

Millia FAQ

Millia Discord FAQ for NEW Players

By: Mai Kido, Dr Kittens, Arashi, and Draik

Document still under construction. NEW PATCHES AND UPDATES END OF DOCUMENT Original author was Mai Kido. This is a community FAQ with multiple contributions aimed at new players. **If you find inaccuracies** or would like to contribute, feel free to DM me at **Dr Kittens#9158**

(Last Update 10/21/2021)

General:

Q: I have never played a fighting game, what -

- Before you delve too far into Millia guides, make sure to check out general system mechanic guides. Check the last page for more resources like Dustloop and fighting game glossary.

Q: I don't know if Millia fits my playstyle? What does she play like?

- [LordKnight](#) has made an excellent introductory video.
- Millia is a [Setplay](#) character with elements of rush down. She uses her excellent mobility to maneuver neutral, a variety of block strings to open opponents up, and her famous disc oki to keep opponents locked down once [the party](#) has been started.
- [Keeponrock](#) has match videos where you can check high player Millia looks like

Q;Where is Millia in the tier list?

- Short answer - We're still deciding. Setplay or technical characters take time to develop in the meta. Strive is still in its early stages when the meta is still forming and being patched. Various professionals have placed her in lower tier all the way to top tier.
- [Lord Knight's Tier List](#)

Q: Is Millia hard to play?

- Her execution isn't hard, but requires you to know the tech like [TK\(Tiger Knee\)](#) ,[IAD\(Instant Air Dash\)](#) . Overall her neutral and gameplan isn't complicated
- Low health means Millia can only make a few mistakes without dying.
- Millia's damage is low unless the player is optimal, uses setups, and resets which can take new players time to learn.
- While her neutral isn't complicated, she does need to play fundamentals well to open up her opponent and not die. A lot of her neutral consists of know MU specific punishes, [baits](#), footsies, and [whiff punishing](#).

Q: Where can I look for high level Millia?

- [Passing Link](#)

Q: How do i beat <Character> with Millia

- Various MU guides are in the works and patches have been quick and numerous. No definitive guide as of 10/21/21

Q: Ahhh, I have a burning question that's not in the guide, what do I do?

- The Strive Discord has a Millia Question section filled with helpful people.

Neutral:

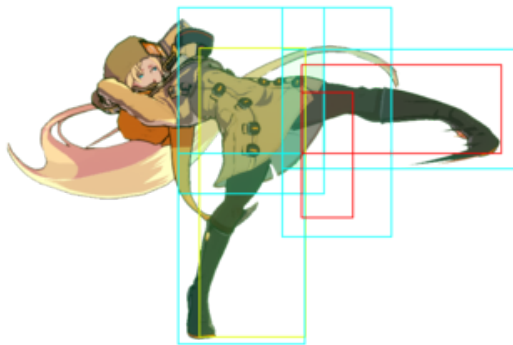
Q: What is my basic neutral plan

- Fear and uncertainty are what makes Millia scary both on neutral and pressure. Create ambiguity using air mobility and ground speed; your opponent will not know when to contest in the air or when you'll approach. Bully your opponent with your superior mobility and 50/50 mixes, forcing them to play the game at your pace.
- Fish for 5K or 2K hits, to lead into 2D to get [the party started](#).
- Apply pressure with 5k or cs [blockstrings](#).

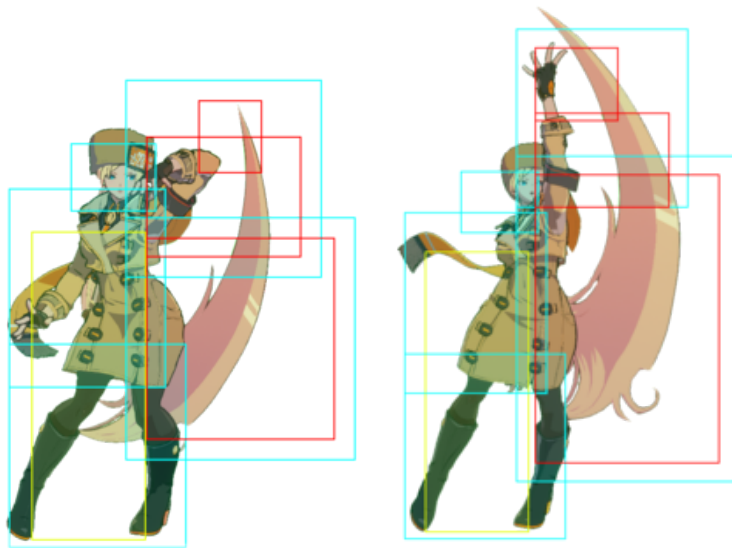
- Millia is excellent at whiff punishing and baiting her enemies' recovery due to her ability to retreat and approach on a whim both in the air and on the ground.

Q: What button is good?

- **5k** is both a good pressure button and one of her best pokes. Use this to poke your opponent, hit confirming into a second 5K or 2K before committing to 2D.

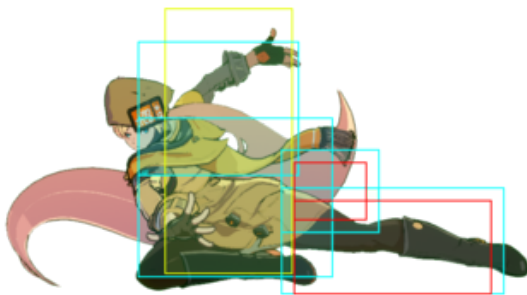


- Unlike most buttons in Strive, 5K gatlings into itself.
- 5K leads into her **party starter** (2D)
- Jump cancellable.
- 5K gatlings into 2K, allowing you to go low or jump cancel for an overhead.
- 5K is great at catching jump outs to your pressure. On hit it floats allowing a follow up 6H -> XXX
- **c.S** (Close slash) is your primary pressure button that leads to her most devastating frame traps and highest damaging combos.



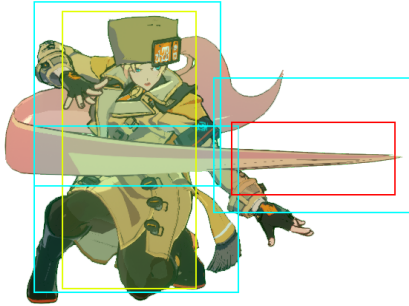
- Stagger (delay) followup gatlings to condition your opponent to block.
- Once they are scared of follow ups, c.S can be jump cancelled into instant overheads, cross ups, pressure, and pressure resets.
- Even at -2, if you've conditioned your opponent, you can c.S -> microwalk -> throw/c.S
- c.S -> mirazh is reactable, but a crossup that works if seldom used.

- **2K** is Millia's fastest low button



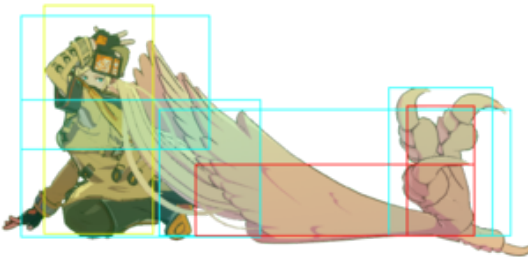
- It's an excellent low poke that shrinks her hurtbox
- Leads into Millia's win condition 2K -> 2D -> Hdisc.

- **2P** - Is Millia's fastest button

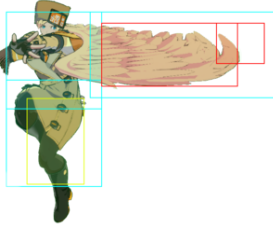


- As of 10/15 Millia finally got a 5f button
- Use as [abare](#) or mash situations.
- Gatling into itself for easy confirms (2P -> 2P -> 2P -> sdisc)

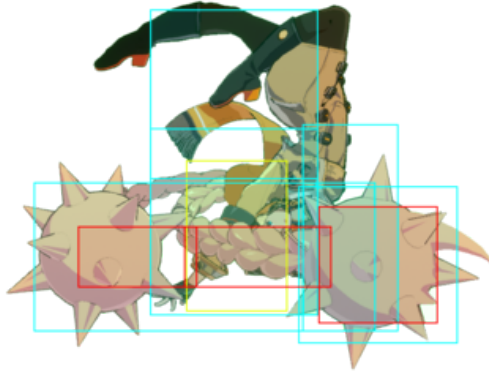
- **2D** - Slow startup, but excellent range.



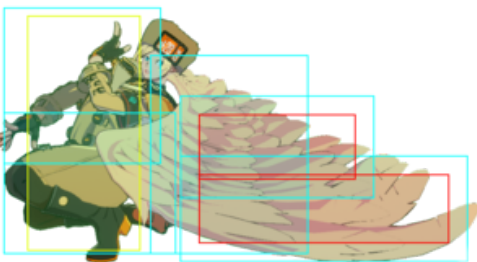
- Most importantly leads to her win condition - **Meaty** Hdisc.
- 2D is -11 and very punishable. It's important to hit confirm into this OR create distance on block with 5K ->5K ->5K for example.
- If your 2D is blocked at point blank, every ender can be punished in one way or another.
- As of 08/27, the gap between 2D -> Lustshaker 214S is 4 frames meaning only Gio, Chipp, and Sol can interrupt point blank. However, Lustshaker is -5 allowing 5f normals to punish. Always space 2D.
- **j.S** - Air to air and longer distance jump in that leads to devastating combos.



- Due to the hitbox being up higher, j.S can be used from a single jump Kapel more easily where j.H would whiff.
- j.H** - Millia's main air mix up. Hitbox on both sides means easy crossups and ambiguity when combined with her double dash.



- 2S** - Millia's primary **frame trap** from c.S that leads to high damage combos.



- c.S -> delay -> 2S will either catch your opponent or condition them for c.S shenanigans.
 - 11f but Millia's other low with much better proration.

Defense:

Q: How do I get out of corner pressure?

“Super jump is universally a strong option. It's easy to intercept a normal jump IAD but you have to hard-read a super jump. That's less true with certain characters, but most characters don't have a normal that just goes straight up like a Millia c.S” - Arashi-San

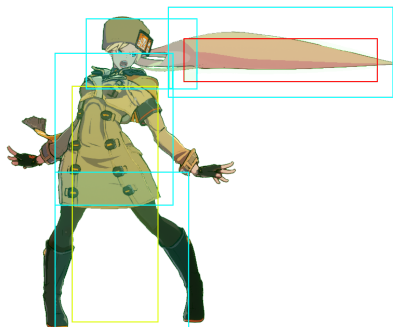
- Getting out of pressure is difficult, but in Strive the main ways are:
 - Find the gaps in your opponent's pressure to take your turn with 2P/2K
 - Dash out of the corner
 - Jump out of the corner using Millia's unique air properties. This includes:
 - Millia's good super jump
 - Kapel
 - Turbofall
 - There are specific setups that Millia can use Mirazh (214K) to escape and punish.

Q: Does Millia have any reversal?

- Winger is invul from f1-f8 but it shouldn't be a bet you take often, since without RC is very punishable.

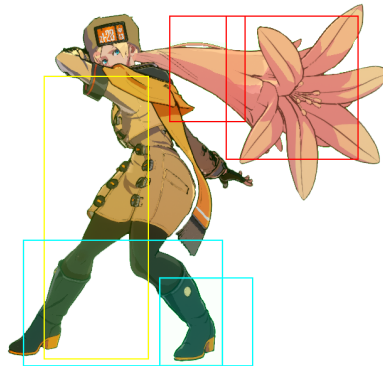
Q: What are Millia Anti Airs?

- 5p,6p,c.S
- **5p**

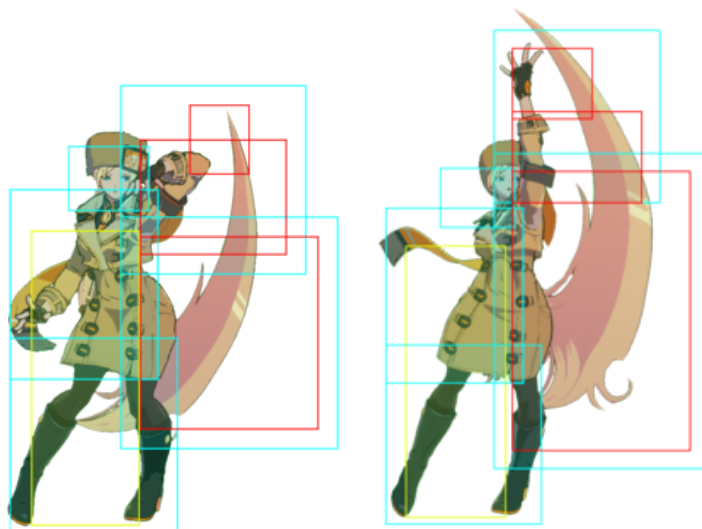


- No upper body invincibility.

- 7f startup means it's quick
- Good horizontal range
- Allows you to c.S to continue combos.
- It's -2 on block and only has 7 frames of recovery, making it relatively safe if whiffed.
- 6p



- full upper body invul could lead to Haircar(214p) on CH midscreen [and Septem Voices(236236s) which is hard to react and perfect it everytime]
- In the corner AA now leads to sDisc -> corner combo
- **c.S** (Close Slash) is your most rewarding anti air button, but it doesn't have head invul.



- c.S is also only 7 frames making it tied for fastest anti air.
- Reaches high
- Hits twice

- Leads into some of Millia's best damage.
- Oftentimes c.S will trade, but due to Millia's ground speed still allow Millia to get a full combo.
- Opponents trying to escape the corner will hate this move.

Q: Does Mirazh (214K) have useful defensive uses?



- Yes, there are better punishes you can get by Mirazh through a hitbox. The list is long and changes every patch. Just as an example:
 - Ram f.S. Instead of a 6P you can get a full combo.
 - hDisc -> fall -> mirazh if timed right, will go through DP's letting you get Millia's highest damaging CH combos.

Offense

Combo Questions:

Q: Where can I find Millia combos?

- [Rushdown Artist's Millia Compendium](#) (90% still relevant even without 1.1 patch combos)
- [Dr Kitten's Combo Guide - How to Improv with Millia](#) (Combo theory, which this video is about, still mostly relevant.)
- [1.5 Patch new combos worth doing](#)

Q: What are must know combos?

- Due to weight, distance, and height you may have to replace a button or 2. [With heavies](#), replace first j.S with j.K or j.H *generally*.

- GIF examples in Compendium. I'm only listing combos here to help you parse through which ones you should learn ASAP.
- **Midscreen**
 - **5K -> 5K/2K -> 2D -> hDisc** *This is your poke party starter. With dash momentum you can add another 5K.*
 - **c.S -> 2H/6H -> Mirazh Cancel -> Hair Car -> safe jump / hDisc** *for oki or end with c.S -> 6H -> Haircar This is your go to midscreen combo on raw c.S*
- **Midscreen/Fullscreen hDisc Hit**
 - (If high hit like raw disc hitting or on light weights) **c.S -> j.D -> jump cancel -> delay -> j.S -> falling j.S -> c.S -> 6H/2H -> Hair Car/Septum** *This is called relaunch. There are slight variations and difficult on heavies. This wall splats low, gives better oki, and lets you combo into over drives*
 - (If normal height on average weights) **c.S -> j.S -> j.D -> Jump Cancel -> delay -> j.S -> falling j.S -> j.D -> IAD -> j.S -> j.D -> Bad Moon -> Wall Splat -> Kapel/Winger/Septum** *This can wall splat from full screen and has multiple routing options. You can sometimes go into relaunch and it leads into [Kapel/Turbofall resets which are generally better](#)*
- **Corner**
 - **c.S -> 2H -> sDisc -> microdash -> c.S -> 6H -> Hair Car -> Wall Splat -> Winger** *Easy and optimal. There are various routes you can take as you become more comfortable with her combo game. You can replace Hair Car with Lustshaker to get 8 - 15 more damage WITH Winger.*
- **Start Screen or Near Corner**
 - (Air Hit) **c.S -> 6H -> Mirazh (214K) -> c.S/2K/5K -> 6H -> Hair Car -> Wall Splat -> 5H/Winger/Septum Voices** *If you hit your opponent in the air with c.S, either through CH, disc, or anti air. Important to know, because there are a lot of improv or freestyle combos that use pieces of this combo.*

Q: Why doesn't my [bread and butter](#) air combo work on X character?

- There are 3 types of character weights in Strive that effect combos; Heavy, Medium, Light. Depending on weight, your air combos and mirazh loops will differ.
- Light (All females) - Pop up higher. Due to this, relaunch combo is more consistent and normal bread and butter sometimes sends characters too high.
- Medium (Everyone else) - Relaunch is possible off of high c.S hits like counter hits, anti air c.S, and raw disc hits.
- Heavy (Pot, Nago, Gold, and Leo.) - Relaunch is less consistent, and j.K will take the place of j.S in many of your combos.
- Consult compendium for specifics.

Q: Why don't more people end combos with Bad Moon midscreen?

- Bad Moon doesn't give a hard knock down in exchange for minimal damage. Millia has access to grounded wall splats, resets, and mix ups that can be used in addition to Bad Moon.

Q: What is the difference between j.K j.D j.H loops?

- Millia's combo game depends on the player's ability to improvise depending on if their opponent is too low, just right, or too high. The higher the enemy during the initial launch, the better the combo.
- j.K pops opponents up higher and is used when you think your opponent is too low.
- j.S keeps them level, but has better damage and floats opponents in juggle states allowing for ground combos or relaunch combos.
- j.H hits really low so if your opponent is beneath you, you can still pick up a combo, however it sends far away.

Q: Why does my bad moon keep missing? Should I delay the buttons more?

- The answer is usually no, but rather to delay the Bad Moon input after your final j.D

Q: Does j.s -> j.d -> air dash -> j.s -> j.d -> air dash -> j.s -> j.d mid screen still work?

- Yes. There's an easier way to do it: **J.s -> j.d -> jump cancel -> j.s -> j.d -> air dash -> j.s -> j.d -> Badmoon**
- [An optimal version](#) (credit to Rushdown Artist) that can lead to resets, relaunch, or wall splat from anywhere is: **j.S -> j.D -> jump cancel -> delay -> j.S -> falling j.S -> j.D -> air dash -> j.S -> j.D -> Badmoon**

Q: Why does my j.H whiff or hit on the same side when I try to do Kapel resets?

- Assuming you're doing weight relevant combos, Millia's forward airdash is 18 frames, but can Kapel on frame 13. Oftentimes you need to wait for your full airdash.

Pressure:

Q: What is a safe way to end pressure? (10/15 Updated)

- Ending Millia's blockstrings cannot be mindless as they all have their pros and cons. The player must adjust based on the opponent's distance, character, and conditioning. On the plus side, with meter Millia gets excellent mixups and free pressure after RC'n a block string ender.
- **214p** - Is the most punishable, but if spaced correctly some characters will have difficulty punishing.
- **236s** - when spaced correctly is difficult to punish and our longest ranged blockstring ender, however with every patch they speed it up, the more characters that can punish us since the hitbox hits earlier but our recovery stayed the same. As of patch 1.1 there are multiple characters that can punish us for good to high reward at most ranges.
- **214s** - Is very difficult to punish, as the opponent needs a <5f button with range, however leaves a gap on startup allowing opponents to mash on attack level 2 and below. If your opponent FD's this will eat their meter.

Q: What do I use 6K for?

- Ping Draik in the Millia Discord

- As of 1.1, this move is no longer +. Use to low crush while hitting with an overhead.

Blockstrings:

Q: What are **blockstrings**?

- Blockstrings are “combos” you use when your opponent blocks. There are a variety of ways to use block strings, but the main goal is to open up your opponent. Occasionally you will use them to **chip** your opponent to death, push them into the corner, or deplete meter.
- [Beginner Blockstring and Frametrap Video Guide](#)

Q: What are Millia’s common blockstrings? (08/27 updated)

- **5K -> 5K -> 5K/2K -> 2D -> XXX**
- c.S -> 6H -> XXX
- **c.S -> 2S -> 5H -> XXX**
- f.S -> h.S -> sDisc

Q: What are Millia’s block string starters and frametraps?

- **5K**
 - Stagger (delay) 5K pressure to catch mashing. If hit, confirm into 2D.
 - Immediately gatling into 2K to catch them low.
 - Gatling into 6H for better blockstring pressure, but know there is a large gap.
 - Jump cancel for an overhead or pressure reset.
- **c.S**
 - Stagger into 2S for a low frame trap
 - TK Bad Moon for an overhead (dangerous)
 - Gatling into 6H for 2 frame traps and further pressure.
 - c.S -> 2S -> 5H -> XXX End with the safe enders mentioned above. This entire block string has large delay windows for easy

frame traps. You can delay 236s or 214p to catch your opponent mashing or jumping out.

- **6H(1)** is an airborne frametrap that allows you to cancel into Turbo Fall, Bad Moon, or Kapel on the first hit.
 - Turbo fall -> throw or pressure reset is reactable, but if seldom used still works.
 - Kapel will beat throw attempts and low crush. Additionally, on 6H(1) CH, Kapel leads to high damage combos on everyone but Ino.

Footsies and Midrange:

Q: How do I play mid range with Millia? (**As of 10/18 patch has changed this. Will be updated soon**)

Q: What are Millia's pokes?

- 5K, 2K, 2S, fS, 5H, S disc

Q: What are Millia's mid range combos and confirms? (08/27 Updated)

- **Septum Voices** gives Millia better midrange game, as you can confirm anything into it giving Millia decent to excellent mid range damage as well as letting her set up her win condition hDisc.
- 5K tip -> 2D - Your second best option as it leads to her win condition.
- f.S -> 5H -> sDisc is Millia's longest range combo. It's not much, but it's there.
- CH f.s/5H/2S at further ranges can now be combo'd into Mirazh -> cancel -> hair car -> oki/2K/c.S -> XXX

Air Game:

Q: What is the point of Kapel?

- Kapel has a few uses, but in the air it helps to think of it as a third jump/airdash, an anti anti-air, or a way to alter your trajectory.

Q: What are my A2A options?

- **j.S** is powerful because of its range and speed.
 - It is NOT disjointed so it will still lose to other characters options
 - If you land it raw or CH leads to good combos
 - Raw: j.S -> j.D -> IAD -> j.S -> j.D -> IAD -> j.S - j.D -> BM.
 - CH: Relaunch combo (check compendium)
- **j.K** is 1 frame faster with a worse hitbox, but surprisingly catches a lot of people. Also leads into the standard air combo.

Q: Why do I see people whiffing j.P and j.S?

- Two fold answer. Either they are trying to manually time a safe jump or they are using a soft option select. Rising j.S will hit someone jumping at you, but recover fast enough to land j.K for example.

Q: On Floor 6 I was queen of the skies, now I keep dying when I jump, what do I do?

- Just because you have a double dash, doesn't mean you should always use it. Make sure you are using a combination of your ground speed and normal jumps to stay unpredictable.

Disc Setup Issues:

Q: What are the knockdowns that allow me to set up Hdisc?

- **214p** Must dash after or M-Cancel into or be in the corner. M cancelling turns your disc setup into a similar situation as throw disc.
- **2d** Leads to meaty disc
- **CH 6P** Anti air
- **Septum Voices** Can choose to go into combo or disc
- **Throw** Must use non meaty disc setups

Q: So is there a timing for jH after you do h disc? Can't seem to get it out consistently?

- You cannot get a same side overhead after 2D xx H Disc unless you:
 - 1) Do a delayed airdash (so you stay on the same side)
 - 2) Do 2D xx DELAYED H Disc instead. Mirazh Cancel will also delay.

Q: Opponent keeps mashing out of Hdisc after throw?

- Hdisc can be input sooner than it looks, before the camera angle changes. Wait for Millia's feet to touch the ground to input Hdisc. Hdisc won't **meaty** them but your j.k and j.H will. j.K is easier to time but loses to 6P.
- [Input demonstration](#) for timing disc after throw.

Q: My J.K Hdisc is losing to 6p. What should I do?

- Use j.H to beat 6p because it hits below the upper body invul.

Q: How do I get falling j.K and j.H out of 2d?

- Delay the Hdisc

Q: I keep getting DP'd out of my disc, what do I do ?

- The answer varies on which disc setup and which character is using the DP.
- [Rushdown's Compendium](#) has Kapel counters to DP listed out.
- **Ky** - Against throw -> Disc a well timed disc/j.h is both a meaty and safe jumps against Ky
- **Sol** - Kapel beats all DP options
- **Chipp**
- **Leo**

Q: After 2D -> hDisc -> 2K, my opponent isn't getting popped up high enough for me to get good follow ups, what's the deal?

- Your 2K input is too slow. You want to press 2K right before you hit the ground. If you're late, hDisc hits THEN your 2K hits cancelling the juggle momentum. You want 2K to hit FIRST so that hDisc hits them afterwards to pop them up.

Set Ups, Safe Jumps, and Resets:

Q: How do I sDisc cross up? **Dead as of 10/18**

Q: What are Millia's pressure **resets**?

- Millia has many and with Strive's new focus on delayed block strings, becomes even more essential.
- For non-specific resets, any time you go for a throw mid blockstring or dash -> button mid blockstring. This is why it's IMPERATIVE that you use stagger/delay frame traps or you will be shut off to an entire branch of the game.
- Q: What are some good resets?
 - [The Draik Reset as of 1.1](#)
 - Disc Hit / CH Route / AA -> j.S j.D -> jc -> j.S j.D -> 66 > j.K -> TF -> Kapel -> Safe jump j.H
 - Delay kapel for cross up
 - Change jk to js for mids
 - Manually timed delay, but this reset is more ambiguous since the others require you change an air move entirely.
 - From [The Compendium](#) (Rushdown no longer updates, so putting them here.):
 - **Turbofall resets**

- (2K hits meaty so it beats all options except DP. If they want to DP your crossup, they have to galaxy brain reverse DP. They cannot react and DPs do not autocorrect, except for Leo's.)

Turbofall Resets vs Lights and Mids

- **Same Side Reset**

xx > cS (2) - jSD - dj jK - ADF xx Turbofall > 2K
(<https://giphy.com/gifs/Wu508rb9cTZv7UTwrE>)

Crossup Reset

xx > cS (2) - jSD - dj jS - ADF xx Turbofall > 2K
(<https://giphy.com/gifs/KOwznHqZ8tZLzPG7GI>)

Turbofall Reset against Heavyweights

- **Same Side**

Xx > cS(2) - jKD - dj jK - airdash Turbofall - 2K
(<https://giphy.com/gifs/dsAFRnAHr8b6sxxgZCu>)

- **Crossup**

Xx > cS(2) - jKD - dj jS - airdash Turbofall - 2K
(<https://giphy.com/gifs/mx4egNT4msoWkFO2ms>)

Kapel jH Reset Safejump Setups

(Listed ones are as close to auto timed as can be. If you practice your timing, you can manually do same side reset without having to use j.K and can use medium weight reset on lights)

Vs Lights

Same Side

xx > cS(1) - jSD - dj jK - airdash Kapel - falling jH
(<https://giphy.com/gifs/VqJ8rdYNiwEif1d4e8>)

Crossup

xx > cS(1) - jSD - dj jS - airdash Kapel - falling jH
(<https://giphy.com/gifs/yUeUqQwEqGoao7eE7x>)

Vs Mediums

Same Side

xx cS(2) - jSD - dj jK - airdash Kapel - falling jH
(<https://giphy.com/gifs/qChSrL4RvaUOjVDcrG>)

Crossup

xx cS(2) - jSD - dj jS - airdash Kapel - falling jH
(<https://giphy.com/gifs/BtaYcCZkhoM34sKFqP>)

Vs Heavies

Same Side

xx > cS(2) - jKD - dj jK - airdash Kapel - falling jH
(<https://giphy.com/gifs/Lhjhd4jP88CVHnxK3g>)

Crossup

xx > cS(2) - jKD - dj jS - airdash Kapel - falling jH
(<https://giphy.com/gifs/DFS1ELb2blbf5M2HbC>)

Meter and RC:

Q: How should I spend meter?

- Generally, you want to use meter for Winger wall break, Septum Voices, or RC's that lead to mixups or pressure resets.
- Since Millia's main win condition is to keep you knocked down, if Millia breaks the wall it's almost always with an Overdrive. If the wall is broken with Overdrive, your opponent is knocked down longer, allowing Millia to have the advantage in neutral.

Q: When should I use overdrives?

- Millia should use her super on hit more often than most of the cast.
- Millia's meter usage is different from a lot of the cast because you can combo off of her overdrive Septum Voices and still get Oki. While a lot of the cast use RRC to get corner carry so they can break the wall, Millia can meterlessly break the wall in most cases.

- Use Septum Voices when you want damage, wall break from a distance, or continued disc Oki. Septum voices can also be combo'd into an additional Septum. Septum voices also gives your opponent less meter.
- Use Winger when you've wallsplat an opponent closer to the ground because it gives better damage. As noted, if you'd like to gamble or spend 100 meter to make it safe, Winger is also Millia's invincible reversal. (Worth noting, Winger gives your opponent more meter.)

Q: When do I RC then?

- RC lets Millia take huge gambles, and even if the gamble is "lost", Millia still gets ANOTHER mixup or pressure reset.
- When you're having a tough time cracking your opponent's defense.
- When you want to gamble on an unsafe blockstring ender. For example, c.S -> 6H(1) -> Bad Moon is very hard to see, but if your opponent blocks you die. Millia can do 88RRC after Bad Moon to make it safe and allow for a crossup / high low mix up.

Q: What are beginner RC mixups/setups?

- c.S/5K-> TK Bad Moon -> 88RRC: If the opponent is hit, you get a launch combo. If they block, Millia can air dash-> j.H for a cross up.
- XXX -> Hair car -> Fast PRC -> : Homage to her +R FRC. In many cases Millia is unsafe if Hair Car is blocked. If you fast PRC, Millia is sent flying at the opponent letting you do a quick overhead or low.
- Sdisc -> PRC: Sdisc is a decent poke tool and PRC makes it safe, a good pressure tool, a combo, or a mixup.

Other:

Option Select:

Q: What are important Millia OS's to know?

- Millia can OS an opponent's burst or YRC with c.S. Because c.S is jump cancelable, if your opponent bursts you'll jump and block it, if they don't burst you continue on.
- c.S(1) -> When c.S (2) is about to hit press 9 -> 1 + P + H
- [Arashi Option Select Guide](#)

Climbing The Tower:

Q: I'm stuck on floor <10, what should I work on? 08/30/2021 (the player base skill will change in the future)

- **General Answer**
 - Practice practice practice
 - Enjoy yourself
 - Ask questions, make friends, have other people spar/analyze.
 - Play human opponents at a variety of skill levels.
 - Don't dodge people due to character.
 - Recontextualize losses as lab opportunities.
 - Watch high level play.
 - Watch your matches, take notes of what you're doing wrong and situations you don't understand.
 - Lab situations you don't understand.
- **Floor ≤ 7**
 - Be patient, learn **fundamentals** and what they are.
 - This can be overwhelming and sound boring, but this is the most important aspect of ANY fighting game and something you will be polishing for the rest of your life.
 - The greatest players of all time have air tight fundamentals.
 - You're probably not blocking enough
 - If you mash, consciously know why you are mashing.
 - You're still mashing too much.
 - Be able to execute all your moves.
 - Focus on knowing your best **normals** and use them more.

- Best Poke
- Best Combo starter
- Best “GET OFF ME” [abare](#)
- Best Anti air
- Know a [bread and butter combo](#) or 2.

● Floor ≤ 10

- As of 08/30/21, if you have a firm grasp of fundamentals, delayed/staggered block strings alone will rocket you straight to floor 10
- At this point you should have a firm grasp on system mechanics and easily apply them.
- At this point, you should understand your character intuitively, including offense and defense.
- Know your optimal combo routes
 - Midscreen
 - Corner
 - Overdrive Confirms
 - Midscreen to Wall Splat
 - Anti air combo
 - Counter Hit combos
- Know your RC mix ups
- Basic MU knowledge (IE How you deal with Ram corner pressure)
- Every Character’s win condition so you can avoid it

● Celestial Challenge

- Match ups, match ups, match ups.
- Specific match up knowledge like mirazh goes through Leo’s DP if timed right.
- Eternally polishing your fundamentals.

Q: Should I play the Tower or Park?

- Both. Park gives you really long sets against a variety of skill levels. Tower is good if you need to find people at your skill level, but the sets are shorter and the tower system will interrupt you at every avenue.

Patches:

Q: What did update 1.09 give us?

- Being able to true blockstring, or narrow gap string, into Lust Shaker as our safe ender

Q: What did 1.10 give us?

- 6H is now a true block string. The initial hit is still a frame trap.
- 6K is no longer + on block but allows us to combo into super/moves
- New cancels that opened up different combo starters, let us combo into old optimal combos from further away, and gave us better Oki.
- CH JH is now way easier to confirm
- We can now back-airdash on air hit.
- [Video of new combo routes \(doesn't include all routes since there are minor difference\)](#)
- [Blackcat's Text doc on new routes.](#)
- [Draik "Lord of 6K" Millia's new reset](#)

Further Reading (combos!):

[Rushdown Artist's Millia Compendium](#) - Still includes most relevant combos and setups.

Arashi-San-Goodbye-Kiri-Kuudere-Kun's Option Selects -

<https://docs.google.com/document/d/1tw95M2zWAUkPX3pLXj5V9xVV6Qp2Dcrw1qyuwD7ioS4/edit?usp=sharing> :)

[Dustloop](#) - Use this to find character data, system mechanics, and more. This is your bible.

[Fighting Game Glossary](#) - Use this if you see a term that doesn't make sense.

[Rokyyu Millia Beginner Guide](#)

Updates:

10/25:

Included Draik Reset

Included Rushdown Reset so they're all in one place and Rushdown no longer updates

10/21/2021

Added a patch section

10/18/2021

Updated a few combos.

Included Mirazh cancels

Added Rokyyu Beginner Guide Video

Updated frame data stuff (5P)

10/15/2021

Patch day!

6H no long has a gap

Added 1.5 patch combo videos

09/10/2021

Added blockstring video guide to blockstring section

09/01/2021

Added question about j.H after disk courtesy of Tsurugi and Rushdown

08/30/2021 Dr Kittens

Added 5K catching jump outs

Added Climbing the Tower section

08/29/2021 Dr Kittens / Mai Kiddo

Added dustloop and fighting game glossary courtesy of Honk the Goose

Removed MU section as a guide is on the way and Kittens is lazy :(

SaltyVon reminded me to add 2K hDisc issues

Must know combos added to help new players decide what to pick from Rushdown
Compendium
Minor edits to meter usage
Edited all the Millia players who leave for Jacko, as "XXX has taken the Jacko challenge"

08/28/2021 Dr Kittens/Mai Kiddo

OS Guide added
1.09 changes added where necessary
Chipp MU updated

08/26/2021 Dr Kittens

Included hitboxes
Added air game
Continued Arashi formatting suggestion
First patch drops.
Unable to lab, but will include notes for future users.
Lust shaker can now link from normals
sDisc hitbox moves faster allowing long distance hits or slower hitconfirms.
Haircar clash bug fixed
Standing HS recovery reduced.

08/25/2021 Dr Kittens

Added reset question
Arashi suggestions
Rushdown returns, but promptly leaves for Jacko Challenge

08/24/2021 Dr Kittens

God Mai Kido hands over FAQ to discord community.
Block string section updated.
Tier list updated
Button section updated
Keywords linked to glossary
Meter section added

