

Guilty Gear X (Import) Venom Character FAQ

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Updated to v0.5 on Mar 8, 2001

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[ title ] Guilty gear FAQ for Venom
[ system] Dreamcast
[version] 0.3 (21 Feb 2001)
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This character guide is for who wants to see exactly what Venom is up, and a good view of his possibilities. If I have forgotten something, please email me your advices.

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Introduction

A small note to begin with: I assume that you are familiar with the basic concept of Guilty Gear X, as sweep, Roman Cancel, Fortress defense, etc...

All stories can be found on offical GGX website (www.guiltygearx.com). To sum up, Venom is an orphan adopted by Zato. After losing any trace of his former master, he goes on to find what happened to Zato...

Venom was actually my first character I felt at ease with. Now, I have found that others were pretty cool too, but you should recognize that Venom has style.

And fighting with a pool stick is really a cool idea, as having some strange funky sign painted on his hair.

His moves are pretty good but he has only a few. This is the main difficulty of Venom, diverse your moves!

Goods/Bads

Good :

- + Excellent super
- + pretty annoying moves
- + good range

Bad :

- don't have so much moves
- two of his (few) moves is difficult to master
- Venom is a ground character, he doesn't like very much air

Overall, in terms of speed/stamina/power, Venom is pretty balanced. He doesn't have too much lag compared to other, and the priority can be qualified as normal. Thus he is very balanced.

Notation

I will use this notations:

[DIRECTION]

- f : forward
- d : down
- u : up
- b : back

[BUTTONS]

- K : Kick button
- P : Punch button
- S : Slash button
- HS : High Slash button

[SPECIALS]

- RC : Roman Cancel, basically any 3 buttons at same time
- FD : Fortress Defense (guarding plus 2 buttons)
- DA : Dust attack (HS+S)
- SW : Sweep (d+HS+S)

For example input: down, forward, down forward, slash will be noted:
d, f, df + S

A button is noted in bracket (ie [S]) means you can press and hold the button to have some special effects (ex: stinger aim of Venom or Mist Finer of Johnny). A direction noted in bracket (ie [b]) means the direction must have to be hold for quite a time (ex: [b], f+S is the Stinger Aim)

A parenthesis will be used when the button is optional (example of Venom combo body: S, (S)).

Well let's go the hot topic:

Moves

[SPECIAL MOVES]

.Stinger Aim (su-ta-i-n-ga_-e-i-mu)

[b], f + [S]/[HS]

Description:

Venom is summoning a cue ball from nowhere and throw it to the opponent in straight line. Charging the button S or HS, will make the ball more hits, thus more damaging.

If HS is used, the ball is quick and damaging, if S, slow and less damage.

Notes:

Well that's not a bad move, but that isn't a good one too. Charging the ball can be funny, but be realist: you will never hit with a full charged ball. A 2 hit is the most realistic charge you can make. Furthermore, throwing it is quite slow. The good news is that it is a projectile attack, so it is always good to take.

However, you will notice that if the opponent is too close, the ball will miss. And this is why this move is not so good. This isn't a good defense move, nor a good attack move, due to the [b].

Rating:

C (bad)

.Carcass Raid (ka_-ka-su-ra-i-do)

[d], u + S/HS

Description:

Venom summons a ball like before but will ricochet on the border of the screen. Cool sounds.

The S will make the ball bounce once of the floor, the HS version will act like a shield in front of Venom.

Notes:

That's better, lot better. The weird behavior of the ball will make the opponent wonder where to parry it, and it has pretty good damage too.

The HS version is more defensive, as the shield is very usefull to stop rush, be it in air or on ground. But be honest, this game is a game of attack, so better the attack mode.

The S version is a quite effective way to attack, much more efficient than the Stinger Aim.

I will say about the comparison between Stinger Aim and Carcass Raid that Stinger Aim will be used much more often against an heavier opponent (Potemkin, Faust, Johny..) because it can be charged.

Carcass is used to deconcentrate or shield, so is great to prepare an attack.

Rating:

B+ (good) for S version

B (correct) for the HS version

.Ball seisei

b, bd, d, fd, f + P/K/S/HS

Description:

Venom summons a ball and put it in front of him. The ball will be in motion by any Venom attacks. Note that the direction and the speed will depend on the position of Venom (jumping or not) and the strength of the hit.

For example, if you hit the ball with P, it will go slower and will do less damage that if you hit with HS.

The ball can ricochet on the floor too.

For each button, the ball will be in specific position:

.P: near the ground, close to Venom

.K: far above the ground, close

.S: mid altitude, close

.HS: mid altitude, far

You can do one ball for each button (P/K/S/HS), but only one per button. After a small amount of time, the ball vanish.

You can make patterns too, while summoning different balls.

Notes:

Well, this move is useless... All right it's fun but seriously the move to set a ball is very very slow. So, if you want to use it, do it when you are pretty sure that your opponent cannot retaliate (dizzied, far away...). But anyway in a lot of situations, there is a lot better to do than summon this ball. I use at most this move one time per game, and generally the P version (low) or the HS version (far).

You can teleport where the ball is with Shukan Ido. This is beginning to be interesting, but very very hard to master. See Strategy Section.

Rating:

E (in general, just forget about it)

.Double Head Morbid (? da-bu-lu-he_-do-mo_-be_-to)

f, d, df + S/HS

Description:

Venom rushes forward while turning his pool stick like a mad. Yeah!

Notes:

The multi-uses move of Venom. It does decent damage, launch the opponent and it is quite difficult to stop Venom. The S version will make Venom go not very far, thus making this move as an anti-air or a defense move. It does less damage too. The HS version will make Venom rush towards, far further than S. Good attack.

And this move will be happy in any combos ;).

However, don't use too often. He has some moment in the animation where Venom is vulnerable. Be aware that you *mustn't* use this move from faraway, use it at close-middle range.

Rating:

A (good)

.Shukan Ido

f, d, df + K

Description:

Venom teleports above the ball created by ball seisei if any, if not above the opponent.

Notes:

This move is great too, thought a bit difficult to master.

The main use of it is to use quickly the move in order to make one of Venom aerial move.

Rating:

B+ (not bad!)

.Mad struggle (ma_-do-su-to-ra-gu-lu)

(in air) d, df, f + S/HS

Description:

Venom will go back the ground with his stick, making multiple hits.

The HS version will lauch the opponent in the air, while Venom

is doing a flip kick. Pretty cool!

Notes:

Very nice move. But you have to know something *important* between S and HS.

For the HS version, use it only if you are very close to the opponent. Let's say the closer you are the better. In fact if you are too far, the flip kick will not hit and you can expect some retaliation. Be aware! Practice a lot to see where it is effective. Another thing to note, is note the closer you are the higher your opponent will go. That is *GREAT* for follow-ups. See more in strategy & combos.

The S version is safer, you can use it without much risk.

Rating:

A- in general

A+ for the HS version and you understood how to follow up.

[DESTROY/SUPER]

.Dark angel (da_-ku-e-n-je-lu)

d, bd, b, bd, d, df, f + S

Description:

Venom sends an huge purple ball that flies through the screen and beyond.

Notes:

See strategy section, this super *ROCKS*.

Rating:

A++ (Yehaaaah!!)

.Red Hail

(in air) d, db, f, d, db, f +HS

Description:

Venom shoots a bunch of balls on the ground.

Notes:

Where to parry it is a bit tricky, as it depends on the position of the ball and where it has bounced. The damage pretty sucks compared to what you can do with Dark Angel, but is nonetheless usefull. See strategy for it.

Rating:

B (OK)

.Dame Bugger (de-i-mu-bo-u-ga_)

(in destroy mode) d, df, f, d, df, f + HS

Description:

This is the destroy move and is actually quite cool: Venom transforms the opponent into a ball (with hair!) and place balls around him. He shoots at the ball and they go explode on the hairy ball which represent the opponent.

Notes:

It can only it if the opponent is pretty close.
Well, as all destroys not very interesting, however see Ending Notes for a nice surprise against Chipp ;)

Rating:

C+ (compared to *other* destroys of the game)

[COOL STUFF]

Of course Venom does have some hit not listed that are noteworthy:

.Basic Standing Slash

(from quite afar) S

Description:

Far hit from the stick.

Notes:

Very good range! Not so much damage, but still a very good move.
Venom has some lag in it, but very few.

Rating:

A (rating to other non-special non-super move)

.Close Standing Slah

(while standing and close to opponent) S

Description:

With a small waving of the stick, the opponent flies to the sky. Can goes up to 3 hits.

Note:

This move rocks! Why? It can be cancelled any time by a S or a HS. Cool isn't it?
If you don't cancel it, the opponent will be defenceless in the sky. It is the mother of all Venom's combo

Rating:

A+ (without him no combo!)

.Kick

K or crouched, K

Description:

Hmmm.. it is a kick?

Notes:

Does not combo very well, low damage... Well not good
Note that the jumping kick is OK.

Rating:

E+ (Not so crappy but still...)

.Basic Standing High Slash

HS

Description:

Venom does a strange move where the stick is in his back.

Note:

Beware the range. It sometimes hit when you are not aware of.
Pratice to see it where *exactly* this move ceased to hit.
Sometimes I have the feeling that it should hit and it doesn't
Strange...

Rating:

A- (but be aware of the range!)

.Crouched High Slash

while crouched HS (ie d+HS)

Description:

Venom aims at the sky and pull his stick.

Note:

The only good anti air Venom has. Keep it in mind.
It is very effective in combo too...

Rating:

A+ (play without that and you will be dead)

.Rushing High Slash

while standing, f+HS

Description:

Venom make a wide angle attack with his stick.

Note:

The most damaging normal move (around 50 damage). The most interesting part if that it hits grounded opponent :)

You can use it as an anti air but the timing is fairly difficult. b+HS is less risky.

Rating:

B (good)

Catch the ball!

(very close) f+HS

Description:

Venom transforms the opponent into a big pool ball.

After a moment the opponent reappear and falls to the ground.

Notes:

Yeah, it is Venom throw. Did you know that when you hit the ball-opponent it bounces off the screen? See strategy & Combo.

Rating:

NA

Note that even if I don't write about other moves, doesn't mean that they are worthless. They are usefull but don't have any special things about them. Nuff said.

Combos

Venom has quite some combos but they have basically the same structure.

First thing to have is a 'starter '. All that comes into the middle is the 'body'. If the opponent is in the air, there is the 'OTG' (off the ground). If the opponent is on the floor, here are the 'finisher'.

[STARTER]

Basically a lot of things can start a combo. Here is a short example of what favourite starter I have:

.Basic Punch

P (maximum to 4x P)

Punch can be in air, crouched or stading or a mix of the three.

.Close Standing Slash

while close, S

.Crouched High Slash

d+HS

Things that *do not* start a combo: f+HS, S from afar and K

[BODY]

Here is some classic:

.S, (S)

If you have begun with punches this one is for you! However here you cancel the first slash into another slash.

.(S), d+S

Well basically the same than above.

.Double Head Combo: (d+HS), d, f, df + S/HS

Great move in a combo. In fact the double head morbid has

all this interest in the fact it is a great body for a combo!

Great OTG too...

However be careful that chaining with a Double Head Morbid means the combo is nearly at the end.

[FINISHER]

.Rushing High Slash

f+HS

It hits floored opponent! However you have to be careful because some times the opponent can recover before the slash.

.Sweep

d+S+HS

Hits floored opponent. Less damage than above. But much range.

You can combine any of the following to make combos. Example:

Venom's special:

P, P, P, S, S, double Head Morbid, (f+HS)

The opponent can escape the last f+HS by recovering. Pretty tough.

Venom's special 2:

P, P, P, S, d+HS, double Head Morbid, (f+HS)

Venom Distraction:

flying P, P, crouched P, S, d+S+HS

Venom anti air:

d+HS, double head morbid

If the opponent doesn't recover, f+HS or sweep (very narrow time for him)

That's a good beginning no?

You still want some more... OK here are some:

.P(x?), K

This combo was discovered few time ago, so I don't know what connect at the end. I will keep you in tune if I find something...

.Don't forget to finish every move when your opponent finish on the ground to put a sweep of f+HS.

.After a 'Catch the ball' (f+HS)

QUICKLY do a d+HS. Generally the opponent will bouce off the screen and you can do again a d+HS. Hehe 4 hits means 57 damage plus the 30 of the catch :) Nasty Venom! That doesn't occur all the time thought, the bouncing is strange to handle.

.(while in air) d, df, f +HS, double head morbid, f+HS

Depands a lot on where the mad rush had started. The opponent must fly very high for that. Depending on your position, it is pretty hard to master this one.

I prepare some more but I am not sure yet if it works on all, so be patient!

Strategy

Venom is one of my favourite because it has features that will interest the

beginner as the most hardcore gamer. Double head morbid will be the main weapon of the beginner, as more experienced player will play with the tricky teleportation.

But, there is one that is important. Venom is at ease when the opponent is not too far and not too near. Too near is deadly against characters as Millia or Sol. Too far while against Ky and say good bye!. Venom is not good enough to stay far away and go into a fireball battle. He must be in the middle. Basically if you can stay at range of the normal slash, it is good. It demands quite some effort, but they will be rewarded.

Another thing to note if you are far away, never wait for him. Go into middle range. Don't trust your super/stinger aim too much. It is pretty slow and the opponent can jump it at ease. *DON'T STAY FAR AWAY*

Another things to see is that Venom is not very good in a air-to-air battle. That's a major drawback. But don't let your opponent be master of the sky. Show him with d+HS and double head morbid that if he jump he can be hurt pretty badly. When Venom jumps it is generally to attack with a mad rush or an HS. *DON'T GO INTO AIR-TO-AIR BATTLE*, make your opponent understand and use the sky for your attack toward the ground.

The sweep of Venom is very cool! Use it! It has enourmous range, and actually can hit opponent behind you(!). You can duck Ky's fireballs, Potemkin moves, etc...

That brings to the offense of Venom. You must mix your attack. *DON'T FOLLOW ALWAYS THE SAME PATTERN*. You have pretty of things to begin: A small jump and a mad rush or HS, d+P, a beginning of combos, or a sweep. Vary your beginning.

For the defense now, one important defensive move is [b], u + HS. It will form a shield that can get by surprise every opponent. For the fortress Defence don't abuse of it: you need your super bar for Dark Angel. Use it wisely.

I have said that Ball Seisei is pretty hard to master. But it is rewarding. If you can place your sensi ball wisely, you can teleport back to the location of this ball and add for a mad rush/Red Hail or anything. This asks for a lot of insight of opponent play but it can be very very rewarding. I don't trust it too much, but it gain you a victory. One or two try per battle is OK, don't go waste your time in summoning some balls.

For the Dust attack, I haven't found anything that combos *well* with it, however here is a pattern that is quite good if you succeed a DA: jump,P,P,P,P,HS and mad rush with HS, eventually sweep. Works pretty good, lot of timing but you can go to 70 damage very easily. One thing I have noticed is : if you do 2 HS then you can't do a mad rush anymore..strange. Well anyway, you can do the mad rush with S too. I am sure it is not optimal but I play with that for now.

The super now. Let's begin by the crappy one: Red Hail. One thing I really don't like because it is pretty hard to aim if you want all the balls hit the opponent. Otherwise it is OK. One nasty thing to do is to recover and immediately launch Red Hail.

Dark Angel super is really a nasty one. In fact while the ball is moving, you can *TOO* move and attack. Very few character have that (besides Anji-Mito which can do some move at the end, I don't see anyone). The damage is good, even if blocked.

Where to place Dark Angel?

You can notice too that Dark Angel's ball travels all the screen, but if the screen scrolls it will go further, so your goal is to make the ball live as long as possible (like for example one of Zato super).
A good position to go for it is when you are cornered, if the opponent is blocking, go and launch it! Then run like crazy towards.
Another good solution is when your opponent gets up. He will have no other choich left but to block it. And that is what we want!

What to do meanwhile Dark Angel's ball is onscreen?

First run towards. Beware of the fact if the opponent can jump over or not. If yes, go jump too and try to match him in the air. In the position listed above the opponent shouldn't be too hard to place on the ground.
OK, your opponent is on the ground and he is parrying/DF the ball. Run and poke like crazy!!! Switch low/high/jump attack, but quick. A thing I like too is to go for a sweep or an DA. Works well too! Just one hit and he will eat the rest of the ball damage.
If only one hit connect, the opponent will take the ball *PLUS* any home made combo behind. Nasty ;)
You can quite easily go to 15-21 combo with the ball+ an home made combo. If your opponent hasn't blocked at all, well aarr.. he eats a LOT :).

Other remarks about Dark Angel

You have understood it: to get really work, you need that your opponent block the ball, so do everything you can to keep him in the mood to block.
Another thing funny is to launch 2 balls in a row (you can!) and run.

Ending Notes

+ For getting better, just practice. It takes time and patience that's all. Computer opponent is OK to test but rely more on human opponent.

+ For Roman Cancel I haven't found something *really* interesting. I will be pleased to hear your suggestions.

+ Against Chipp: hehe funky Chipp :). Venom has a very very nasty thing to do if Chipp goes into his special with the beta blades at the end (d, df, f, d, df,f +K) and *IF* you blocked, go into Fortress Defence. At the middle you will notice that Chipp is not in range any more. Go for the Destroy as fast as possible (I mean really fast!) and hit him when he falls to the ground. It asks for some training but the result is there.No more Chipp! :)
Haven't tested with all other characters as well...

+ English is not my native langage, so excuse me for weird phrases...

+ Any remark? suggestions? go ahead and email me (guerin@enst.fr)! This FAQ is (of course) my personnal view of Venom.

+ I am not a 2D fighter fanatic, being more at ease with Tekken/TTT/Soulcalibur. But I have really liked GGX, go ahead and try!

+ Great thanks to:

.my friends for having tested Venom's strategy

.CJayC & Gamefaqs.....well any gamer don't know this?

.www.guiltygearx.com...great stuff, go and have look there

.All GGX FAQs and especially one of the Kid for the traduction of Japanese stuff and for all the amazing work they made.

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