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- Advanced and in-depth guides (coming at a later date!)

Note: We will eventually have a guide on how to defend against the character, not just information on how to play them.

- Match-up links (coming at a later date!)

PATCH 5.00 NOTE: This is likely to be the last balance patch we get for T7, and most characters received few changes (many only received their new wallpush move). Consequently, rather than rewriting sections of the guide, I'm simply going to note the changes here before the rest of the guide. So make a mental note as you read the other sections of the guide.

A couple changes, although Steve players will hate them. PKB df12 is now his wallpush on hit, so no more KND or splat from it. Second, blocking after doing qcf1to FLK takes a couple frames longer, which makes it a little less safe.

Overview -

Strengths:

- Fast character with good frames; insane pressure/lockdown due to stances.
- Excellent damage.
- Excellent punishing at lower frames (-10/-11) and good whiff punishing.

Weaknesses:

- Lows are more designed to annoy and feed into pressure than be outright scary.
- Cannot launch punish until -17 without rage (standing or FC).

Essential moves -

Stances - Steve has powerful stances and many stance transitions. If a transition is mentioned as part of an essential move, take that to mean it's useful. Stances represent a big part of his movelist, so we're simply moving that discussion to the strategy section.

1 jab - Steve's jab is really powerful. Multiple paths that can transition into stances; all of the highs jail; and only 1212_d2 are punishable. This includes his 10f punish, 112, which can go into DCK/WV/SWY. Aside from the standard single jab/12 neutral game, you'll see 1d1, 11d1, and 121 a lot as they can transition into FLK and at worst you're -1 (which is excellent). Hard to interrupt his jabs even if ducked. Lots of timing/stance mixups here.

2,1 (i12) - NC, hh. -1 unless you cancel to FLK or PKB, in which case it's + on block. A bit simpler than the 1 jab options, but still useful.

f2,1 (i21) - NC, mh, long-range. Can go into FLK. It doesn't jail, so mostly a skill check outside of juggles. Has a mid check, but that is reactable.

df1 (i13, m) - Super strong df1. Only -2 on block w/ string options. df12 is NC. Use often and occasionally mix in the strings for some tempo mind games.

df2 [As of v4.10, this move is no longer homing, which greatly reduces its utility. It is no longer considered an essential move.]

df1+2 (i14, mm, -12) - Go-to whiff punisher. KND and can wallsplat at certain ranges. Have this locked and loaded at all times.

d1 (i16, l, -13) - Quick low poke. High crush. 0 on hit; sets up ws1 checks well.

d2 string (i17, l) - Another quick low poke but with string options to continue pressure, if you want, or you can cancel into WV.

db2_FC,db2 (i26, l, -12) - High crushes. ch KND. Relatively safe but seeable. Hits grounded.

db3,2 (i16, lh) - NC, KND. 2 is safe but high. Range on db3 is not great as well. Risky but it's his only real low KND option. Real nasty at the wall. db3 itself is +1 on hit.

db1+2 (i36, m, -18) - Steve's only non-stance pc. Extremely slow and unsafe, but if it connects, he gets a massive +24 advantage, allowing for followups.

b1 (i13, h) - Arguably Steve's best move. Powerful CH launcher with string options and stance transitions for timing pressure and frame traps. Always go into FLK if just doing b1. It's a difference of -14 to -1 on block. Use as often as you can.

b2 (i17, m, -13) - Mid launcher. Not an actual high crush but basically acts like it.

b1+2 (i2) - Punch parry. Leads to a juggle. Risk of whiff, just like any parry.

uf1 (i19, m) - Useful little jumping mid poke. Safe, nice plus frames on hit.

uf2 (i22, m, -14) - Low-crushing mid launcher. Not great but it's what he has instead of hopkick unless you want to use slower uf4, which is the same application as this.

ff2 (i14, m) - Great quick, KND, mid power hit. Big active window: range 0, -13 but at max range, -11. If you space properly, some characters might not even be able to punish.

qcf1 (i16, m) - Quick, powermid. Safe if you transition into FLK. Wallsplats.

wr2 (i20, m) - Steve has no wr3, so this is what he has. +9-13 on block, KND on hit. Linear but very strong.

wr1 (i16, l, -12) - An alternate option Steve has to the baseball slide. Very quick, high crushes, knd on hit.

ws1,2 (i11, mm, -13, +3) - Steve has one of the best i11 punishes in the game with ws12. It's worth your while to really focus and practice on sneaking this in everywhere you can.

ws2 (i14, m, -7) - Quick, mid, safe CH launcher. Very useful setup move. Can transition to WV, SWY, and DCK.

FC,df1 (i15, l, -12, +2) - Annoying little low poke. Use it specifically to be obnoxious. Automatically goes to PKB where the input changes to d1.

FC,df2 (i18, m, -15) - Very unsafe, but it's his fastest launch from ws unless you feel like cc,b2.

(rage) df2+3 (i14, mm) - Better version of df1+2. + on block, launches, and still i14. Always go

into DCK from it. Very important move.

Common Tips, Strategies, and Follow-ups -

Stances (overview) - With a surprising number of stances and paths to link them together, we'll focus on general utility and use rather than a strict move-by-move breakdown.

Sway (SWY) - Fairly simple, evasive stance that ducks backwards. Only three moves: SWY 1, a safe, quick, power mid with low risk-vs-reward. SWY 2, which is riskier but can give a launch if you catch the whiff. SWY 1+2 is useful for the repositioning, and can shove your opponent into the wall for a free follow-up.

Weave (WV) - Another evasive option, this time to the sides. 3 is left weave (LWV); 4 is right weave (RWV). Most common to transition into FLK from LWV 1, which is very safe and gives huge +frames if LWV 1 lands; otherwise, you'll see people go for broke with the NCc strings, LWV 2,1 and RWV 1,2. RWV 2 can give big dmg at the wall, too, since it's a wallbounce. Same with LWV 1,1, which is NC. LWV 1, 1 was actually buffed in season 4 so you can now juggle from the second hit on ch. This is pretty nice since it's another way to get your opponent to freeze after seeing only LWV 1. LWV 2 and RWV 1 can also transition into PKB, which is -1 to +1 on block or a massive +8-10 on hit.

Albatross (ALB) - Incredibly useful for getting in quickly. ALB 2 is a quick, safe mid and typically the most used option since the low (ALB d2) is so slow. You can do a second spin away or transition to PKB, although all of that is useful for timing mixups if you think your opponent will play defense. But you'll snag a lot of people with ALB 2 simply because it moves so far so fast.

Duck (DCK) - Evasive in the same way as SWY but now moving forward. Incredibly common to sneak under a high and catch a CH with DCK f2 (which you can link into another DCK as many times as you want) or DCK 1. Ext DCK allows for more offensive pressure since it buffs the normal DCK moves, most notably Ext DCK f2: Ext DCK f2~DCK is +15 on block. Since there's no low from DCK, this is how you get people ducking. The most common two follow-ups are Ext DCK f2~DCK f2 (easy) and Ext DCK f2~DCK db~ws1,2 (hard). If they crouch, Ext DCK 1 gives a free ff2 or dash, df1+2.

Peekaboo (PKB) - PKB is an offensive stance that revolves around string pressure and annoying people with PKB d1 to get people to duck or hit buttons. To that end, PKB 2 is a quick, safe, homing move that eats up jabs, so it's common after PBK d1. PKB uf2 is your big read option: Launch punishable but crushes both highs and lows. PKB d2 is another high-crushing, ch launch option to catch people trying to jab out. PKB df2 is a safer (-10) mid launch option. Otherwise, you'll see a lot of both the PKB df1 and b1 strings to catch CHs or use the mental frames for other setups. Note that most PKB moves leave him in PKB, but you can cancel the stance with db. Also, most of his other stances and many neutral moves have ways to transition into PKB, many of them potentially big +frames, so be mindful of those when you encounter them as that means easy counter-buttons offense. One last note: Steve's new move in season 4 is PKB

f1+2, a safe i12, high,high combo. It jails and will KND/wallsplat, so very solid move.

Flicker (FLK) - The granddaddy stance. Not much to it but everything in it is safe. It's just 3 things mostly: FLK 1 string; FLK 2; and FLK b2. (FLK 1+2 is a grab, but it's the only grab he can do from it.) FLK b2 is simply a high pc, although it can wallsplat for big dmg. FLK 2 is a mid that KND and offers a free grounded hit. (Season 4 changed FLK 2 so that you can only get a *quick* hit like d1 and *only* if you're close enough.) But FLK 1 (i12) is where the money is: He can do up to 3 of those quick jabs (FLK 1,1,1), which all jail, and he can loop back into FLK or even go into ALB. He can also end any of these punches with the same mid as FLK 2 by pressing 2, which creates a nasty timing mixup game. If you think you'll get your ch, FLK 1,f1; FLK 1,d1; and FLK 1,2 are all NCc. FLK 1,f1 and FLK 1,d1 can both be delayed for another brutal timing mix: ch (FLK 1,)f1 offers the same situation as FLK 2; ch (FLK 1,)d1 will give you a tailspin juggle for nice dmg. Regardless, all of these strings are *really* hard to interrupt: It's extremely common to see ch (FLK 1,)d1 connect on people trying to duck punish FLK 1. FLK 1,d1 is also 0 on block, which sets up for more shenanigans.

-Be mindful that what makes Steve's stances so powerful is how you can flow through them. For the most part, you can neutral transition in and out of every stance at will. For example, if you go into FLK, rather than doing a move, you can go into DCK, WV, SWY, or PKB. You can also flatout cancel stances with db. This is a nightmare scenario for your opponent because even if you're negative, you still have evasive options to ruin their day. Considering how often you'll go into a stance like FLK, this concept is very important. In other words, Steve is the quintessential mental frames character: While your opponent is deciding whether they think you're going to finish a string or stance transition, you've already moved on to your next option, which creates perfect CH traps.

Baiting - This is a deep and general topic, but it's important to stress that Steve's entire movelist hovers in the -4 to +4 range, so he's the ultimate setup character, particularly with all of the stance transitions. The idea is to force your opponent to use faster, less-rewarding moves (like jabs) or kill them with CHs when they don't. We won't go through everything, but here are some examples to get your creative juices flowing:

Anything into ws1.2: This is one of the best ws punishers in the game, so once they start getting jab (or high) happy to challenge your stuff, start whipping this out. Ex. b1~flk cancel~ws12; df1, duck, ws12; etc.

Anything remotely + into b1: The risk-vs-reward on b1 is absurd, so even something like blocked jab into b1 will beat anything slower than i12, and even then, you will get a lot of favorable trades. Basically, if it's not a magic 4, your b1 is going to net you serious damage. Since it can go into FLK, even on block, you're right back into pressure.

d2.1~DCK: Something more specific. The DCK will go under highs. d2,1,2 is unbeatable (although risky) if they're challenging with mids.

FLK b2: 1d1~FLK is a perfect bait example for this. 1d1 is 0 on block if you go to FLK.

df1+2: On hit, if you just wait, getup kicks will whiff and you can punish.

ss, WV: Extra lateral movement. Because the WV happens late, you have a lot of time to input a shoulder confirm. Ex: SSL, WV(3), wait and press 2 if there's an opening.

Timing mixups: We mentioned several of these in stances, but again, just play with the timing of your moves. FLK 1 timings are most popular since FLK (1)d1 gives a ch juggle. Do whatever you can to entice them to swing at you.

Starter combos -

b2 -

...f2,1~FLK 1~FLK 1,d1 S! dash df1+2

uf2_ext DCK 2;

[all of these on CH] b1~FLK_ FLK 2_PAB 2_DCK f2_(d2,1,)2_PAB (1,2,)1_(df1,)2~1 -

...DCK 1, df1,2~1~FLK 1,d1 S! dash df1+2

FC,df2 -

...f2,1~FLK 1,d1 S! dash, df1,2~1~FLK~DCK 1

SWY 2_PAB uf2_ch ws2_ch RWV 12_low parry_ch DCK 1 or ext DCK 1 -

...df1,2~1~FLK 1,d1 S! dash, df1,2~1~FLK~DCK 1

DCK 2 -

...b2, df1,2~1~FLK 1,d1 S! dash, df1+2

ch PAB d2_PAB df2 -

...ws1, df1,2~1~FLK 1,d1 S! dash, df1+2

[PAB df2 requires a stance cancel, then ws1]

ch (LWV 1)1 -

...DCK 1+2,1, b3+4~db~ws1, f21~FLK~DCK f2 S! dash PKB f21

ch FLK (1,)d1 -

...dash, df1,2~1~FLK 1~FLK 11~ALB 2

ch df2~DCK~db~SWY 1 [easy]

ch df2~DCK~db~DCK 1+2,1, b3+4~db~ws1, f21~FLK~DCK f2 S! dash PKB f21 [hard]

Alternate enders: ...S! dash df1+2

...f21~FLK~DCK f2 (S!)~Ext DCK 1, ALB 2

[You can also do this combo with ext DCK 1 or b1+2,1 starters; no DCK cancel needed.]

Walls:

f2,1, df1+2

f2,1~FLK~SWY 1

LWV 11, df1+2

df1~21~FLK 1112 [biggs only]

High walls:

Add a single hit and then any of the above. Example:

qcf1, LWV 11, df1+2

Punishers -

Standing:

i10 - 1,1,2

i12 - 2,1~f

i13 - b1,2 or [rage] 1+2

i14 - df1+2 or [rage] df2+3

i15 - f1+2,2

i17 - b2

WS:

i11 - ws1,2

i13 - [rage] 1+2

i15 - cc, [rage] df2+3 (very hard)

i18 - FC,df2

Whiff:

1,1,2 for something quick; df1+2 for practically everything else.

Notable Players -

Knee (Korea) - Probably the most well-known Tekken player in the world. He is not a character loyalist, but he's played Steve a significant amount in tournaments. He streams on occasion and has a bunch of videos on youtube, including plenty of tourney matches you can take a look at.

<https://www.youtube.com/user/Tekkenknee>

<http://bj.afreecatv.com/holyknee>

Bohee (Korea) - Bohee was considered one of the best (if not the best) Steve player in the world for a time. I haven't seen anything recent from him, but there are plenty of vids you can check out on youtube. Despite being an older version of T7, his playstyle is still very much applicable to today.

https://www.youtube.com/results?search_query=bohee+steve

Heera Malik (Pakistan) - The more exposure Pakistan gets, the more great players we see. Heera fits into that mold. Pakistan is very active right now, so you can find plenty of vids of him on youtube, including sets against Arslan Ash and company.

https://www.youtube.com/channel/UC2eqwhLOVmRPi_wCxKHQnrw