

# GBVSR Zeta Primer

By [Hase](#)

## -Character Overview and Gameplan:

Zeta is a mid-range and rushdown oriented character who excels at using safe jumps to pressure the opponent on their wake up (Oki), whiff punishing with her ultimate moves for huge damage, and having good control of the neutral game against most characters thanks to her long medium normals, special moves and her ability to approach from unpredictable angles thanks to her dive kick (j.22X) or make call-outs to the opponent and punish them with her armored stance (214X). She shines the most in the corner, where she can apply a really scary strike/throw game that can land her a throw for more oki or bait a throw tech or escape attempt for a huge punish that loops the situation giving her another safe jump to apply more pressure with her signature pogo (j.U).





Her main weakness is the lack of common reversal options making her defense very lacking, Zeta has to rely on good blocking, using Brave Counters or 214H/214U which lose to throws in a mostly strike/throw focused meta. Her normals are also on the slower side making them not ideal for interrupting pressure so you don't want to be on the receiving end for the most part. Zeta's pressure is very linear without a knockdown, only having 2 plus on block normals and limited ways to frame trap, she relies a lot on making the opponent guess a throw or taking a risk herself to open them up.





**+ *Oppressive Oki***  
**+ *Strong Pokes***  
**+ *Good Punishing Options***  
**+ *Air Mobility***

**- *Slow Normals***  
**- *Linear Pressure***  
**- *Lackluster Reversal***









## -Most Important Normals:



<p><b>cl.L</b></p> <p>One of Zeta's main pressure tools as it is +4 on block. It can be linked into itself to maintain the plus frames, but it's mainly used for setting up frame traps as linking it into cl.M, 2L or even cl.H will beat opponents that are trying to mash out of pressure. It is also useful for tick throws or as an easy move to hit when up close to reset pressure or beat throw tech attempts. It is easily hit confirmable thanks to the auto combo.</p>	
<p><b>2L</b></p> <p>Zeta's main low, it's only -2 on block but it can cancel into itself, a gap can be created between 2Ls for another frame trap but it's not as useful as cl.L for that. Only 3 2Ls can be chained when at point blank and being a low makes it one of her most important buttons up close as it sees use during pressure and oki. It can be hit confirmed into f.L.</p>	
<p><b>f.L</b></p> <p>Fast button with good reach that is also Zeta's punish button against spaced moves that are minus. It's +1 on block but because you have to be further away for it to come out, your options for pressure out of it are extremely limited. When blocked at max range you can safely use a 2M to poke at the opponent tho. Sadly it will whiff against crouching opponents at further ranges making it awkward to hit confirm with 2L &gt; 2L &gt; f.L. It's as fast as 2L but with better range so it can be useful to escape pressure.</p>	
<p><b>66L</b></p> <p>The button ever. We are living in a 66L meta so of course Zeta's is also good but not as strong as with other characters because her options are limited because of the pushback. Has a lot of forward momentum being a dashing move and it's +2 on block, leaving her in front of the opponent where she can threaten them with a throw or a frame trap. You'll be using this up close too for an easy way to reset pressure and make them scared of pressing buttons. At further ranges it can only combo into a f.L which can whiff against crouchers.</p>	

<p><b>f.M/2M</b></p> <p>Zeta's main pokes. 2M is the one you'll use the most as it is faster, safer and can hit people out of rolls or check their dashes. meanwhile f.M has better range but also more start up and it's punishable if not canceled. These moves are excellent to control the ground and can combo into a 623X to corner carry or to hit the opponent if they try to challenge you after blocking one of the pokes. They have a decent amount of recovery, especially f.M, so be careful about whiffing or the opponent jumping over them.</p>	
<p><b>2H</b></p> <p>A really big and reliable anti air, it complements her grounded pokes very well as this move will make the opponent scared of jumping too much, it leads to corner carry and on counter hit it can do some devastating damage. It lacks horizontal range but can hit really close jump ins or cross up attempts thanks to having part of the hitbox hit behind her.</p>	
<p><b>2U</b></p> <p>Two hit sweep, the first hit has short range while the second one is bigger and does the hard knockdown, the 2 hits don't have a gap and both are special cancelable. Getting a knockdown with 2U allows for the easiest safe jump Zeta has access to, and it can be a good tool up close since it builds distance between you and the opponent. It sees some use as a combo ender but be careful with whiffing as you'll be stuck on the move for an easy punish.</p>	
<p><b>j.U</b></p> <p>The Pogo itself. An important move for Zeta's oki, on hit or block Zeta will bounce based on the direction of the jump she did beforehand. You can do up to 3 pogos in a single jump but only the first one will be an overhead. If timed correctly, every pogo you do will be DP safe and a frame trap making it so the opponent has to respect them. After a pogo you can do any air normal before landing, making it a reactable, but still scary mix up.</p>	

## -Special Moves:

<p><b>Infinite Wonders (236X)</b></p> <p>A laser beam that immediately goes fullscreen, good at keeping the opponent in check at longer distances.</p> <ul style="list-style-type: none"><li>- <b>236L:</b> Fast version, you'll use this one a lot on neutral to challenge fireballs.</li><li>- <b>236M:</b> Can be held to delay the beam, good to catch roll attempts.</li><li>- <b>236H:</b> Has a hitbox close to Zeta but it's exclusively a combo tool for the corner as it causes a wallbounce when hitting close enough.</li><li>- <b>236U:</b> Beats other projectiles and launches the opponent fullscreen with a wallbounce, allowing for a 623U follow up for big damage.</li></ul>	
<p><b>Spear of Arvess (623X)</b></p> <p>Advancing move that can do a follow up by pressing a button and a direction.</p> <ul style="list-style-type: none"><li>- <b>623L:</b> Fast version that can combo from light hits, your go to if you want to save the H version.</li><li>- <b>623M:</b> Slower startup but goes further, rarely used because of the speed.</li><li>- <b>623H:</b> Great combo ender and extender with the speed of the L version, it allows for a second follow up so it also gives good corner carry.</li><li>- <b>623U:</b> Goes fullscreen and causes a wallbounce that can be followed up, it can catch people by surprise and whiff punish things from really far away.</li></ul>	
<p><b>-Spear of Arvess Rise (22X)</b></p> <p>Upwards move that can do a follow up by pressing a button and a direction.</p> <ul style="list-style-type: none"><li>- <b>22L:</b> Rises diagonally up. Only used to save the cooldown of the H version.</li><li>- <b>22M:</b> Rises straight up, sees use in some specific routes.</li><li>- <b>22H:</b> Same angle as the L version but allows a second follow up, great combo extender and the main version you'll be using.</li><li>- <b>22U:</b> Rises diagonally upwards and causes a wallbounce. Because of the speed it can be used as an anti air but it's also used as a combo ender for the hard knockdown.</li></ul>	

<p><b>Spear of Arvess Fall (j.22X)</b></p> <p>Zeta dives downwards from the air, can do a follow up by pressing a button and a direction.</p> <ul style="list-style-type: none"> <li>- <b>j.22L:</b> Goes diagonally downwards, this version serves as a quick divekick that can punish some grounded moves.</li> <li>- <b>j.22M:</b> Goes straight down, barely sees use but can be useful to punish anti airs while you are right above the opponent.</li> <li>- <b>j.22H:</b> Same angle as the L version, but allows one extra follow up, can be used as a safer divekick thanks to the extra follow up or as an ender after an air hit.</li> <li>- <b>j.22U:</b> Fastest dive, it leads to great damage on hit and Zeta jumps back when it's blocked making it safer. It sees a lot of use as throw bait or to punish whiffed moves.</li> </ul>	
<p><b>Rhapsody (214X)</b></p> <p>Armored stance that blocks attacks and has follow ups, you can be hit out of those follow ups so be careful, specially during multihit moves.</p> <ul style="list-style-type: none"> <li>- <b>214L:</b> Blocks highs and mids, it doesn't get armor frame one but it is still useful to interrupt the opponents pressure or punish their pokes on neutral</li> <li>- <b>214M:</b> Blocks lows, not recommended as only blocking lows is very niche.</li> <li>- <b>214H:</b> Blocks any move, the main reversal option as it gets the armor frame 1, all the follow ups get enhanced and have more use in combos.</li> <li>- <b>214U:</b> A frame 1 counter, there are no follow ups like with the other versions but when a move makes contact with Zeta she will automatically do a counter attack cinematic that will pull the opponent in. The most reliable reversal option but it also leaves you the most open.</li> </ul>	
<p><b>Crimson Cleave (214X~L)</b></p> <p>The Rhapsody follow up with the best horizontal range but also the slowest and most negative one too, can punish moves that have been blocked from further away but it mainly sees use in combos.</p> <ul style="list-style-type: none"> <li>- <b>214L/M~L:</b> It causes a knockdown, overall really slow considering the start up from 214L/M</li> <li>- <b>214H~L:</b> Faster and causes a wallbounce when hitting close to the corner, a common combo extender that requires some fast execution to properly combo into from some normals.</li> </ul>	

<p><b>Rising Split (214X~M)</b></p> <p>It has little horizontal range but it's the second fastest follow up from Rhapsody, because of the vertical hitbox it can be used as a situational anti air since it gives a small combo on counter hit.</p> <ul style="list-style-type: none"> <li>- <b>214L/M~M:</b> Doesn't launch the opponent high enough for follow ups but the hitbox still helps to punish people out of the air after blocking a move.</li> <li>- <b>214H~M:</b> Launches the opponent which allows an easy follow up in the corner and occasionally midscreen depending on height. Deals the same damage as Crimson Cleave while not needing a tight execution so recommended when in range.</li> </ul>	
<p><b>Knee Assault (214X~H)</b></p> <p>Fastest follow up that sends Zeta flying forward which can close the gap with the opponent, when trying to escape pressure in the corner it is recommended as it has the potential to cross up and it's an option to reset pressure as it will leave you close to the ground. Zeta can act in the air after this move.</p> <ul style="list-style-type: none"> <li>- <b>214L/M~H:</b> Unlike the H version, this one leaves the opponent floating in the air so a combo is possible midscreen.</li> <li>- <b>214H~H:</b> Sends the opponent flying away so no combos are possible midscreen but when close to the corner or in the corner it is a very common combo extender. If you try to reset pressure with Knee Assault, it's recommended to use this one as it is the fastest.</li> </ul>	

## -Basic Neutral Plan

Your main objective in neutral is to carry the opponent to the corner where Zeta is at her strongest since any hit will lead to her deadly oki. You can accomplish this with Zeta's big normals and specials that have good corner carry. Zeta's combos also do amazing corner carry so any good hit after the opponent is being harassed outside of their range will lead into the corner or close to it thanks to 623H, 214H~H and Raging Strike which can help carry further from stray hits.

Your buttons have good range so you generally will be poking at the opponent and trying to get in 66L range to start some simple pressure with strike/throws while also using tools like 214X~L/H and 236X to make the opponent scared of challenging you with their buttons or carelessly approaching you. If you are playing against a character with better neutral buttons, the stances are also good to challenge them if they are getting too predictable with their pokes. The addition of Raging Strike and Ultimate moves makes your pokes even more scary for the opponent as they can allow you to convert any random hit into corner carry and

start your oki which will make them respect you more in neutral and Ultimate moves can catch the opponent doing anything into devastating damage, Zeta with meter is able to punish something as simple as a fullscreen jump which forces the opponent to play her game once she has 75 meter. You can also try to jump in thanks to j.22X which is able to punish many grounded moves and can even beat anti airs at certain angles so you can condition the opponent to be scared of anti airing you on reaction and that will open even more opportunities to start your pressure, remember to keep mixing up your approach.

You can also force the opponent to play carelessly by zoning with 236X, it will win most fireball wars if done fast enough so they have to play around it by jumping, rolling or using their H or Ultimate fireballs. You can capitalize from this by anti airing with 2H or baiting rolls with 2M or delaying the beam with 236M. Beam leaves you wide open to things like armored ultimate moves or some really fast fireballs so don't use it carelessly, the main purpose it has is to keep the opponent in check at fullscreen and make them scared that you have a way to punish them from so far away so they have to come to you. These situations will give you easy conversions that lead into even more corner carry if their movement around 236X becomes too predictable.

## **-Offense and Pressure**

Once in, Zeta has a bit of a hard time opening the opponent, she doesn't have many plus on block moves so keeping pressure makes her have to take risks or have a read on the opponent. That's why she relies more on throws and baiting reactions from the opponent that she can then punish with 214X and j.22X, at close ranges she will always try to threaten with the possibility of a throw that can lead into her scary oki, once the opponent is used to this and is expecting a throw, she can start using a tk j.22U at point blank to punish their tech attempt and convert into huge damage that leads to her oki. If they challenge after blocking your buttons, it is possible to use 214H to steal back your turn but this is more of a call out that she has to do to keep the pressure going, the risk can be mitigated tho as she can also use the 214H to reset pressure or even as a frame trap. Against opponents that start respecting her more, she can do more risky things like jumping to get some j.U mix ups or doing the same with 214H-H.

Once Zeta gets a hard knockdown from any of her combos, she can start doing some really free form and safe pressure that the opponent is forced to deal with thanks to j.U. By hitting it close to the ground, she stays safe from DPs as she will have enough time to land and block, you can even do multiple j.Us at the same height and they will all be safe too, making the opponent scared of trying to reversal on wake up. After a j.U you can go for a second overhead with j.L for a quick one or j.H for bigger reward, land and do 2L for a quick low, land and throw or a combination of all the above, it is really easy to build your mix ups and pressure from her safe jumps so see what the opponent is better at reacting to. If they are not able to deal with the pogo mix up, you can reset the situation by ending in another hard knockdown.

[Short Guide for Safe Jumps](#)

She also has access to a fuzzy j.L from most knockdowns, forcing the opponent to guess a 50/50 that needs some practice to get right but is extremely strong and is also able to be looped.

[Japanese Guide for practicing the Fuzzy](#)

## **-Bread and Butter Combos**

The most basic routes you should familiarize yourself with before going into more optimal combos, it's recommended to at least learn these before jumping into a match.

<b>Midscreen BnBs</b>
<ul style="list-style-type: none"><li>- 2L &gt; 2L &gt; f.5L &gt; 623H~6H~6H</li><li>- XXX/Poke &gt; 623H~6H~6H</li><li>- XXX/Poke &gt; M+H &gt; M+H &gt; cl.HH &gt; 22M~3M &gt; f.L &gt; 623H~6H~6H</li><li>- Anti Air 2H &gt; 22H~9H~9H</li><li>- Anti Air 2H (CH) &gt; 22H~8H~3H &gt; cl.HHH &gt; 623H~6H~6H</li></ul>
<b>Corner BnBs</b>
<ul style="list-style-type: none"><li>- XXX &gt; 236H &gt; cl.H &gt; 214H~H &gt; j.H &gt; cl.H &gt; 22H~8H~2H &gt; 2U/22U</li><li>- Poke &gt; 623H~9H~2H &gt; cl.M &gt; 214H-M &gt; cl.H &gt; 22H~8H~2H &gt; 2U/22U</li></ul>

[BnBs Demonstration](#)

[Full Combo Doc](#) (Includes more advanced and optimal routes from a variety of starters)

## **-Master Rank Players to Follow**

-[Sho-san](#) (Currently the best JP Zeta)

Youtube Channel with VODs: <https://www.youtube.com/@sho-san7930>

-[Grande](#) (Another JP Zeta, uploads matches with english subtitles and general advice)

Youtube Channel: <https://www.youtube.com/@grandechannel2184>

-[Real Ice](#)

-[Gandido](#)