

Why are my combos dropping?

Merkava version

This will be a rundown of common routes and reasons they might be dropping for you.

Mid Screen

2CC – 6[C] – j.6D - j.A - j.B - 66C - 66B - 66C - 66 - 2C – 4B

- 6C is whiffing - 6C is not held down to get the charged version.
- j.6D isn't coming out - D is pressed too soon, D is pressed while holding 9 instead of 6.
- 66C is whiffing - j.6D is not done instantly after jumping, j.A - j.B are not done as soon as possible, The C in 66C is pressed too late, 6[C] isn't fully charged.
- 66C isn't coming out at all - 66C is buffered too soon.
- 2C is whiffing - 2C isn't done soon enough.
- 4B is whiffing - 4B isn't done as soon as possible after 2C.
- 4B is coming out as 214B - 4B is pressed within 4 frames after returning to 5 after 2C.
- The 66B or the second 66C is whiffing - The button is pressed too late after the previous move has recovered.

2A/2B - 2CC - 6[C] – j.6D - j.A - j.B - 66C - 66B - 66C – 66 - 2C - 5C – 4B

- 5C or 4B is whiffing - You're not dashing properly after 66C, you're using too many moves before the first 2C.

2A/2B - 2C - dl 623A - 66C - 66 - 2C - dl 3C - j.214[A]~6 - 2C - dl 5C - 4B

- 66C is whiffing, Delay the 623A more. It's character specific how much you need to delay and some characters will drop no matter what if done from afar. Combos on Eltnum can even benefit from doing 623A sooner.
- j.214[A] is whiffing, delay the 3C more or delay the j.214[A] if done on big-body characters.
- 2C is whiffing, hold 6 for longer and/or earlier after doing j.214[A].
- 4B is whiffing, delay 5C more.

2C - 5AA - 66B - dl 623A - 66C - 66B - link 5B – j.C - j.A - j.B – 66C

- 66B or 5B is whiffing - The button is pressed too late after the previous move has recovered.
- 5B isn't coming out at all - 5B is buffered too soon
- j.C is whiffing - j.C isn't done as soon as possible after jumping.
- The first 66C is whiffing - Chaos among other characters is more difficult to link moves on after 623A. you need to delay the following move more or delay the 623A more.

- The last 66C is whiffing - j.A isn't delayed enough, the goal is to be as close to the ground as possible when the last hit of j.B connects.

Counter Hit 2C - 5AA - 66B - dl 623A - 66C - 2CC - j.C - j.A - j.B - 66C

- j.A or the last 66C is whiffing - The j.C isn't delayed enough

Counter Hit 5B - 5[C] - 9 dl j.6D - j.C - j.A - land 2C - dl 623A - 66C - 66 - 2C - 5C - 4B

- j.C is whiffing, j.6D isn't done early enough or j.C is delayed too much.
- 2C isn't coming out, 2C is pressed too soon after landing.

623A - 2B - 4B - 2CC - dl j.C - j.A - j.B - 66C - 66 - 2C - 5B - 4B

- 2B or 4B is whiffing - 623A hit the opponent from too far away.
- 66C is whiffing - j.C isn't delayed enough.

236C - 66 - 9 - j.B - dl j.A - j.C - 66B - 5B - 6C - j.6D - j.A - j.B - 66C - 66 - 2C - 5C - 4B

- j.A or 66B is whiffing - You need to run for quite a bit before jumping to get close enough. As usual you want to be as close to the ground as possible when the last jump move hits.
- j.B is whiffing - j.B should be done as soon as possible after jumping.
- First or second hit of 66B is whiffing - Delay j.A more, dash further before jumping.

2C - Far 623A - 623B - 22C - 66B - dl 623A - worm hit - 66C - 66 - 2C - 5C - 4B

- 22C is whiffing - 22C can be done very early, even before you land completely.
- Worm hit or 66C is whiffing - Run up further before 66B so that the worms jump from behind you, delay the second 623A more so that they are lower when worms attack.

2C - 623A - 66C - 2C - 236B - 236C - 214B - CVO - dl 2C - 236B - IW

- 214B is whiffing - The button is pressed too late after the previous move has recovered.
- 66C is whiffing - 623A hit the opponent from too far away.

Corner

2C - 623A - 3C (1) - j.214[A] - 66C - j.214[A] - 66C - j.214[A] - 66C

- The first j.214[A] isn't coming out - Time the button with the hit effect of 3C (1).
- 66C is whiffing after 3C (1) - j.214[A] - The j.214[A] isn't charged fully, 66C is done too late after landing.
- 66C is whiffing later in the combo - The j.214[A] before needs to be delayed more.

2C - 3C (1) - j.214[A] - j.2C - tk j.214[B] - 5C - 6C - j.6D - j.A - j.B - 66C - j.214[A] - 66C

- j.2C isn't coming out - You're either too late or too early, try delaying more.
- tk j.214[B] becomes a j.B - The 214 is done too soon, you're missing 4 in 2147, you're pressing B too late.
- 5C is whiffing - 5C is pressed too late; Time it just before you land from j.214[B].
- The first 66C is whiffing - Dash a bit before pressing C, slightly delay j.B.

623A - 3C - j.214[B] - 2C - 5C - 6C - j.C - j.A - j.B - 66C - j.214[A] - 66C

- 2C is whiffing - j.214[B] needs to be done closer to the ground.
- 66C is whiffing - j.C and j.A needs to be delayed more.

5C - 2C - dl 623A - 3C (1) - j.214[A] - j.2C - tkj.214[B] - 5B - 6C - j.6D - j.A - j.B - 66C - j.214[A] - 66C

- j.2C is whiffing - 623A and/or 3C needs to be delayed more.

Side Switch

2CC - 4B - 9 - j.2C (lands other side) - 2C - FF

- j.2C isn't switching side - j.2C needs to be delayed more.
- j.2C is whiffing - j.2C needs to be done sooner.

2C - (5A) - 4B - 66B - 66 (run under) - 3C

- 3C becomes a 2C - You aren't on the other side; run further
- 3C is whiffing - 3C needs to be done sooner.

5B - dl 2C - Side switch dl 5C - 6C - j.C - j.A - j.B - 66C - j.214[A] - 66C - j.214[A] - 66C

- 2C is whiffing - Delay 2C more, doesn't work on CH.
- 2C doesn't come out - 2C needs to be done sooner.
- 5C the same way as 2C or it is coming out the correct way but whiffing - 5C needs to be delayed more.

j.2C - 2B (1) - 2C - Sideswitch dl 5B/5C - 6C - j.6D - j.A - j.B - 66C - dl j.214[A] - Ender

- 2C is whiffing - Make sure the combo works on that character; you can check by seeing if the second hit of OTG 2B connects

Vorpal Strip

2C - 5B - 6C - j.6D - j.A - j.B (1) - j.2C - otg j.2C - link A+B+C

- OTG j.2C becomes a j.C - C needs to be pressed later.

- VO is whiffing - j.2C needs to be done as soon as possible after jumping, jump forward or backwards to make it come out closer to the ground, VO needs to be done sooner and not charged at all.

2C - 623A - 22C - 2CC - dl j.C - dl j.A - j.B - 66 - worm hit - dl 4B - worm hit x2 - VO

- 2C is whiffing - There's no reason not to mash 2C; the timing is fairly strict.
- The first worm hit is whiffing - Delay jump moves more.
- The second worm hit is whiffing - Delay 4B more.

2C - 623A - 2B - 4B - dl j.2C - VO

- VO is whiffing - jump as soon as possible and delay the j.2C so that you are closer when it hits.