# An Advanced Strategic Framework for Dizzy in Guilty Gear Strive

## Section 1: The Dizzy Paradox - A "Playing to Win" Philosophy

To achieve mastery with Dizzy in *Guilty Gear Strive*, one must first confront a significant psychological and strategic obstacle: the widespread community consensus that positions her at the lowest tier of competitive viability. This perception, while rooted in valid criticisms of her toolset, presents the first and most critical test for a prospective player. Adopting a results-oriented mindset, as outlined in strategic gaming theory, is not merely beneficial but essential for success. This section deconstructs the prevailing narrative surrounding the character and establishes a foundational philosophy for victory.

### 1.1 Acknowledging the Consensus: The Data on Dizzy's Meta Standing

An objective analysis must begin by acknowledging the data. Community discourse frequently and consistently identifies Dizzy as a fundamentally flawed character. She is often described as "utter garbage" and "the worst character in the game". These assessments are not arbitrary; they are based on quantifiable mechanical disadvantages. Chief among these is the observation that her combo routes and setplay tools generate an unusually high amount of Tension and Burst meter for the opponent. This creates a paradoxical situation where successful offense provides the adversary with the very resources needed to escape it.

Furthermore, her setplay is considered a significant regression from her powerful incarnations in previous titles like *Guilty Gear XX Accent Core +R* and *Xrd*, lacking the oppressive, layered threats that once defined her. Her defensive options are also noted as critically deficient, particularly her anti-air capabilities, leaving her vulnerable to aggressive aerial approaches. Compounding these issues is a perceived lack of effective mix-ups, making her offensive pressure predictable and relatively easy to defend against for a knowledgeable opponent. These are the core problems that a successful Dizzy player must systematically solve.

### 1.2 Deconstructing "The Scrub" Mentality in the Context of Tier Lists

The strategic theorist David Sirlin defines "The Scrub" not by a player's technical skill, but by their adherence to a self-imposed, fictitious set of rules that prevents them from winning. Attributing losses solely to a character's position on a tier list is a manifestation of this mentality. It is an externalization of failure—"my character is weak"—that precludes the internal analysis required for improvement—"what strategic error did I commit?". A player who laments that Dizzy's tools are inferior to her *Xrd* version is operating under a mental rulebook from a different game, thereby failing to master the tools she currently possesses.

A "Playing to Win" philosophy demands the utilization of every available tool to achieve victory, irrespective of its conventional strength. The consistent success of players such as Peluna, Poka, and Baaru at the highest echelons of online play (Celestial) provides empirical evidence that victory with Dizzy is not only possible but repeatable. Their performance refutes the scrub's premise and proves that the character's weaknesses can be mitigated through superior strategy and execution.

### 1.3 Redefining the Win Condition: From Overwhelming to Outsmarting

Given Dizzy's mechanical limitations, her win condition cannot be to overwhelm the opponent with superior frame data or an oppressive offense, as a top-tier character might. Instead, her path to victory is fundamentally strategic and psychological. The central thesis of this guide is that **to win with Dizzy is to create and exploit knowledge gaps.**

This redefinition of the win condition is not merely a semantic shift; it is a strategic directive. The opponent's widespread understanding of Dizzy's weakness is, in itself, a vulnerability to be exploited. An opponent entering a match against Dizzy often does so with a preconceived notion of its ease, leading to overconfidence, increased risk-taking, and a lower state of mental preparation. The initial objective for the Dizzy player is to shatter this confidence. By demonstrating early and decisive mastery of her spacing, defensive options, and unique projectile patterns, the player can induce frustration in the opponent. This frustration is a catalyst for predictable, emotional decision-making—such as reckless aggression or impatient aerial approaches—which Dizzy's kit, though limited, is equipped to punish. The first battle is therefore not for control of the screen, but for control of the opponent's mental state, turning their meta-knowledge into a weapon against them.

## Section 2: The Grand Strategy - Dizzy as a Chess Master

To consistently execute a winning game plan with Dizzy, it is necessary to adopt a macro-level strategic framework that informs all tactical decisions. The principles of chess strategy offer a powerful analogue for her methodical, space-control-oriented playstyle. Viewing the match as a chessboard, with her summons as developing pieces, allows for a more sophisticated approach to neutral, offense, and defense.

### 2.1 Piece Development & The Opening: Establishing Your Summons

In a chess opening, the objective is to deploy pieces from their starting positions to squares where they can exert influence over the board. For Dizzy, her "opening" phase is the process of safely deploying her summons to establish screen control.

* **Fish ("We talked a lot together" - 214P/K):** These function as Dizzy's "Bishops and Knights," controlling specific vectors of the screen. The P-Fish travels at a greater height to react to aerial opponents, while the K-Fish travels lower to react to grounded opponents. Unlike their iterations in previous games, these summons are fragile and will be destroyed by any single attack. Their strategic purpose is to force a reaction and create a brief distraction rather than to act as a durable shield or multi-hit threat.
* **For roasting chestnuts (236K):** This functions as a lingering aerial threat. Dizzy releases a projectile above her that, after a set time, moves towards the opponent. Its presence forces the opponent to be aware of an incoming attack from a different angle, limiting their options and creating offensive opportunities for Dizzy when it's blocked.

The successful execution of this opening phase relies on using Dizzy's safer normals, such as f.S and 2S, to create the necessary space and time to deploy these "pieces" without being punished.

### 2.2 Space Control & The Center: The Function of Projectiles

A core tenet of chess strategy is the control of the central squares, as this provides greater mobility and options while restricting the opponent. Dizzy's projectiles serve the same function, claiming and denying screen real estate. A well-placed fish or "For roasting chestnuts" projectile fundamentally alters the geometry of the neutral game, limiting the opponent's movement and forcing them into predictable approach paths. This is akin to a strong pawn structure in chess that dictates the flow of the game and restricts enemy piece development. Analysis of top players like Peluna reveals a methodical layering of these projectiles to create a "zone of control" that effectively shrinks the playable area of the stage, forcing the opponent to solve a complex navigational problem under pressure.

### 2.3 Tempo & Initiative: Forcing Responses

In chess, the player with "tempo," or the initiative, is the one making threats that cannot be ignored, forcing the opponent into a reactive state. This is the primary objective of Dizzy's neutral game. Her projectiles are not intended to form a static, impenetrable wall, but rather a sequence of tactical problems that demand an immediate response. The opponent must choose to block, jump, evade, or challenge each projectile. Every choice is a commitment, and every commitment creates an opportunity for Dizzy to punish. For example, using "For roasting chestnuts" to create a delayed overhead threat while dashing forward forces the opponent to divide their attention. This creates a situation analogous to a "discovered attack" in chess, where moving one piece reveals an attack from another.

### 2.4 Exchanges & The Endgame: Converting to a Win

Strategic exchanges are fundamental to chess; a player with an advantage will often trade pieces to simplify the position into a winning endgame. For Dizzy, an "exchange" might involve trading a projectile to gain superior screen position, or even taking a small amount of damage to escape the corner and reset to her preferred full-screen neutral. Her "endgame" is the state in which she has successfully conditioned the opponent and accumulated full Tension meter. In this state, a single correct read can be converted into a "checkmate" sequence, typically involving an Overdrive such as *Imperial Ray* or *Emotional Gamma Ray*, often secured with a Roman Cancel.

The value of Dizzy's summons is multiplicative, not additive. A common error is to evaluate each projectile in isolation; a single fish is easily navigated. However, the true strength lies in their synergy. A K-Fish (low-ground threat) combined with "For roasting chestnuts" (lingering aerial threat) and a well-timed f.S poke creates a multi-layered problem that cannot be solved with a single defensive action. The opponent cannot simultaneously jump to avoid the fish, stay grounded to block the poke, and also deal with the delayed projectile from above. The advanced Dizzy player's objective is not simply to "zone," but to construct this "problem position" on the screen. The victory often comes not from the projectiles themselves hitting, but from punishing the opponent's flawed attempt to navigate the complex structure that has been built.

## Section 3: Phase I: The Neutral Game - Dictating the Terms of Engagement

Dizzy's success is overwhelmingly decided in the neutral game. Lacking the tools for oppressive offense or resilient defense, she must win by controlling the pace and space of the match from the outset. By applying the principles of "footsies"—the mid-range, ground-based strategic battle—to her unique toolkit, the Dizzy player can establish the "problem positions" necessary for her grand strategy to unfold.

### 3.1 Defining Your Ranges: The Footsies Handbook Applied

The core of footsies is to control the flow of the match by baiting opponent errors and punishing them decisively. This requires a granular understanding of the effective ranges of one's tools.

* **Poke Range (f.S, 2S):** Dizzy's far Slash and crouching Slash are her primary tools for controlling the mid-range. Their purpose extends beyond simply inflicting damage; they are used to condition the opponent to block, to interrupt their forward movement, and to create the small windows of safety required to set a summon. Their effective use frustrates the opponent's attempts to establish their own game plan.
* **Whiff Punish Range (5H, 2D):** Dizzy's standing Heavy Slash and crouching Dust are her most potent punishment tools. They are characterized by long range but also significant recovery on whiff. The goal is to position Dizzy just outside the opponent's effective poke range, baiting them into committing to an attack, and then punishing the recovery frames of that attack. Analysis of high-level players like Poka demonstrates this principle in action, showcasing meticulous spacing to make opponent buttons miss by inches before launching a devastating counter-attack.
* **Feinting and Baiting (5K, 2K):** As the "Footsies Handbook" suggests, light attacks with quick recovery are excellent feinting tools. Dizzy's 5K and 2K can be used to probe the opponent's defense, check their forward movement, and bait defensive reactions like reversals or backdashes, which can then be punished on a correct read.

### 3.2 The Air Game: Calculated Risk vs. Unforced Error

Jumping in traditional fighting games is a high-risk gamble, and this is especially true for Dizzy, whose weak anti-air options make her vulnerable once an opponent is above her. However, her double air dash grants her exceptional aerial mobility, which must be leveraged primarily for defensive and strategic purposes rather than offensive ones.

* **Safe Aerial Approaches:** A naked jump-in is a death sentence. A safe approach involves using a summon to cover the aerial path. For instance, summoning a P-Fish (the high variant) and then air-dashing in behind it forces the opponent to contend with the projectile first. While the fish is easily destroyed, it creates a moment of hesitation for the opponent, providing a window for a safer entry.
* **Defensive Air Movement:** Dizzy's air dashes are her most important tool for escaping corner pressure. When trapped, a well-timed jump and double air dash can carry her over the opponent's head and back to the center screen, resetting the neutral to a state where she is most comfortable. This is a critical survival tactic that mitigates her poor ground-based defense.

### 3.3 The Meta Context: Ver. 1.48 and the "Anti-Mindless Offense" Shift

The game's most recent major balance patch (Ver. 1.48) introduced system-wide changes intended to "nerf mindless offense". This environmental shift directly benefits Dizzy's methodical, neutral-focused game plan. With hyper-aggressive, ambiguous offense being less effective across the cast, the value of disciplined spacing and patient play increases. The introduction of universal mechanics like Deflect Shield provides Dizzy with another valuable tool for creating space against rushdown characters.

A prime example of how system changes indirectly buff Dizzy is the targeted nerf to Potemkin's Slide Head, which lost its armor against pokes. This single adjustment transforms a matchup once considered nearly unplayable into a manageable strategic challenge, illustrating how the evolving meta can elevate a character's viability without direct buffs to their own moves.

Dizzy's neutral game is best understood as an exercise in information warfare. Her long-range tools are used to gather intelligence on the opponent's habits while revealing as little as possible about her own intentions. When she deploys a fish, she is not merely attacking; she is asking a question: "How will you respond to this specific threat?" The opponent's answer—whether they jump, block, 6P, or attempt to move around it—provides a crucial data point. This process of probing and observing allows the Dizzy player to build a psychological profile of their opponent over the course of the match. Once this profile is established, the strategy shifts from information gathering to targeted exploitation, using the precise tools and timings that punish the opponent's now-predictable reactions.

## Section 4: Phase II: The Offensive Gambit - Maximizing Advantage State

Once Dizzy secures a hit and transitions from neutral to an advantage state, the strategic focus must shift to maximizing the value of that opening. For Dizzy, this is less about inflicting maximum damage in a single sequence and more about converting the hit into a superior strategic position. This section analyzes optimal, established combo routes through the lens of their strategic purpose, and explores how to construct pressure sequences that leverage her unique tools.

### 4.1 The Goal of the Combo: Beyond Damage

The efficacy of a Dizzy combo is measured by its outcome, not its damage total. While combo recipes can be found on community resources like Dustloop , understanding their application is key. There are three primary strategic goals for any combo:

1. **Hard Knockdown (HKD) for Okizeme:** The most common and often most valuable goal. Ending a combo with a move like Ice Spike (236S or 236H) provides a hard knockdown, granting Dizzy enough time to set up a projectile (okizeme) that the opponent must deal with the moment they wake up. This transitions a successful neutral win into a new offensive sequence.
2. **Corner Carry:** Structuring a combo to transport the opponent from the center of the screen to the corner is a critical objective. An opponent in the corner has severely limited movement options, making Dizzy's projectile pressure and control far more potent and difficult to escape.
3. **Wall Break for Positive Bonus:** In situations where the opponent is already near the corner, combos can be routed to cause a Wall Break. This provides a significant damage boost and, more importantly, grants Dizzy a "Positive Bonus" state, which rapidly regenerates her Tension Gauge. For a character as meter-dependent as Dizzy for both defense (Yellow Roman Cancel) and offense (Overdrives), securing Positive Bonus can be a match-altering event.

The following matrix provides a framework for applying these principles, connecting common situations to optimal combo routes and their strategic rationale.

| Situation | Optimal Route (Notation) | Primary Goal | Strategic Value | Resource Consideration |
| --- | --- | --- | --- | --- |
| Midscreen Poke (f.S/2S) | > 5H > 236H | Hard Knockdown | Secures a safe HKD, allowing for a 214P (Fish) or 236K ("For roasting chestnuts") setup to begin okizeme pressure and maintain the initiative. | Low damage, but highly efficient. Builds minimal Burst for the opponent, making it a staple, repeatable offensive starter. |
| Midscreen Punish (5H CH) | > 214S (Dagger) > Dash > 5K > jc > j.S > j.D > 236H | Corner Carry | Maximizes horizontal travel to push the opponent toward the corner. The HKD ender allows for immediate corner pressure to be established. | Moderate damage. Generates significant Burst for the opponent; best used when corner position is the highest priority. |
| Anti-Air (6P) | > 236H > Dash > 5K > 6H > 214P | Hard Knockdown | Converts a defensive anti-air hit into an offensive situation by securing a knockdown and applying immediate okizeme with the P-Fish. | Low damage conversion, but vital for turning the tables. Opponent Burst gain is moderate. |
| Corner Combo (c.S starter) | > 2H > 214K (Fish) > 236S (Ice Spike) > 6H | Wall Break Setup | Deals significant damage and sets up a Wall Break. The final 6H will connect with the wall-stuck opponent, guaranteeing the break. | High damage and leads to Positive Bonus. However, this sequence gives the opponent nearly a full Burst gauge. Use to close out rounds. |
| High RISC Cashout | (Any starter) >... > 6H > 236236P (Imperial Ray) | End Round | Spends 50% Tension to convert a high-RISC state into a round-ending sequence. The high unscaled damage from the RISC makes this highly lethal. | High risk, high reward. If the opponent Bursts, Dizzy has spent 50% meter for nothing. Reserve for guaranteed kill situations. |

### 4.2 Constructing Pressure: The Art of the "Fake" Mix-up

The consensus that Dizzy possesses "no mix" and that her setplay is "fake" is a perception to be weaponized. Rather than attempting a traditional high/low/throw offense, Dizzy's pressure is built on frame traps and creating "mental stack."

* **Frame Traps with Summons:** A blocked projectile, such as a fish or "For roasting chestnuts", provides significant blockstun. This can be used to make Dizzy's normally unsafe or minus-on-block normals advantageous. For example, after an opponent blocks a fish, Dizzy can use 5H. The opponent, seeing the animation for a slow heavy normal, may attempt to challenge with a fast button, only to be caught in a counter-hit because the blockstun from the fish created a frame trap.
* **Mental Stack:** The core of Dizzy's pressure is cognitive overload. By layering multiple, low-threat projectiles—"For roasting chestnuts" floating overhead, a fish patrolling the ground, and Dizzy herself dashing in and out of range—the opponent is forced to track multiple moving parts. This increases their mental load, making them more susceptible to simple offensive tactics like a basic throw or a delayed button.

### 4.3 The RISC Gamble: Leveraging the Opponent's Resources

Dizzy's multi-hit projectiles and extended combos rapidly increase the opponent's RISC gauge, which amplifies subsequent damage. However, this also accelerates the opponent's Tension and Burst gain. This dynamic must be managed as a calculated risk. A successful combo on a high-RISC opponent can be decisive, but a failed attempt that is escaped via Psych Burst is a catastrophic strategic loss, as it leaves Dizzy at a disadvantage having given her opponent full resources. High-level players will often intentionally end their combos early after securing a knockdown, sacrificing potential damage to deny the opponent Burst meter. This demonstrates a sophisticated understanding of resource exchange, prioritizing the long-term strategic battle over short-term damage output.

## Section 5: Phase III: The Defensive Fortress - Surviving the Onslaught

Dizzy's most significant and universally acknowledged weakness is her defense. Lacking a meterless invincible reversal, she is highly susceptible to sustained offensive pressure. Therefore, survival is not a matter of a single character-specific tool, but a comprehensive mastery of *Guilty Gear Strive's* universal defensive systems. Playing Dizzy effectively is a crucible for defensive fundamentals; it forces a level of discipline and system knowledge that players of characters with strong reversals can often neglect.

### 5.1 The Universal Toolkit: Dizzy's True Reversal

Since Dizzy cannot rely on a "get out of jail free" special move, her defensive game plan is built upon the game's core mechanics.

* **Faultless Defense (FD):** This is Dizzy's most crucial defensive tool. By consuming Tension, FD increases pushback on block and negates chip damage. Its primary function is to create space, pushing aggressive opponents out of their optimal pressure range and forcing a reset to neutral, where Dizzy is strongest.
* **Instant Block (IB):** A high-execution, high-reward mechanic. Successfully blocking within a two-frame window of an attack's impact results in an Instant Block, which significantly reduces blockstun and pushback. This can create punish opportunities where none would normally exist, allowing Dizzy to interrupt an opponent's blockstring with a fast normal or a throw.
* **Yellow Roman Cancel (YRC):** Costing 50% Tension, YRC is Dizzy's most reliable panic button. When activated while blocking, it triggers a shockwave that slows the opponent and pushes them away, immediately halting their offense and resetting the situation to neutral.
* **Deflect Shield:** A newer mechanic that costs 50% of the Burst gauge. It functions similarly to a parry, deflecting an attack and creating massive pushback. For Dizzy, its primary utility is pushing an opponent full-screen, which is often more valuable than the neutral reset provided by YRC.
* **Psych Burst:** The ultimate escape tool. Given that Dizzy's offense provides the opponent with ample Burst meter, she must always be prepared for them to use it. Conversely, when she is on the receiving end of a long combo, her own Burst gauge fills rapidly, providing her with this critical escape option.

### 5.2 Abare and Anti-Airs: Picking Your Spots

When universal mechanics are unavailable or unsuitable, Dizzy must rely on her normals, which requires careful timing and risk assessment.

* **Abare:** This refers to challenging an opponent's pressure with a fast normal during a perceived gap. Dizzy's fastest options are her 5P and 2P. Using these to "mash" out of pressure is extremely risky but sometimes necessary to keep an opponent's offense honest. A deep understanding of frame data is required to identify the specific, small gaps in an opponent's blockstrings where this is a viable tactic.
* **Anti-Airs:** Dizzy's 6P is notoriously weak compared to the rest of the cast's, with a poor hitbox that makes it unreliable. Her crouching Slash (2S), however, can function as a decent anti-air for opponents at a specific shallow jump-in angle. Effective anti-airing with Dizzy is less about a single reactive button and more about preemptive positioning. Often, the optimal "anti-air" is to simply backdash, causing the opponent's aerial attack to whiff, and then punishing their landing recovery.

### 5.3 The Art of Not Losing: Sirlin's "More on Losing"

Strategic gaming theory emphasizes the importance of analyzing losses to facilitate improvement. For a Dizzy player, every instance of being hit must be treated as a data point for analysis. The critical question is not "what combo did they hit me with?" but "what was the strategic error I made ten seconds prior that put me in a position to be hit?" Was it a failed poke in neutral? An unnecessary jump? A missed opportunity to use Faultless Defense to create space?

Survival is paramount. A "defense first" mentality is non-negotiable. It is consistently better to forfeit a minor offensive opportunity than to take a risk that could result in being placed in a defensive situation, where Dizzy is at her most vulnerable.

## Section 6: Applied Theory - Top Player Case Studies

Theoretical frameworks are only valuable when validated by practical application. By analyzing the gameplay of the world's most successful Dizzy players, it is possible to see these abstract strategic principles executed at the highest level. Each of these players exemplifies a different facet of the optimal Dizzy game plan.

### 6.1 Peluna: The Positional Strategist

Consistently ranked as the #1 Dizzy, Peluna's gameplay is the purest expression of the "Chess Master" approach. A close analysis of his matches, particularly against top-tier powerhouses like Ramlethal and Leo Whitefang, reveals a masterclass in patience and space control. Peluna's summon placement is not random; it is a deliberate construction of the "problem positions" discussed in Section 2. He methodically layers projectiles to create zones of control, systematically reducing the opponent's viable movement options until they are forced into a predictable path, which he then punishes. His movement is economical, his decisions are calculated, and his victory is a result of superior strategic positioning.

### 6.2 Poka: The Calculated Aggressor

Poka, another top-ranked Dizzy representing the professional team DRX, demonstrates a more aggressive, punishment-oriented style. His gameplay is a practical application of the "Footsies Handbook," emphasizing whiff punishment and converting stray hits into significant advantages. Watching his matches against aggressive characters like Sol Badguy reveals a deep understanding of risk and reward. Poka excels at identifying and exploiting his opponent's habits, often using a single well-timed 5H or 2D to punish a mistake and immediately transition into a high-damage or corner-carry combo, frequently facilitated by a swift Roman Cancel.

### 6.3 Baaru: The Resourceful Survivor

Baaru's high-level play often highlights Dizzy's defensive capabilities and sophisticated resource management. Analysis of his matches, especially when he is placed under heavy pressure, provides a clear demonstration of the principles outlined in Section 5. Baaru's use of Faultless Defense, Yellow Roman Cancel, and Psych Burst is not a panicked reaction but a calculated expenditure of resources to ensure survival. He exhibits a keen sense of when to spend meter to escape a dangerous situation and when to conserve it, weathering the storm with disciplined blocking and movement until he can safely reset the neutral to his advantage.

## Section 7: Matchup Analysis - A Guide to Navigating a Hostile Meta

Applying the general strategic framework to specific, challenging matchups is the final step in elevating play from theoretical to practical. The following are condensed game plans for three of Dizzy's most common and difficult encounters.

### 7.1 Matchup 1: vs. Ramlethal Valentine (The Oppressive Zoner)

* **The Problem:** Ramlethal's enormous sword normals can control horizontal space more effectively than Dizzy's projectiles, making a direct "fireball war" a losing proposition. The matchup is described as "brutal" but winnable, as evidenced by top Dizzy players defeating the world's best Ramlethal, Akeno.
* **The Strategy:** The game plan is to circumvent, not challenge, Ramlethal's horizontal control. This is achieved by leveraging Dizzy's superior vertical mobility. Use of "For roasting chestnuts" (236K) to create an aerial threat and double air dashes can create approach vectors that bypass her grounded swords. The goal is to force Ramlethal to commit to an anti-air, which is generally a slower, more deliberate action for her. This commitment can then be baited and punished on the ground, allowing Dizzy to establish her own pressure.

### 7.2 Matchup 2: vs. Sol Badguy (The Premier Rushdown)

* **The Problem:** Sol's aggressive, high-damage, close-range offense is designed to overwhelm characters with weak defensive options. His fast movement and powerful normals can prevent Dizzy from safely setting up her summons.
* **The Strategy:** This matchup is a pure test of the defensive principles from Section 5. The game plan is survival and punishment. The Dizzy player must make liberal use of Faultless Defense to create space, maintain strict anti-air discipline to prevent his vortex, and be prepared to spend meter on Yellow Roman Cancel or Deflect Shield to escape his relentless pressure. The win condition is to frustrate Sol's offense, bait a predictable and risky reversal like Volcanic Viper, and secure a maximum-damage punish. The matches between Poka and STEVEN serve as an excellent case study for this dynamic.

### 7.3 Matchup 3: vs. Jack-O' Valentine (The Setplay Mirror)

* **The Problem:** Jack-O' embodies the setplay archetype that Dizzy once dominated. Her ability to deploy and command multiple servants can create an oppressive screen presence that is difficult to navigate.
* **The Strategy:** This matchup is about resource denial and dismantling the opponent's engine before it can start. The primary objective is to keep Jack-O' in a "servantless neutral" state, where her options are drastically limited. This is accomplished by using Dizzy's long-range pokes (f.S, 5H) and projectiles (such as Michael Sword or "For roasting chestnuts") to snipe the servants as Jack-O' attempts to summon them. The game is won not by overpowering her setup, but by preventing her from ever establishing it.

## Section 8: The Path to Mastery - Yomi and Continuous Adaptation

Reaching the highest levels of play with any character, especially one as demanding as Dizzy, requires moving beyond rote execution and into the realm of the mental game. Mastery is a process of continuous adaptation, self-analysis, and developing the ability to deconstruct the opponent's decision-making process in real time.

### 8.1 Developing Yomi: The Layered Mind Game

"Yomi" is a concept that translates to "reading" or "spying on the mind of the opponent". It is a layered guessing game where each player anticipates the other's actions. For Dizzy, this process is central to her success.

* **Layer 1 (The Obvious Action):** The Dizzy player is at full screen and uses a P-Fish, a common and effective zoning tool. The opponent, having basic matchup knowledge, counters this by performing a forward jump air-dash.
* **Layer 2 (The Counter to the Counter):** The Dizzy player, anticipating the opponent's jump, now uses a P-Fish and immediately inputs a preemptive 2S. The opponent jumps as predicted and is hit by the anti-air. The opponent has now been conditioned to be wary of jumping over fish.
* **Layer 3 (The Counter to the Counter-Counter):** The Dizzy player, now knowing the opponent is hesitant to jump, uses a P-Fish and, instead of preparing an anti-air, dashes in behind the projectile. The opponent, respecting the threat of the anti-air, stays grounded and blocks the fish, allowing Dizzy to begin her close-range pressure.

Mastery is the ability to correctly identify which layer of this mind game the opponent is currently operating on and selecting the correct counter. This is not a random guess but a skill developed through active observation and conditioning throughout the match.

### 8.2 The Lab and The Replay: A Framework for Self-Analysis

Continuous improvement requires a structured approach to practice that extends beyond simply drilling combos.

* **Analyzing Your Losses:** The replay feature is an invaluable analytical tool. When reviewing a loss, the focus should not be on the final combo that led to defeat, but on the neutral interaction ten seconds prior that resulted in the initial hit. Analyze the positioning, the resources, and the decision that led to the breakdown.
* **Targeted Lab Work:** The training mode should be used to solve specific problems identified in replays. For example, if consistently being hit by a specific character's pressure string, record the dummy performing that string and practice the timing for an Instant Block, a YRC escape, or an abare attempt.
* **Active Study of Top Players:** Watch high-level VODs not as a passive spectator, but as an active student. Before a critical neutral interaction, pause the footage and formulate a plan: "What would I do in this situation?" Then, observe the action taken by the professional player and analyze why their choice was superior.

### 8.3 Conclusion: Embracing the Identity of the Strive Dizzy

The path to victory with Dizzy in *Guilty Gear Strive* is not paved with nostalgia for her past iterations. Success demands a full embrace of her current identity: a patient, methodical, and intellectually rigorous strategist. Her weaknesses are undeniable, but they are also the crucible that forges a fundamentally stronger player—one who has mastered the game's universal systems, understands risk at a granular level, and can deconstruct an opponent's psyche. A victory with Dizzy is more than just a win; it is an unequivocal statement of strategic superiority.

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