

Strive I-No Basic Combo Doc.

If you have any suggestions or find anything confusing just ping me in the I-No Discord @Sabesaroo#6935. Hope you find this document useful. 👍

Combos are written in the format 'starters: rest of combo', for example 2K/j.S: 6H H-Stroke means you can hit them with either 2K or j.S and then hit 6H H-Stroke for the rest of the combo. Note is 214P, HCL is 214K, dives are aerial 236K/S/H, dive bounce is pressing the same button you used for the dive again, and strokes are grounded 236S/H.

To start, here are a couple of ways to use RC. These work after a lot of the combos below because they work after most S or H Strokes.

Midscreen **RRC** extension: 66 j.D c.S 5H H-Stroke

Adds decent damage and lots of corner carry. Sometimes need to delay c.S.

Close to corner **RRC** extension: 66 j.D c.S 6H H-Stroke wallbreak

If you carry them to the corner after a medium length combo.

Your best wallbreak options are 5[D] (charged 5D), HCL if out of 5[D] range, and Fortissimo if you want a bit of extra damage or oki. If the wall breaks early don't worry about it, just use 5[D]/HCL/Fortissimo like normal. Eventually you'll get used to when it's about to break and will be able to adjust your combos.

Now, have some combos. Not all of these are optimal but they should be easier to remember because I tried to use similar routes where possible. That said, they are still decent combos which mostly do nice damage or lead into oki so it's fine to stick with these for a while. Super optimal combos might be a bit better, but learning other aspects of the game and character is more important when you're just starting out.

2K/j.S: 6H H-Stroke

Your bread and butter midscreen combo. At close range you can do 2K or hover j.S for a high/low mixup into this combo. Decent damage and good oki.

2K: 2D Note

Unimpressive damage but great oki. Works from a bit further out than 6H.

Keep in mind that note cancelled from max range 2D will not hit meaty, the 2D has to hit at a bit closer range.

5K: 2D Note

Better damage than 2K 2D but not a low starter. Good as a frametrap or as a mid-range poke or punish.

Corner **2K/j.S: 6H** delay **HCL** 66 **j.H H-Dive** bounce **j.S** wallbreak

Bread and butter corner combo. Only delay the HCL very slightly. You want them to fall into the HCL while it's active, if it hits instantly you did it too late.

Corner **2K/j.S: 6H** delay **HCL** 66 **j.H 5K S-Stroke**

Similar corner combo if the wall is already partly broken, which it will often be. Just do the same combo but then 5K S-Stroke instead of H-Dive.

5K/2S/f.S/2H: HCL

Simple conversion from pokes. Only hits standing opponents.

2S/f.S/2H: S-Stroke

Hits crouching opponents too. After the S-Stroke you can 2S or 2H to stop them jumping or mashing, and if they start respecting that you can hover j.S. Probably worth spending meter on RC if you can to get good oki though.

j.H: 2S S-Stroke

Simple combo for when you're too far for good oki and just meaty with j.H. Once they start respecting the long range j.H you can go for mixups.

Counter **j.H: 66 j.S 6H H-Stroke**

Good combo if people try to mash out of your meaty or just get ch in neutral.

c.S: 2H S-Stroke

Frametrapped option with decent damage.

Counter **c.S: IAD j.S 6H H-Stroke**

Great damage and carry if they were mashing and not too hard to confirm.

Counter **2S/f.S/2H: H-Stroke 6H H-Stroke**

Frametrapped, poke, or punish combo. Does not work on I-No, Ram, or Faust.

Counter **2S/f.S/2H: H-Stroke 2D Note** vs I-No, Ram, or Faust

Worse damage but you get good oki.

Counter **2S/f.S/2H: H-Stroke 2H S-Stroke** vs I-No, Ram, or Faust

Good if you need a bit more damage or if you want to extend with RC.

Counter **6P: H-Stroke**

6P counter poke combo. Use the stagger for oki. If you're out of stroke range you can just note but most pokes with that reach clash with 6P anyway.

Anti air **6P: S-Stroke**

Very consistent, works on counter or normal hit. You can hover j.H for a meaty afterwards. You can also just cancel 6P into note if it counter hit.

Anti air counter **6P: H-Stroke**

Bit more damage and good oki, but won't work if they're too low to the ground.

Air to air **j.P: j.P S-Dive**

Quite consistent. If the dive won't hit just whiff it anyway, you're still plus.

Air to air **j.K/j.S: jump cancel j.S j.H S-Dive**

Same as the last combo, just whiff dive if it won't hit. Better damage, but it might be harder to hit a j.K or j.S than a j.P air to air.

Counter **S-Stroke: walk 6H H Stroke**

Need to walk a tiny bit before 6H.

Counter **S-Stroke: 2D Note**

If you're not close enough to 6H.

Corner counter **S-Stroke: walk 6H delay HCL 66 j.H H Dive bounce j.S wallbreak**

Same basic corner route but you need to walk a tiny bit before the 6H.

Corner counter **S-Stroke: 2D Note**

If you're not close enough to 6H, same as midscreen.

H-Stroke: 6H H-Stroke

Best combo from H-Stroke, but does not work on I-No, Ram, or Faust.

H-Stroke: 2D Note vs I-No, Ram, or Faust

Low damage but good oki.

H-Stroke: 2H S-Stroke vs I-No, Ram, or Faust

Good if you need a bit more damage or if you want to extend with RC.

Counter **H-Stroke: 66 j.H 6H H-Stroke**

Great damage into oki.

Corner counter **H-Stroke: 6H delay HCL 66 j.H H-Dive bounce j.S wallbreak**

Standard corner route.

j.D: H-Dive bounce

Not much damage but decent corner carry.

j.D: S-Dive 22RRC 66 j.D c.S 5H H Stroke

The basic RC extension. Can 6H if you reach the corner too. However, you need to downwards drift RC after S-Dive. Easier using the dash button.

Corner j.D: H-Dive bounce j.P slight delay j.P 6H HCL wallbreak

Decent meterless route. You can just mash out 3 j.Ps if you don't want to bother with the delay but this delay combo is a lot better and not too hard.

Counter j.D: airdash cancel j.S 6H H-Stroke

Pretty consistent midscreen combo. In the corner just land 6H into BNB.

5[D]: j.H jump cancel j.H j.S j.H j.S jump cancel j.H j.H

Very high damage punish or occasional mixup. Delay the first j.H a tiny bit to make it consistent against every character.