

Raiden Trials

Universal

1. Giant Bomb (Charge)
2. Poison Fog (Spit)
3. Thunder Crush Bomb (Command Grab)
4. Jumping Lariat Drop (DDT)
5. Super Drop Kick (Drop Kick)
6. Raiden Body Blow Combination (Rekka)
 - a. Headbutt
 - b. Suplex
7. Fire Breath (Spit Super)
8. Destruction Drop (Grab Super)
9. Super Crazy Train (Crazy Train)
10. Cr Lp, Cr Lp, Cr Lk > Lp Rekka > Headbutt
 - a. I buffer the dp motion in the Cr Lk, so B, D +Lk, F+Lp
11. Jump Hk, Cr Mk > Hp Rekka > Headbutt
 - a. Hp Rekka only works from Medium attacks
12. Jump Splash, Mp > Hp Rekka > Headbutt
13. Jump Hp, Mp > Drop Kick
 - a. Don't need full charge
14. Jump Splash, Hp > Crazy Train
 - a. Needs to be cross up
15. Short Hop Splash, Crazy Train
 - a. Hit the splash as low as possible
16. Charge, Lvl3 Spit Super
 - a. The distance depends on strength of the Charge used
17. Jump Hp, Mp > Lp Spit, Lvl3 Spit Super
 - a. Corner Only
18. Jump Splash, Cr Lp, Cr Lp, Cr Lk > Lp Rekka > Headbutt, Lvl3 Spit Super
19. Short Hop Splash, Cr Lp, Cr Lp > Crazy Train
 - a. Need to hit the splash as cross up and as low as possible to get cr lp to link.
20. Short Hop Splash, Cr Lp, Cr Lk > Lp Rekka > Headbutt, Lvl3 Spit Super

C Groove

Lvl2 Cancels

1. Jump Splash, Cr Lp, Cr Lp > Lvl2 Crazy Train > Hp Charge
 - a. Hold charge during the lvl2 and then cancel to hp charge right at the last hit.
2. Jump Hk, Cr Mk, Lvl2 Spit Super > Lvl1 Spit Super
 - a. Might need to buffer the lvl2 in the cr mk. Cancel to the lvl1 right at the last hit.
3. Jump Splash, Lp > Lvl2 Crazy Train > Lk Cmd Grab, Cr Mk > Lvl1 Spit Super
 - a. Bigger characters only (thanks to Desora for this combo). Cancel to lk cmd grab right at the second to last hit. Then link cr mk to lvl1

4. Jump Splash, Mp, Lvl2 Crazy Train > Drop Kick (Max Level), Jump Splash, Hp > Lvl1 Crazy Train
 - a. This is character specific. You will need to have max Drop Kick held (might be easier to do this on Flycast so you can save state). Need to time the drop kick a little late so it doesn't whiff under.

Air Blocking

1. Vs Psycho Crusher: Air block, Drop Kick
 - a. Doesn't need to be full strength drop kick
2. Vs Headbutt: Air Block, Hp Rekka > Headbutt, Lvl3 Fire Breath
 - a. Air block as low to the ground as possible
 - b. Command grab characters have more start up jump frames, so the timing will be different than normal.
3. Vs Blanka Ball: Air Block, Drop Kick
 - a. Does not need to be full strength drop kick.

A Groove

Custom Combos

1. Grounded: Activate, Cr Lk, Cr Hk, Lp Charge, 6xHp Charge, Fire Breath
 - a. Cancel each charge immediately as the charges hit. Let the last charge hit linger slightly to get all hits of fire breath.
2. Anti Air: Activate, Lp Rekka, Lp Charge, 6xHp Charge, Fire Breath
 - a. Need to activate when they are high in the air, otherwise they might fall out later in the combo.
3. Fullscreen combo to activate: Jump Splash, Mp > Hp Rekka > Headbutt, Activate, Lp Rekka > Headbutt, Lp Charge, 5xHp Charge, Fire Breath
 - a. Need to activate as soon as possible after the combo and then rekka as soon as possible as well. This is a very tough timing, and I personally got the headbutt portion by accident when I tried to go for charge immediately after the rekka... good luck!
4. Stun combo: Jump Hp, Mp > Hp Rekka > Headbutt, Activate, Hp, 4xHp Charge, 2xLp, 2xJump Lk, Mp, Hp Spit, Jump Hp, Mp > Hp Rekka > Headbutt.
 - a. Character specific and Corner Only.
 - b. The light punches and jump lks are to time and space such that you get a heavy spit during the activation, but hits after the activation ends so you get the stun.

P Groove

Parry

1. Vs Blanka Cr Hk: Parry, Hp Rekka > Headbutt
2. Vs Tiger Raid: 3xParry, Jump Splash, Cr Lp, Cr Lp, Cr Lk > Lp Rekka > Headbutt, Fire Breath
 - a. Sagat being invisible is not a requirement, but to make him so. Record Sagat in a way where you can attempt to throw tech with him. After the throw tech, reversal

- a DDT. The tech image needs to happen on Sagat's side for this to happen. To keep that way do not throw him again.
- b. You have time to jump out of the super after the 3rd parry.

S Groove

Dodge

1. Dodge, P, Lvl3 Spit
 - a. Corner only and the opponent needs to be airborne to have enough time.

Red Life

1. Charge, Lvl3 Spit
 - a. Corner only and possibly character specific. Need to hit the charge on an opponent as high as possible while having charge just before the lvl3.

N Groove

Guard Cancel Roll

1. Vs Blanka Ball: GCR, Cr Lp, Cr Lp, Cr Lk > Lp Rekka > Headbutt
 - a. Need to GCR as soon as possible and timing the cr lp can be tricky.
2. Vs Lvl2 Honda Super: GCR, Jump Hk, Cr Mk > Hp Rekka > Headbutt
 - a. GCR on the first hit to have enough time to punish
3. Vs Rock Cr Mk > Fireball: GCR, Mp, Cr Mk > Hp Rekka > Headbutt
 - a. This is a counter hit combo only

Guard Cancel

1. Guard Cancel, Lvl3 Fire Breath
 - a. While having full meter and popped activation, you can lvl3 super after a Guard Cancel.

Pop Tricks

1. Activate, Destruction Drop

K Groove

Just Defend

1. Vs Honda Headbutt: Just Defend, Destruction Drop
2. Vs Geese Cr Hk > Mp Reppuken: 2xJust Defend, Cr Lk > Lp Rekka > Headbutt, Fire Breath
 - a. Time Geese such that he misses the combo with Cr Lp to Cr Hk.
3. Vs Sagat Tiger Raid: 3xJust Defend, Fire Breath
 - a. Need to input super immediately after the 3rd JD.
 - b. The first JD needs to be inputted before the super flash and you need to time the following 2 after the first JD happens.