

Mai Natsume Centralfiction 2 Combos & BnBs

The guide is still a work in progress where I'll be expanding with more combo routes, and will be working to get video examples of as much of the list as possible as well

[BBCF2 Combo Doc Playlist](#)
[BBCF Mai Tech/Concepts Playlist](#)
[BBCF1 Combos/Tech Playlist](#)
[BBCF2 Combos/Tech Playlist](#)

Notation Guide:

#X inputs: any button press that can be applied to the current route. **Ex:** "5XAA" can be either 5AAA or 5BAA and still get the same variable arts combination.

Uppercase/Lowercase lettering (A/a): Uppercase lettering signifies attacks that hit the opponent and lowercase signify attacks that whiff or are blocked.

Ex: 5xcB means the 3rd hit in the string is the attack that hits the opponent and starts the combo.

This may also apply in some combo routes where a specific hit may be whiffed in the string, however this is fairly uncommon in optimal routes.

[#] / [Button]: This notation means for this button to be held down during this moment. This will be most common for Mai's attack into stance which is 5x[B] and her 214[D] distortion drive which increases in power if the input is held for a very brief period.

236X! : The exclamation point added to the end of Mai's Himeyuri(236X) is to represent the just frame hit (commonly referred to as "Tipper") in a combo string which you'll often see in certain types of routes as they require that specific type of hit for the combo.

~ : This symbol means that you want to delay the timing between inputs noted at that point. You'll often see this to mark the difference between which version of Mai's Himeyuri(236X/236~X) and her Suzuran's normal and enhanced versions(214X/214~X). It will be used as well for delaying timing between D spear throws and the redirected attack.

Additional Notes:

- 5x[B]6A/C > 66 > 5CC combos are sadly not universal but only have 7 characters you cannot use them on. Those characters are:

Ragna, Taokaka, Tsubaki, Hakumen, Valkenhayn, Kokonoe, and Izanami

- For **Tager** and **Susanoo** you need to actually link with 5BC instead of 5CC or you'll drop the link on them

-When doing the 5AA/5BA > 2A link there are 6 characters you must always microdash into 2A, even at point blank if they are standing. Those characters are: **Litchi, Nu, Lambda, Mu, Relius,** and **Izayoi**

- Quite a bit of Mai's BnB routes can overlap into each other when swapping starting buttons (such as 5B for 5A, or 5B for 5C) so most, if not all combos that are no different from an already listed route but with a different button will probably not be repeated(**Ex:** 5AAA > 236B and 5BAA > 236B are identical aside from one button), unless they expand or have deviations that might require that starter.

-A universal way to force a combo extension with a rapid cancel for screen carry and/or to push more damage in routes is when you use 236C you can rapid into j2DD > 214~C >etc. (This is great at extending 2ABC/2BC > 236C >214C midscreen routes)

What options you have to finish the route will be based on your starter and how long the combo has gone on for, but it helps for adding damage with late overdrive activations into enders and corner to corner combing.

-Due to the system changes on hitting someone into spin state from a crouching position the spin state will last for a slightly longer duration. For Mai this applies to the last hit of 5XAA and if you 236 after that hit, you can now link a 5A or 2A if you did this to a crouching opponent. For some characters 5A cannot work on them short of a fatal counter, but a 2A link will always work on everyone.

-Distortion Drive combo enders:

To figure out a combos' damage at the end of a route, the minimum damage of 236D is 3 hits for 920 damage(2 hits of 240 rising and the drop for 440).

214D has 3 levels but only levels 1 & 2 can actually be landed in a route. The minimum damage for 214D and 214[D] are 450 and 600 and because of forced untechable time always ensures 236D can follow up afterwards in the corner.

The most common enders into 236D are:

5XAA, 5B[B]6A(corner only), 2B/2BC, 5C/5XC/5XC[C], and 2C > 236C > 214A.

The most common enders into 214D are:

5XAA, 5BB(on an airborne opponent), 2B/2BC, and 5xC[C].

Midscreen Routes

A Confirms (5A/2A):

5AAA > 236~C > 214C **1927 Damage** ([Video](#))

5AA > 2ABC > 236~C > 214C **1944 Damage** ([Video](#))

- (Very close confirm / microdash helps)

5A[B]A > 2ABC > 236~C > 214C **2281 Damage** ([Video](#))

- (Microdash helps when not point blank)

2ABC > 236~C > 214C **1572 Damage** ([Video](#))

5AAA > 236[2]ABC > 236~C > 214C **2247 Damage** ([Video](#))

- Carries 3/4ths screen
- (Crouching Only /Jubei)

5A[B]6A > 66 > 5CC > 236A! > 66 > 5AA > jBC > jBC > 214C **3283 Damage** ([Video](#))

- Character Specific(See "Additional notes" above)
- 2A5A[B]6A starter also works for 2450 Dmg
- (5CC > 236A!) can be done as 5CC[C] > 236A! which adds consistency for an overall damage loss

Metered (Crush Trigger/Rapid Cancel)

In Progress

Overdrive

In Progress

B/C Confirms (5B/2B/5C/2C):

- Note: Every A confirm combo above can be swapped/skipped with B for the first hit and be done for better damage and with more time to connect links

5BA > 5BAA > 236[2]ABC > 236~C > 214C **2818 Damage** ([Video](#))

- (Crouching Only /Jubei)

5CC[C] > 236[2]ABC > 236~C > 214C **2633~3326 Damage** ([Video](#))

- (5AC[C]/5BC[C] Works on crouch confirm/ Jubei)
- (Damage varies based on how soon or late you cancel stabs)
- (5AC[C] must be cancelled early to combo)

5CCC(3) > 2D > 236 > 2C > 8D~D > 236C! > 214~C > 5C > jBC > jBC > 214C **3403 Damage** ([Video](#))

- (Must confirm 5C at point blank range)
- (Must cancel multistab into 2D at earliest possible point which is after 3 hits)
- (Goes corner to corner or you can sideswap at the 8D~D point)

2C > 8DD > 214[2] j2DD > 214~C > 66 5B[B]8A > 5BA > jBC > jBC > 214C **3374 Damage** ([Video](#))

- (Jump-ins like jB/C or IAD jBC into this route also work for roughly the same damage)
- (214[2] j2DD is optional and you only lose 100 damage)

2C > 8DD > 5CCA > 5D~D > 236 > 5C > jBC, jBC > 214C **3416 Damage** ([Video](#))

2C > 236C > 214~A > 5B[B]8A > 5BA > jBC > jBC > 214C **2973 Damage** ([Video](#))

- (Jump-ins like jB/C or IAD jBC into this route also work with very little damage difference)
- (When directly in their face you do 2C > 236C, and when you aren't do 2C > 236~C)

Metered (Crush Trigger/Rapid Cancel)

In Progress

Overdrive

100% 5CC > OD > 5CC > 214C > 66 > 5BA > 5DDD(end OD) > 214~C > 5BB > jBC > jBC > 214C **4506 Damage** ([Video](#))

100%: 5CC > OD > 5C > 2DDD > 236 > 2C > 8DDD(end OD) > 214~C > 5C > jBC > jBC > 214C **4738 Damage** ([Video](#))

Throw Routes (FT/BT/Air):

FT/BT > 214~C > 66 5B[B]8A > 5BA > jBC jBC > 214C **3011 Damage** ([Video](#))

FT/BT > 236 > 2C > 8DD > 214j2DD > 214~C > 66 > 5C > jBC > jBC > 214C **3106 Damage** ([Video](#))

FT/BT > 66 2C > 8D~D > 236C! > 214~C > 5C > jBC > jBC > 214C **3181 Damage** ([Video](#))

Metered (Crush Trigger/Rapid Cancel)

In Progress

Overdrive

In Progress

Variable Arts/Situational Routes: (Stance/5xcX/5xaX/etc.):

Metered (Crush Trigger/Rapid Cancel)

In Progress

Overdrive

In Progress

Midscreen into Corner/Corner Routes

Many of Mai's Routes into the corner and actual corner routes often overlap. If position isn't specifically stated in the combo notes, you can assume the route can be done into the corner or starting at the corner.

A Confirms(5A/2A):

5AAA > 236B > 5CC > 236A > 5A[B]6A > 5AA > j.BC > j.BC > j.214A **2971 Damage** ([Video](#))

2ABC > 236A > 5A[B]6A (x2) > 5AA > j.BC > j.BC > j.214A **2319 Damage** ([Video](#))

- (Corner start)

Metered (Crush Trigger/Rapid Cancel)

In Progress

Overdrive

In Progress

B/C Confirms (5B/2B/5C/2C):

2BC > 236A > 5ACA > 5DD > 5B[B]6A x 2 > 5AC[C] > 236C > j.214A **2800~2900 Damage** ([Video](#))

- (Corner start)

5BAA > 236B > 5C > 236A > 5A[B]6A > 5A[B]6A > 5AAA > 236C > 214A **3360 Damage** ([Video](#))

- (Extra hits to the route such as jB/jC will cause the 2nd 5A[B]6A to drop)

5CC > 236B > 2C > 8DD > 214~C > 5B[B]8A > 5B[B]6A > 5AAA > 236C > 214A **3956 Damage** ([Video](#))

- (5BC Confirm works on Crouch/Jubei for **3557 Damage**)

5C > 236B > 5CCA > 5DD > 5B[B]6A x 2 > 5AC[C] > 236C > j.214A **4000~4100 Damage** ([Video](#))

- (5xA/5xA/5xB/5xC > 236B Confirm on Crouch/Jubei works **3.7k/4.1k/4k/4k Damage**)

Metered (Crush Trigger/Rapid Cancel)

In Progress

Overdrive

34% OD > FC 5C > 236236D > RC > 5C > 5DDD > 5C > 8jC > j2DDD > 214C > 5C > 236C > 214B > 5CCC > 5DDD > EA **7575(8626 AF) Damage** ([Video](#))

- (Can side swap during 5C > 5DDD > 236 to be near the closest corner if needed)

34% OD > FC 5C > 236236D > RC > 5C > 5DDD > 5C > 5DDD > 5CC > 5DDD > 2145jDDD > 214C > 5CCC > EA **8823 AF Damage** ([Video](#))

- (Corner Start)
- (Current highest damage combo)

- ([Alternative variants](#))

Throw Routes (FT/BT/Air):

FT > 214~C > 5B[B]6A > 5B[B]6A > 5AA > jBC > jBC > 214A **3212 Damage** ([Video](#))

FT > 236214[6]C > delay 5B~[B]6A > 5B[B]6A x 2 > 5AC[C] > 236C > j.214A **3437 Damage**
([Video](#))

Air Throw > 5B[B]6B > 5B[B]6B > 5B[B]6B > 5AC[C] > 236C > 214A > **3200~3300 Damage**
([Video](#))

- (Corner start)
- (5AAA Ender instead of 5AC[C] works)

Metered (Crush Trigger/Rapid Cancel)

In Progress

Overdrive

In Progress

Variable Arts/Situational Routes: (Stance/5xcX/5xaX/etc.):

CH > 5xCB > 662C > 5DD > 236 (cross under) > slight delay > 665B[B]8A > 5B[B]6A > 5AC[C] > 236C > 236A **4013 Damage** ([Video](#))

- (Reverse Corner start)
- (5AAA Ender instead of 5AC[C] works)

CH > 5xCB > 662C > 5D~D > 236C! > 214~C! > 665C > jBC > djBC > 214C **4215 Damage**
([Video](#))

- (Mid screen)
- (5B[B]6A x 2 > 5AC[C] > 236~C > 214A works if closer to corner.)

Metered (Crush Trigger/Rapid Cancel)

In Progress

Overdrive

In Progress