such as 3C, 6B, 214A, j214A, and 421B. Furthermore, 5A/2A can be backdash canceled on whiff.

3. Game Plan

- Overall game plan
 - Eltnum's core gameplan is to close the gap between her and her opponent in order to begin pressuring up close.
 - Approaching your opponent can be done with charged gunshots at full screen distance. (236[A]/[B]) Dash blocking is also vital to get in versus zoners. (6AB, then immediately block)
 - At half screen, regular gunshots can be used to dissuade opponents from approaching. With meter, they become an even greater threat as they can be canceled into EX gunshot or EX whip for good damage and oki. (236C, 214C) 2C and 5C are also viable pokes at this range.
 - Once in close range, condition your opponents with a wide variety of offense. Staggering normals is incredibly strong against opponents who mash. (5A, delay 2B, delay 2C, etc.) If your opponent is content blocking, add throws in your offense to help open them up. These throws can be replaced with assault jump C's as well during the same timing in order to punish the opponent's throw tech attempts.
 - Try to be creative when performing blockstrings. If the opponent sees the same string every time, they will know when pressure is over and when to escape. Strings can be ended on reverse beats (2C into 5A/2A, 5[C] into 5A/2A) or into specials. (ending on purple 236A which is +1, ending on 236[A], ending on 22A)
 - Once the opponent has been conditioned to not mash, try ending blockstrings on normals that are minus, but difficult to react to the

recovery of. Ending on 5B or 2C to reset your pressure can be a cheeky way to begin pressure again with 5A or 2B. It is important to note that you have access to all your normals again once you finish recovering.

- Strengths
 - Insane close range pressure game
 - Fast running dash
 - Multiple plus on block moves
 - High corner carry in almost all combos
 - With enhanced bullets, above average damage output
 - Can convert off almost anything with 100 meter
 - Meterless reversal (B DP)
 - Difficult to punish divekick
 - Standing overhead which can be easily made safe with special cancels
 - Air throw with high damage on hit
 - One of the strongest meterless reversals (EX cutting sync)
 - Projectile which has 0 travel time, acts instead as an extended hitbox
- Weaknesses
 - Below average HP value (10,400)
 - Slow 2C which has a large hurtbox
 - Is prone to being zoned out, relies on winning GRD to get in against zoners
 - Lacks a metered special to extend pressure with
 - Dash moves are unsafe on block
 - Requires consistent execution, dropping combos will also prevent reloading which will hinder future combos/neutral game
 - Requires creativity and good risk/reward understanding to make the opponent unaware of when her pressure is actually over.
- How to beat this character
 - If possible, zone Eltnum out as she is considerably less scary at range
 - Many of her counterpokes are low (2A, 2B, 2C) and can be low crushed with an assault move
 - Long blockstrings can be pushed out with correct green shielding. Do not blindly shield, Eltnum players will stagger in order to observe shield timing.
 - Backdashing her meaty normals is strong, outside of meaty 2C (it is not recommended to backdash her meaty normals in vortal, however)
 - When not cornered, backdashing her plus moves can escape pressure with only slight risk.
 - Gaps in pressure can be reversed out of. (5[C], 5CC, any gunshots. However, gapless lows will beat reversal attempts)
 - 22B and charged gunshots can be easily reacted to and shielded for GRD.

- If the Eltnum isn't wary of shields, you can shield her out so that she unintentionally whiff 5B/2B during pressure. She'll most likely be whiff punishable when this happens.
- Fundamentals you'll develop to play this character
 - Dash blocking and shielding projectiles to get in
 - The GRD system and offense ways to gain GRD (moving forward, assaulting, landing hits)
 - Staggering to beat mashing
 - Throw/assault mixup to open up the opponent
- 4. Special Move Explanations (mention special properties / differences in versions)
 - 236X (Hollow Point)
 - Eltnum's "fireball" which is an instant projectile. All shots consume bullets.
 - A version is the fastest, and with purple bullets it is +1 on block.
 - B version is slower and 3 hits with more range. It is minus on block regardless of purple bullets, but slightly safer with purple bullets. It consumes 3 bullets as opposed to 1.
 - C version is a full screen reaching laser that causes wallbounce and forces reload immediately after firing. Can be comboed after all the time if it hits raw. This is very useful for whiff punishing many moves. (IE: Gord 236A, Nanase B fireball, Phonon air fireball, etc)
 - Charged A version shoots a ricochet bullet down, then up, then diagonally to the far end of the screen. Consecutive bounces are more advantageous on block. Frame advantage is increased by purple bullets. Can be canceled into 236C for a combo. On counter hit, can be meterlessly converted off with run up 2B/2C. A great anti-zoning tool as it almost always trades in her favor on a trade.
 - Charged B version shoots a ricochet bullet up, then down, then diagonally up again. Consecutive bounces are more advantageous on block. Frame advantage is increased by purple bullets. On counter hit, can be meterlessly converted off with run up 2B/2C. If the opponent is close enough, it can be converted off of a non-counter hit as well.
 - 22A/B (Warning Shot)
 - Eltnum's secondary projectiles which shoot the ground as opposed as horizontally.
 - A version is fast and low, and only -1 on block. A good blockstring ender that also acts as a frametrap. Counter hit 22A causes a long stumble that can easily be converted off of. Some of the highest damage routes are caused by a counter hit 22A.
 - B version is noticeably slower, but extremely plus on block. (+8) It consumes 5 bullets which limits its usage outside of combos.
 - 22C (Reload)
 - Eltnum's special which allows her to regain bullets, can cancel out of normals. Reloading when the moving bar matches the stationary white

bar will load reinforced/purple bullets into her gun. Purple bullets are generally stronger and sometimes have more frame advantage.

- Missing reload puts you in more recovery than perfect reload.
- 623X (Etherlite Air)
 - Eltnum's dragon punch move.
 - A version has upper body invincibility and can be special canceled before leaving the ground or early while in the air. (j214C in the air)
 - B version is full body invincible on startup, but cannot be special canceled. Eltnum's go-to reversal option.
 - C version is full body invincible, and Eltnum's fastest reversal. (3F) Useful for anti-airing safejump attempts or situations where the opponent is high up right in front of Eltnum.
- 214X (Etherlite Ground)
 - Multi hit whip move which causes a long knockdown with enough time to run up and meaty. Less safe on block than gunshots but higher reward with no bullet consumption. They can also beat opponents in the recovery of throwing a projectile.
 - A version is a 2 hit low that will catch jump/backdash attempts in Eltnum's pressure.
 - B version is a far reaching 2 hit move, but only hits mid.
 - C version is far reaching and allows Eltnum to easily follow up with a combo. Unlike the A/B versions, it keeps the opponent standing. The go-to special after 214A/B for a 100 meter confirm.
- 421X (Cutting Sync)
 - A command dash that causes Eltnum to slide forward close to the ground. Has partial projectile invulnerability for A/B versions.
 - A version has a dash that can cross up. Useful for passing through projectiles.
 - B version has a dash and then an up kick. It can be followed up with any normals/special on hit, but only certain command normals and all specials on block. This move is vital for Eltnum's BnB combos.
 - C version is a wildly invulnerable reversal which moves a few character lengths before the hitbox is active. It can be followed up with a combo into around 3000 damage. The go-to reversal when seeing the opponent whiff a move. Also, the highest damage 100 meter combo ender for Eltnum. However, it can be thrown, so do not try to cutting sync a throw attempt.
- j.214X (Slide Air)
 - A "dive kick" which is also a hit-grab.
 - A version will grab the opponent on hit, and slam them into the ground. The direction the opponent is sent is backwards by default. New to UNIST, Eltnum can now hold forward to have the opponent sent forward instead. It can now also be EX canceled into 214C for an easy combo.

Furthermore, it can be backdash canceled on hit for a meterless combo in vortal. On block it is nearly always plus, even on shield.

- B version is an extremely slow and reactable command grab. This version cannot be directionally influenced or EX canceled, only CS canceled. The recovery is also noticeably worse.
- C version is faster and multi-hit, and can be directionally influenced on each hit. Not recommended to be used for combos due to low damage.

5. Top 3 Easy Normals To Use:

- 2B - 7F long reaching low that leads into high damage. Your go to counterpoke move that everyone hates to get hit by. Buffer 2B 2C then hold up for an easy confirm into an air combo, which does not cause jumping when blocked.
- 5A - 5F and fastest normal in her arsenal, and the go-to meaty button. It's -2 on block which is great for tick throws, and with vortal it can be whiff canceled.
- 2C - 2 hit low move that reaches almost half screen. It's slow and can be jumped over, but the 2 hit capability makes confirming combos much easier. This move is also excellent at catching backdash attempts, especially on the opponent's wakeup. At close range it can combo into j[C] or 5[C], and at long range it can be comboed into whip. It's also viable as a blockstring ender as it's -5 on block. (assuming they are outside of 5A/2A range) At high level play, using 5A 2C is strong against throw tech options that make the opponent stop blocking or stand up. This is because 5A 2C naturally has a gap in the string, and hits low twice.

6. Top uses for Meter

- 236C/214C for confirming off long range specials (236A/B, 236[X], 214A/B)
- 421C as a reversal with high reward. Also as a combo ender for highest damage output.

7. Example of an easy block string that is SAFE

- 2A->2B->2C->214A
- 5A->5B->2B->2C->5C->whiff 2A

8. Super easy BNB combo that leads to OKI ("this is my first fighting game" level)

- 2A->2B->2C->5[C]->214A

9. High Level technique you'll eventually need to learn

- Using Chain Shift on wakeup or during opponent's blockstring gaps to follow up with B Etherlite Air or EX Cutting Sync.
- Delayed assault jC and 5A 2C to blow up various throw tech OS attempts.
- 3ACD OS to beat assaults and tech throws.
- Strong understanding of blockstring theory to incorporate gatlings and specials into her pressure game, while being unpredictable.
- 5A CS meaty on reaction to VO and other reversals
- Without CS, using meaty 22A/236A and whiff canceling into 421C on reaction to metered reversals.
- Using staggered whiff cancelable specials in pressure to sniff out CS/metered reversals.

10. Cheapest tactic/gimmick (easy to execute tactic that works well)

- Ending block strings in 5CC into frame trap 2A/2B. 5CC can be assaulted out of for a huge punish. 5[C] into 5CC can only be jumped out of.
- Doing 5CC or 214C into 421A to side swap. 5CC 421A on block will pull the enemy in while Eltnum crosses over. 214C must hit to allow 421A to cross over.

11. Players to Watch/Learn from

- Senaru (JP)
- RED (JP)
- Tensei/Averageplays (USA)
- f6zQYGeTi2YqlrU3/KaraFail/Suijin/KFL (USA)