

Notation

General

> : indicates Cancels ----- , : indicates Links
| : indicates Landing ----- **X~Y** : Y is a followup to X
[] : Hold Input -----] [: Release Input ----- (**X**) : X is optional or character specific
{**SS**} : Side Swap Combo ----- {**sO**} : Standing Opponent Combo ----- {**cO**} : Crouching Opponent Combo
f.S : indicates Far Standing Slash ----- **c.S** : indicates Close Standing Slash
j : Jump ----- **hj** : High Jump
 1. **jc** : Jump Cancel
djc : Double Jump Cancel
hjc : High Jump Cancel
j.X : Jumping Attack (both normals and specials) ----- **AD** : Air Dash ----- **ABD** : Air Back Dash
IAD : Instant Air Dash ----- **IABD** : Instant Air Back Dash -----
RC : (Red) Roman Cancel ----- **YRC** : Yellow Roman Cancel ----- **CH** : Counter Hit
MC : Mortal Counter ----- **KD** : Knock Down ----- **TK** : Tiger Knee -----
JI : Jump Instal

Baiken Specific

Tatami : Tatami Gaeshi, 236K
Air Tatami : Air version of Tatami Gaeshi, j.236K (can be done after AD/ABD/IAD/IABD)
IAD Tatami : Air Tatami after IAD, 956236K
Kire Tatami : Fastest possible IAD Tatami, 236956K
Fastfall j.D : j.D immediately after an AD
wYouzansen : Air special, j.623S (can be TK'd)
TK Youzansen : Instant Overhead, 6321473S or 6239S
H Kabari : Claw/Hookshot, 41236H (has three followups by pressing P/S/H)
S Kabari : AA version of Claw/Hookshot, 41236S (has same three followups to H version)
Himawari : Dunk, P follow up to Kabari, is a command grab, slow AF, but good to have
Tetsuzansen : S follow up to Kabari, upwards launching pink slash
Kuchinashi : P follow up to ground Azami and Suzuran, jumping pink slash (fake DP)
Sakura : S follow up to ground Azami and Suzuran, pink stab
Rokkonsogi : H follow up to ground Azami and Suzuran, running pink slash
Yashagatana : D follow up to ground Azami and Suzuran, rifle, hits low profile moves
P Tsubaki : P follow up to air Azami, spinning pink slash
K Tsubaki : K follow up to air Azami, forward moving spinning pink slash
S Kikyō : S follow up to air Azami, downwards pink slash
H Kikyō : H follow up to air Azami, forward moving downwards pink slash

Metsudou Kushoudou : follow up super after any Azami and Suzuran, 236236H (KUSH!)

Tsurane Sanzuwatashi : Reversal super, KD if first hit lands, 236236S

Burst Tsurane Sanzuwatashi : Burst version, 236236D

Combos

Midscreen

Normal Starters

5K > 5H > 63214K~H (Rokkonsogi)

Video Example -

Damage: 87

2H > 63214K~H (Rokkonsogi) > RC > dash 5H > 63214K~P (Kuchinashi) > 5P > jc j.P > j.S > j.D

Video Example -

Damage- 171

Requires: 50 meter

Notes: hard to get KD on light weights

5K > c.S > 2D > Tatami > j.S > j.D > RC > AD Tatami > 41236S~S > 6HS > 63214K~P

Video Example:

Requires: 50 meter

Tatami Combos

Falling Tatami > dash 2D > 236K > j.S > j.P > j.K > djc j.S > j.P > j.K > j.D

Video Example - <https://youtu.be/PJG2uM9WZMw?t=6113>

Damage:

Notes:

A good combo for when you catch people chasing after you with IABD Tatami

Kire/IAD Tatami > dash 2D > jc j.P > j.S > j.P > j.K > j.623S

Video Example: <https://youtu.be/vSJ7LWlusFg?t=4816>

Damage:

CH Kire/IAD Tatami > 41236S~S > j.S > j.D > Air Dash > j.S > j.D > Air Dash > j.S > j.D > 5HS .
Kuchinashi

Video:

Damage: 218

Notes:

CH Kire Tatami > microdash 6HS > 63214K~P > 5K > jc j.S > j.D

Video Example: https://youtu.be/S7_52lnu_ac?t=331

Damage -

CH Kire Tatami > j.S > j.D > RRC > Air Dash > Falling Tatami > j.S > j.D > Air Dash > j.S > j.D > 5HS > 63214K~P

Video Example -

Damage- 230 (202-230)

Requires: 50 meter

Notes: Midscreen CH Kire Tatami high damage route. Second falling Tatami placement determines level of damage (202-217-230).

Overhead Combos

5D > j.D > j.D > j.S > j.P > j.K > jc j.S > j.P > j.S > j.P > j.K > j.623S

Video Example - https://twitter.com/_WhoisAnt/status/848524574316576768

Requires: 50 meter

Damage: 116

TK Yozansen > RC > 41236S~S > 2H > Tatami > j.S > j.D

Video example: <https://twitter.com/whensOuren/status/866357137756360704>

Notes: Universal on mid & heavy weights. j.SPSD on heavies. Delay 2H on BE.

TK Yozansen > RC > 41236S~S > 2H > 63214K~P > 5K > f.S > j.S > j.D

Video example: <https://twitter.com/whensOuren/status/866358120620150784>

Notes:

Universal on lights. Replace 2H with dash 2D on JA and RA

TK Youzansen > RC > 236K > | > 41236S, c.S > jc j.S > j.P > j.S > j.P > j.K > djc j.S > j.P > j.K > 623S

Video Example:

Damage:

TK Youzanssen > RC > AD > | > micro dash 2D > 63214K~P > 2P > f.S > 63214K~P > 2P > c.S > 63214K~P

Video Example: <https://twitter.com/moccos00/status/849573490776719360>

Damage:

Requires: 50 meter

TK Youzansen > RC > 6H > 63214K~P > 2K > c.S > j.S > j.D > AD j.S > j.D > 5H > 63214K~P

Video Example: <https://twitter.com/DNWalton/status/859949696055468032>

Damage: 199

Requires: 50 meter

Throw Combos

Throw > RC > 41236S > c.S > jc j.S > j.P > j.S > j.P > j.K > djc j.S > j.P > j.K > j.623S

Video Example:

Damage:tb

Requires: 50 meter

Notes:

Does not work on Jam, Ky, May, Johnny, Dizzy, Baiken, and Bed Man*. For Bedman, all you have to do is add f.S after c.S (Throw > RC > 41236S > c.S > f.S >...)

Throw > RC > IAD Tatami > 41236S > c.S > jc j.S > j.P > j.S > j.P > j.K > djc j.S > j.P > j.K > j.623S

Video Example:

Damage:

Requires: 50 meter

Notes:

Universal. Bedman needs a f.S for the combo to work, or else the first j.P will whiff. That's the reasoning for the combo above this one as well for Bedman. You might have to lay the 41236S after Tatami. Sometimes, rushing this combo will cause a side switch.

Throw > RC > 41236S > c.S > jc j.S > j.P > j.S > j.P > j.K > djc j.S > j.P > j.K > j.623S

Video Example:

Damage:

Requires: 50 meter

Notes:

Does not work on Jam, Ky, May, Johnny, Dizzy, Baiken, and Bed Man*. For Bedman, all you have to do is add f.S after c.S (Throw > RC > 41236S > c.S > f.S >...)

Video Example: https://twitter.com/_WhoisAnt/status/848528442047856640 (Bedman)

Anti-Air Combos

6P> jc j.S > j.P > j.K > djc j.S > j.P > j.K > j.623S

Video Example -<https://youtu.be/HTy9OS0B7DU>

Damage: 131

Notes:

Youzansen is a better option than j.D

You can Tatami Mat on the way down to catch people who tech forward. If blocked, you gain a turn for pressure again.

6P > 63214K~P > 5P > 5S > j.S > j.D > AD j.S > j.D

Video Example -

Damage: 167

Notes: Alternate to basic air sequence. Best to do it if you are sure it will hit, otherwise you'll fly across the screen and potentially be punished. If close enough to the corner you can do j.S > j.D loop, otherwise you'll gain corner carry and IAD Tatami meaty.

CH 6P > 41236S~S > 2HS > Tatami > j.S > j.D

Video Example - <https://youtu.be/j915eWH4ZEw>

Damage: 190

Notes: Midscreen CH 6P route. CH 6P gives enough time for S version of Kabari to hit. Depending on the weight of the opponent, you can substitute the 2HS for 2D, 5HS etc. Good route for when you are too far away from the corner.

CH 6P > 41236S~S > 6HS > 63214K~P

Video Example - <https://youtu.be/5xUHNzmme5Q>

Damage: 155

Notes: Variation of route listed above. Leaves hard knockdown midscreen leading to Tatami YRC setup. Needs to be experimented more. May be possible to follow up after Kuchinashi depending on character.

Kabari Combos

41236S~S > 6HS > 63214K~P > RC > 41236S~S > 6HS > 63214K~P

Video Example:

Damage: 229

Requires: 50 meter

Notes: Full Corner Carry with KD via appropriate height. RRC Must be before apex of 1st Kuchinashi*

CH 41236H~S > 6HS > 63214K~P > RC > 41236S~S > 6HS > 63214K~P

Video Example:

Damage: 229

Requires: 50 meter

Notes: CH on H Kabari, not the followup Tetsuzansen. Full Corner Carry with KD via appropriate height. RRC Must be before apex of 1st Kuchinashi

Azami Combos

CH Kuchinashi or Kikyou > 5K > c.S > jc j.S > j.D

Kuchinashi Video Example: <https://youtu.be/BypiVsLU2Hg?t=183>

Kikyou Video Example - <https://youtu.be/BypiVsLU2Hg?t=200>

Damage:

CH Kuchinashi or Kikyou > 5K > c.S > jc j.S > j.D > RC > AD Tatami > 41236S~S > 6HS > 63214K~P

Kuchinashi Video Example: <https://youtu.be/BypiVsLU2Hg?t=190>

Kikyou Video Example - <https://youtu.be/BypiVsLU2Hg?t=204>

Damage:151

Requires: 50 meter

Notes:

Roman Cancel variation that gives better corner carry and knockdown.

CH Rokkonsogi > 2D > jc j.P > j.S > j.D

Video Example: <https://youtu.be/vSJ7LWlusFg?t=4774>

Damage:

CH Rokkonsogi > 41236S~S > 2HS > 63214K~P > 5K > 5S > jc j.S > j.D

Video Example: <https://youtu.be/xOMn9hpGq48>

Damage: 218

CH Tsubaki > dash f.S > jc j.S > j.D

Video Example: <https://youtu.be/vSJ7LWlusFg?t=4694>

Damage:

CH Sakura > IAD / Kire Tatami > Kuchinashi > 5k > j.S > j.D > Air Dash > j.S > j.D > 5HS > Kuchinash

Damage: 218

Requires:

Notes: Midscreen CH Sakura BnB

Punish Combos

CH 6HS > Tatami > j.s > j.D > RRC > Air Dash > Falling Tatami > 41236S~S > 6HS > 63214K~P

Video Example -

Damage- 212-229

Requires: 50 meter

Notes: High Utility conversion combo off CH 6HS. Falling Tatami must be done quite late depending on character. Secures a knockdown from nearly any screen position.Damage is dependent on hitbox accuracy of moves.

CH 6HS > 41236S~S > 6HS > 63214K~P > RRC > (dash) 6HS > 63214K~P

Video Example -

Damage- 223

Requires: 50 meter

Notes: Close-range 6HS CH conversion combo

RRC must be timed at the appropriate mid-animation of first Kuchinashi for accurate landing

Dash / Micro-dash often needed for 3rd 6HS into Kuchinashi knockdown. Omit Third 6HS for lights.

Gives optimal corner hard knockdown

CH 6HS > 63214K > 5K > j.S > j.D > RC > Air Dash > 41236S > S > 6HS > 63214K~P

Video Example -

Damage- 212

Requires: 50 meter

Notes: Long-range conversion combo off CH 6HS

Requires a backjump on most characters if done near starting position due to trajectory for correct wall bounce. Omit last 6HS for lights.

Near Corner

Normals Starters

5K > c.S > 5HS > 63214K~HS > RC > 2HS > 63214K~P > 2K > c.S > j.S > j.D > AD j.S > j.D

Video Example - <https://clips.twitch.tv/InquisitiveEndearingJackalBibleThump>

Damage: 194

Requires: 50 meter

Notes: Potentially Incomplete

5K > c.S > 2D > 63214K~P > RC > 6HS > 63214K~P > 2P > c.S > jc j.S > j.D > AD j.P > j.S > j.D > 5HS > 63214K~P

Video Example: <https://twitter.com/oimo555go/status/847332036872241152>

Requires: 50 meter

Overhead Combos

5D6 > 6HS > 5HS > (as they fall from wall stick) Tatami > j.S > j.D > AD j.S > j.D > 5HS > 63214K~P

Damage: 159

Throw Combos

Throw > RC > IAD Tatami > j.S > j.D > AD > j.S > j.D > 5H > 63214K~P

Video Example: <https://twitter.com/DNWalton/status/859941212576518144>

Damage: 121

Meter: 50

Note: works about 1/3 screen away from corner.

Air throw > RC > | > Kire Tatami > 6HS > 63214K~P > 5P > 6P > j.S > j.D > AD j.S > j.D > 5HS > 63214K~P

Video Example: <https://twitter.com/kuma6057/status/847289165225926658>

Meter: 50

Azami Combos

CH Sakura > dash Kire Tatami > j.S > j.D > AD j.S > j.D > 63214K~P

Video Example: <https://twitter.com/nitronoodlez/status/861337203863166976>

Damage:

Notes:

Universal light weight Midscreen to Corner CH Sakura combo that works from round start positioning

CH Sakura > Kire Tatami > 63214K~P > 2D > jc j.S > j.D > AD (j.P >) j.S > j.D > 5HS > 63214K~P

Chipp Video Example: <https://twitter.com/nitronoodlez/status/861380352119640064>

Zato Video Example: <https://twitter.com/nitronoodlez/status/861382309387411456>

Damage:

Notes:

Zato and Chipp specific Midscreen to Corner CH Sakura combo. On Chipp, add a j.P to the second loop

CH Sakura > Kire Tatami > micro dash 6HS > 63214K~P > 5K > jc j.K > j.D > AD j.S > j.D > 5HS > 63214K~P

Johnny Video Example: <https://twitter.com/nitronoodlez/status/861399347786919936>

Leo Video Example: <https://twitter.com/nitronoodlez/status/861406665329053697>

Notes:

Johnny and Leo specific Midscreen to Corner CH Sakura combo. You need to delay the 6HS on Leo

CH Sakura > Kire Tatami > micro dash 6HS > 63214K~P > 2K > c.S > jc j.S > j.D > AD j.S > j.D > 5HS > 63214K~P

Video Example - <https://twitter.com/nitronoodlez/status/861414020389240832>

Damage:

Notes:

Potemkin and Haehyun specific Midscreen to Corner CH Sakura combo

Corner

Normal Starters

2K > c.S > 2D > Tatami > 5HS > 63214K~P > c.S > jc j.S > j.D > AD > j.S > j.D > (f.S/5HS) > 63214K~P

2K > cS > 2D > Tatami > j.S > j.D > AD j.P > j.S > j.D > 5H > 63214K~P

Video example: <https://twitter.com/whensOuren/status/859213798162477056>

Notes: Universal combo on mid and heavy weights (swap ad jPSD for ad jPKD on heavies). Works even after 4 hits before Tatami.

2K > cS > 2D > Tatami > j.S > j.D > AD j.S > j.D > 63214K~P

Video example: <https://twitter.com/whensOuren/status/859409940095655937>

Notes: Universal combo on light weights. Works even after 4 hits before Tatami.

j.D YRC > | > 6H > 63214K~P > 2P > c.S > jc j.S > j.D > AD j.S > j.D > 5H > 236236S/D

Video Example - <https://twitter.com/notBaf0/status/847256858821709825>

Damage:

Requires: 75 meter, Burst if you want the extra damage from Burst super

Tatami Combos

Kire/IAD Tatami > j.S > j.D > AD j.S > j.D > 6HS > 63214K~P

Video Example: <https://youtu.be/vSJ7LWlusFg?t=5220>

Falling Tatami > dash 2K > c.S > 2D > Tatami > j.S > j.D > AD j.S > j.D > 63214K~P

Video Example - <https://twitter.com/whensOuren/status/859409940095655937/video/1>

Damage -

Notes:

Works on lights.

Falling Tatami > dash 2K > c.S > 2D > Tatami > j.S > j.D > AD j.P > j.S > j.D > 5HS > 63214K~P

Video Example - <https://twitter.com/whensOuren/status/859213798162477056>

Damage -

Notes:

Works on mids and heavies. Last rep for heavies is j.P > j.K > j.D

Overhead Combos

[2D > 236K or TK Youzansen] > RC > 6H > 63214K~P > 5K > hjc j.S > j.D > AD j.S > j.D > 5H > 63214K~P

Video Example -

Damage:

Requires: 50 meter

Notes:

corner only big damage combo; if you can't pick up with 5K use 5P into j.P etc instead

TK Youzansen > RC > dash 6H > Tatami > 63214K~P > 5K > j.S > j.D > AD j.S > j.D > 5H > 63214K~P

Video example: <https://twitter.com/whensOuren/status/866339376250454022>

Notes: Universal on mid weights except AS SL. 2nd rep is j.K > j.S > j.D on JO LE.

TK Youzansen > RC > delayed 6H > 63214K~P > 5K > c.S > jc j.S > j.D > AD j.S > j.D > 6H > 63214K~P

Video example: <https://twitter.com/whensOuren/status/866339841696550912>

Notes: AS SL route.

TK Youzansen > RC > 41236S~S > 2H > 63214K~P > 5K > jc j.K > j.D > AD j.S > j.D > 63214K~P

Video example: <https://twitter.com/whensOuren/status/866340273072328704>

Notes: Universal on light weights. Replace 2H with 6H on BA.

TK Youzansen > RC > 6H > Tatami > 6H > 63214K~P > 5K > j.K > j.D > AD j.S > j.D > 5H > 63214K~P

Video example: <https://twitter.com/whensOuren/status/866340766368575489>

Notes: BE KU route. Delay 6H pick up after RC on BE.

TK Youzansen > RC > 6H > Tatami > 6H > 63214K~P > 5K > c.S > j.S > j.D > AD j.P > j.S > j.D > 5H > 63214K~P

Video example: <https://twitter.com/whensOuren/status/866341069797109763>

Notes: PO route.

TK Youzansen > RC > | > j.S > j.D > AD j.S > j.D > micro dash f.S > jc j.S > j.D > AD j.S > j.D

Video Example - <https://twitter.com/kuma6057/status/847348278177837057>

Damage: ?

Requires: 50 meter

TK Youzansen > RC > j.D > cS > jc j.S > j.D > AD j.S > j.D > 5HS > 63214K~P

Video Example: <https://youtu.be/BypiVsLU2Hg?t=68>

Damage:

Requires: 50 meter

TK Yozansen > RC > dash 6H > 63214K~P > 2K > c.S > jc j.S > j.D > AD j.S > j.D > 5H > 63214K~P

Video Example: <https://youtu.be/F8bfBIXVnPU?t=7m40s>

Damage:

Requires: 50 Meter

TK Yozansen > RC > 41236S~S > j.S > j.D > AD j.S > j.D > 5H > 63214K~P

Damage: 187

Requires: 50 meter

TK Youzansen > RC > micro dash 6HS > Tatami > j.D > 6HS > 63214K~P > 2D > jc j.S > j.D > AD j.P > j.S > j.D > 63214K~P

Video Example - <https://twitter.com/zonekensan/status/870532573725835264>

Requires: 50 meter

5D6 > 6H > 6H > 2H > Tatami > j.S > j.D > AD j.K > j.S > j.D > 5H > 63214K~P

Video example: <https://twitter.com/whensOuren/status/863002101009592321>

Notes: Universal on mid weights. Delay 2H. Delay your jump after tatami on everyone except JO LE. On SL replace jKSD with jSD.

5D6 > 6H > 6H > 2H > Tatami > j.S > j.D > AD j.S > j.D > 5H > 63214K~P

Video example: <https://twitter.com/whensOuren/status/863002594482024448>

Notes: Universal on heavy weights (BE KU PO). Don't delay delay 2H.

5D6 > 6H > 6H > 6H > 63214K~P > 5K > j.K > j.D > AD j.S > j.D > 63214K~P

Video example: <https://twitter.com/whensOuren/status/863003333212155904>

Notes: Universal on light weights except BA EL.

5D6 > 6H > 6H > Tatami > j.S > j.D > AD j.S > j.D > 63214K~P

Video example: <https://twitter.com/whensOuren/status/863004071581581313>

Notes: BA EL route. Delay cancel into Tatami a lot.

j.S > j.P > j.K > 63214K~P > 5K > j.K > j.D > AD j.S > j.D > 63214K~P

Video Example: https://twitter.com/baiken_kei/status/873594250566410240

j.S > j.P > j.K > 6H > 63214K~P > 5K > j.S > j.D > AD j.S > j.D > 5H > 63214K~P

Video Example: https://twitter.com/baiken_kei/status/873590869768626176

j.S > j.P > j.K > 6H > 63214K~P > 5K > 6P > j.S > j.D > AD j.S > j.P > j.S > j.D > 5H > 63214K~P

Video Example: https://twitter.com/baiken_kei/status/873602303198023680

Throw Combos

Throw > 2D> hjc j.S > j.D > AD j.S > j. D > 5H > 63214K~P

Video Example -

Damage:

Notes:

stable corner throw combo which ends in KD; on light weights omit the 5H

Throw > 5H > Tatami > sj.S > j.D > AD j.S > j.D > | > j.S > j.D > AD j.S > j.D

Video example - <https://www.youtube.com/watch?v=vSJ7LWlusFg&feature=youtu.be&t=1799>

Damage:

Notes: Might need to end with air dash > j.P > j.S > j.D against heavier characters (Bedman video example: https://www.youtube.com/watch?v=F6ti14_XLFQ&feature=youtu.be&t=1757)

Throw > 5H > Tatami > 63214K~P > 5K > j.S > j.D > AD j.S > j.D > 5H > 63214K~P

Video example: <https://twitter.com/whensOuren/status/861316882703548416>

Notes: Universal combo on mid weights. Second rep is j.P > j.S > j.D on JO LE.

Throw > 5H > Tatami > 6H > 63214K~P > 5K > 2D > j.S > j.D > AD j.K > j.S > j.D > 5H > 63214K~P

Video example: https://youtu.be/I_Ck9V1pvsW

Notes: KU PO route.

Throw > 5H > Tatami > 6H > 63214K~P > 5K > j.K > j.D > AD j.S > j.D > 5H > 63214K~P

Video example: <https://twitter.com/whensOuren/status/861319165931663364>

Notes: BE route. Delay the first 5H quite a bit so you can land 6H after Tatami.

Throw > 5H > 6K > 63214K~P > 5K > j.S > j.D > AD j.S > j.D > 63214K~P

Video example: <https://twitter.com/whensOuren/status/861201303162294272>

Notes: Universal on light weights except IN JC RA. Delay 5H.

Throw > 5H > 63214K~P > 5K > j.S > j.D > AD j.P > j.S > j.D > 63214K~P

Video example: <https://twitter.com/whensOuren/status/861203620917858308>

Notes: IN JC RA route. No delay on 5H.

Air throw > RC > | > hj.IAD Tatami > 6HS > 63214K~P > 5P > 6P > j.S > j.D > AD > j.S > j.D > 5HS > 63214K~P

Video Example - <https://twitter.com/kuma6057/status/847291630914682881>

Damage:

Notes:

41236S/H~P > 6H > 63214K~P > 6P > jc j.S > j.D > AD j.S > j.D > 5H > 63214K~P

Video Example: <https://youtu.be/BypiVsLU2Hg?t=98>

Damage:

Notes:

Anti-Air Combos

6P > jc j.P > j.S > j.D > AD j.S > j.D > 6HS > 63214K~P

Video Example: <https://youtu.be/vSJ7LWlusFg?t=4536>

Damage:

Air to Air CH j.HS > | > j.S > j.D > AD j.S > j.D > 6HS > 63214K~P

Video Example: <https://youtu.be/vSJ7LWlusFg?t=4845>

Kabari Combos

41236H~S > 6HS > 63214K~P > 5K > jc j.S > j.D > AD j.P > j.S > j.D > 5HS > 63214K~P

Notes:

H Kabari route for mid weights.

41236H/S~S > 2HS > 63214K~P > 5K > jc j.K > j.D > AD j.S > j.D > 63214K~P

Video Example - <https://twitter.com/whensOuren/status/870375201342664704>

Damage

Notes:

Universal S-Kabari corner route on light weights.

41236S~S > 2HS > 236K > 63214K~P > 5K > jc j.K > j.D > AD j.S > j.D > 63214K~P

Video Example - <https://twitter.com/whensOuren/status/870374975735304192>

Damage:

Notes:

Universal S-Kabari corner route on mid weights except JO LE.

41236S~S > 2HS > 236K > 63214K~P > 5K > c.S > jc j.S > j.D > AD j.P > j.S > j.D > 5HS > 63214K~P

Video Example - <https://twitter.com/whensOuren/status/870375539252625408>

Notes:

BE JO LE route. Pick up with 5P c.S on BE

41236S~S > 2HS > 236K > j.S > j.D > AD j.P > j.S > j.D > 5HS > 63214K~P

Video Example - <https://twitter.com/whensOuren/status/870375725597167618>

Notes:

KU PO route.

41236S~S > Himawari > 2d > jc > jk > js > jd

Corner only

171 damage

Opponent can tech out at the end, it's best to either use this to close a round or if you have some kind of plan, Kaburai > Himawari is not a true combo

Azami Combos

CH Sakura > dash 6HS > Tatami > j.S > j.D > AD j.S > j.D > 6HS > 63214K~P

Video Example - <https://youtu.be/vSJ7LWlusFg?t=6169>

Damage -

CH Sakura > dash 6HS > 63214K~P > 5K > jc j.S > j.D > AD j.S > j.D > 63214K~P

Video Example - <https://twitter.com/whensOuren/status/864967633850040320>

Damage -

Notes:

Universal CH Sakura route for lights. For very low wall splats, you have to replace dash 6HS with IAD Tatami as seen in the second combo in the video example

CH Sakura > IAD Tatami > 63214K~P > 5K > jc j.S > j.D > AD j.S > j.D > 5HS > 63214K~P

Video Example - <https://twitter.com/whensOuren/status/864968396617768960>

Chipp and Zato Specific Example - <https://twitter.com/whensOuren/status/864969464235864064>

Damage -

Notes:

Universal CH Sakura route for mids except Chipp, Zato, Johnny, Leo. For very low wall splats, you have to delay Kuchinashi after the IAD Tatami. For Chipp and Zato, you need to swap the first j.S for j.K

CH Sakura > IAD Tatami > 6H > 63214K~P > 5K > jc j.K > j.D > AD j.S > j.D > 5HS > 63214K~P

CH Sakura > IAD Tatami > 63214K~P > 5K > jc j.S > j.D > AD j.K > j.S > j.D > 5HS > 63214K~P

Video Example - <https://twitter.com/whensOuren/status/864970002029522944>

Damage -

Notes:

CH Sakura route for Johnny and Leo. 2nd route is for high wall splats and is the 2nd combo demonstrated in the video example

CH Sakura > IAD Tatami > 6HS > 63214K~P > 5K > jc j.K > j.D > AD j.S > j.D > 5HS > 63214K~P

Video Example - <https://twitter.com/whensOuren/status/864970566830313472>

Damage -

Notes:

CH Sakura route for Bedman. For very low wall splats, delay 5HS

CH Sakura > dash 6HS > 236K > 6HS > 63214K~P > 5K > jc j.K > j.D > AD j.P > j.S > j.D > 5HS > 63214K~P

Video Example - <https://twitter.com/whensOuren/status/864971245544251392>

Damage -

Notes:

CH Sakura route for Potemkin. For high wall splats, remove the j.P and delay the 5HS. The second combo seen in the video example demonstrates the high wall splat route.

CH Sakura > 6H > Tatami > 6H > 63214K~P > 5K > jc j.K > j.D > AD j.S > j.D > 5HS > 63214K~P

CH Sakura > IAD Tatami > 6H > 63214K~P > 5K > jc j.K > j.D > AD j.S > j.D > 5HS > 63214K~P

Video Example - <https://twitter.com/whensOuren/status/864972298222174208>

Damage -

Notes:

CH Sakura route for Kum. Do j.P > j.S > j.D for the second rep for very low wall splat. 2nd route is for high wall splats and is the 3rd combo demonstrated in the video example

CH Sakura > Kire Tatami > SJIAD j.D > 6P (c.S) > (j.c) j.s > j.D > AD j.S > j.D > 5HS > 63214K~P

Video Example -

Damage - 225

Works On: Sol, Ky, Answer, Zato, Faust, Sin

Notes:

Very low wall splat route, does not often work above a certain height. c.S can be substituted for 6P if height correction is an issue.

6P / c.S must be delayed for Zato, Faust, Leo, Sin

Out of Corner CH Rokkonsogi > 5HS > 63214K~P > 5K > jc j.S > j.D > AD j.S > j.D > 5HS > 63214K~P

Video Example -

Damage - 230

Works On: Sol, Ky, Chipp. Faust, Axl, Ram,

Notes: Omit last 5HS/Kuchinashi for Lights

Faust / Raven Requires CH Rokkonsogi > 6HS

Out of Corner CH Rokkonsogi > No-delay 6HS > 63214K~P > 5K > c.S > jc j.S > j.D > AD j.S > j.D > 5HS > 63214K~P

Video Example -

Damage - 233

Works On: Bedman, Haehyun, Potemkin

Notes:

Out of Corner CH Rokkonsogi > 6HS > 63214K~P > 5K > c.S > jc j.S > j.D > AD j.S > j.D > 5HS > 63214K~P

Video Example -

Damage - 239

Works On: Johnny, Leo

Notes:

Out of Corner CH Rokkonsogi > 6HS > 63214K~P > 5K > jc j.K > j.D > AD j.S > j.D > 5HS > 63214K~P
Video Example -
Damage - 244
Works On: Zato
Notes:

Punish Combos

6H > Tatami > 6H > 63214K~P > 5K > c.S > jc j.S > j.D > AD j.S > j.D > 5H > 63214K~P (12 hit)
Video Example - <https://youtu.be/R6rFKA7rk6M?t=18762>
Dmg: 65% - 70%
Requires: 0 meter

Helpful Tips and Information

I'm having trouble getting the airdash after the first j.D in Baiken's Dustloop. HALP!

This is a common problem people have but unfortunately, there isn't a lot of help that we can offer. It's really mostly about getting a good feel for the timing on when you can airdash after Baiken's j.D. You can air dash a bit after Baiken starts falling after she recoils from firing her cannon so the best thing you can do is to train yourself to visually confirm Baiken recoiling and falling from firing her cannon and timing your airdash input accordingly. You'll also want to make sure you're doing the 66 motion as fast as possible. It's somewhat of a small thing but if you aren't accustomed to double tapping the 6 direction fast, it's possible you're just inputting the 66 for the air dash too slow for the window of time open to you to do the air dash.

There are other things you can do like making sure to do j.D at the peak of Baiken's jump but at the end of the day, your ability to consistently land the air dash will come down to learning the timing completely.

Getting knockdowns on lights in the corner

It can be tricky getting Kuchinashi to give you a knockdown at the end of a combo against lights. You'll need to add one of the following adjustments to the combo

1. MOST RECOMMENDED: Link Kuchinashi raw instead of doing 5H/6H > Kuchinashi
2. Add delays to manually fix the height problems. Kuchinashi won't give knockdown if the opponent is too high. However, if you add delays either while comboing them in the air during the dustloop or when 5HS at the end, you can get them low enough to get the knockdown

Getting knockdowns from Kuchinashi in general

Whether or not you get a knockdown after you hit an airborne opponent with Kuchinashi is dependent on how high they are in the air. If they are too high, Kuchinashi won't give a knockdown. For this reason, you'll find there are several character specific routes for each combo to properly control the height of your opponent to get a knockdown at the end. If you're having trouble getting knockdown from Kuchinashi, be sure to double check that you are using the appropriate variation of a combo for the character you are using it on.

Another solution that can sometimes help is delaying the 5HS before Kuchinashi, which will allow the opponent to fall down lower to get them at a proper height.

Additionally, if you visually confirm that the opponent is too high, you can also try swapping 5HS for 6HS since it has more startup and will work similar to delaying 5HS

Quickest Possible Suzuran > Azami Followup

If you're having trouble doing the quickest possible Suzuran cancel into an Azami followup, there is a small trick you can use. Normally you can't press the K for the Suzuran input and the button for your followup at the same time to make it come out. However, if you let the stick or d-pad go back to neutral, you'll be able to press both buttons at the same time for your input to do a Azami followup from Suzuran. So for example, if you want to do a quick Kuchinashi cancel, you can input 632145K+P.

Character Specifics Lists

Combo Videos

Baiken Combos by Keminao

NicoNico - <http://www.nicovideo.jp/watch/sm30944932>

Youtube - <https://www.youtube.com/watch?v=BypiVsLU2Hg>

New World - Baiken CMV by Kei

NicoNico - <http://www.nicovideo.jp/watch/sm30994885>

Additional Combo Resources

Koichi's Pre-Release Write-Up -

<https://www.evernote.com/shard/s448/sh/0cf4c1ba-ce69-4352-867a-ade75d6cc1a5/274da5635af91d1464a55853d94cb5fd>