

Shin Akuma

Universal

1. Fireball
 - a. Air Fireball
2. Red Fireball
3. Dragon Punch (Dp)
4. Tornado Kick (Tatsu)
5. Counter
6. Teleport
7. Fireball Super
 - a. Air Fireball Super
8. Dp Super
9. Raging Demon
10. Misogi
11. Cr Lk, Cr Lp, Cr Hk > Lk Tatsu, Lk Tatsu
12. Jump Mk, Cr Lk, Cr Lp, Cr Lp > Mk Tatsu, Hp Dp
13. Jump Hp, Lp, Cr Hp > Mk Tatsu, Hp Dp
14. Cr Lk, Cr Lp, Cr Mk > Fireball Super
 - a. Buffer the cr mk in the first hcb motion for the super, and hold the button.
So F, Df, D + Mk, Db, B, HCB + P
15. Air Hp Fireball, Lp, Cr Hp > Mk Tatsu, Hp Dp
 - a. Instant air fireball by qcf, uf + p
 - b. The timing in a short hop groove is different
16. Air Hp Fireball, Lp, Cr Hp > Dp Super
17. Short Hop Mk > Lk Tatsu, Hp Dp
 - a. Hit the short hop as low as possible and cancel immediately to lk tatsu
18. Short Hop Hp > Dp Super
 - a. Hit the short hop as low as possible and cancel immediately to dp super
19. Air Hp Fireball, Lp, Cr Hp > Misogi
 - a. Input the Cr Hp in the first HCB motion just like #14, and hold the button to not get a negative edge.
20. 3x(Jump Mp > Hp Air Fireball), Jump Hp, Cr Hp > Misogi
 - a. Instant Air Mp and cancel to Air Hp Fireball
 - b. Keep holding up forward and time the next jump mp and repeat until dizzy

C Groove

Lvl2 Cancels

1. Cr Lk, Cr Lk > Dp Super > Air Fireball Super
 - a. Cancel to lvl1 at the top of the dp super
2. Hp Air Fireball, Lp, Cr Hp > Dp Super > Lk Tatsu, Hp Dp
 - a. Cancel to tatsu just before you would become airborne
3. Hp Air Fireball, Hp AirFireball, Lp, Cr Hp > Lvl2 Fireball Super > Hp Teleport, Hp Dp
 - a. Corner Only
 - b. You can input the Dp the normal direction
4. 2x(Air Hp Fireball, Air Hp Fireball, Lp, Lp, Cr Hp > Lvl2 Fireball Super > Down counter, Cr Mp > Lk Tatsu, Hp Dp)
 - a. Corner Only, and set the opponent to R4 if you want to see the damage
 - b. Need to cancel to either counter on the very last hit of the fireball super
 - c. Need to walk forward slightly to get the cr mp to connect

Air Block

1. Vs Psycho crusher: Air block, Hp Dp
 - a. Can cross cut the motion by doing a HCB motion as dictator moves through you
2. Vs Headbutt: Air block, Cr Hk > Lk Tatsu, Lk Tatsu
 - a. His walk speed is very fast, so even air blocking not immediately off the ground can work
3. Vs Dark Smasher: Air block, Cr Lk, Cr Lp, Cr Hk > Lk Tatsu, Lk Tatsu, Lvl2 Dp Super > Lk Tatsu, Hp Dp
 - a. Space and time the air block so you land first.
 - b. Cancel the dp super just before becoming airborne

A Groove

Custom Combos

1. Grounded: Cr Lk, Cr Lp, Cr Hk > Lk Tatsu, Lk Tatsu, Activate, 3xJump Hk, Lk Tatsu, 2xJump Hk, Mp, 5xHp Red Fireball, Fireball Super
 - a. Need to hit the lk tatsu as high as possible and activate quickly to get the jumping hks
 - b. For more damage you can cancel the red fireballs to a stand mp
2. Anti Air: Activate, Cr Hp, Lk Tatsu, 2xJump Hk, Lk Tatsu, 2xJump Hk, Lk Tatsu, Mp, 3xHp Red Fireball, Fireball Super

- a. Need to activate when they are low to get the cr hp to combo to the lk tatsu
- 3. Guard Custom: Activate, 2xHp, 12xHp Red Fireball, Fireball Super
 - a. Corner Only

P Groove

Parry

- 1. Vs Blanka Cr Hp: Parry, Cr Hk > Lk Tatsu, Lk Tatsu
- 2. Vs Yama Mp Slash: Parry, Demon
 - a. Hide the demon input in the parry
- 3. Vs Dictator Lvl3: Parry, P Teleport, Jump Hk, Lp, Cr Hp > Misogi
 - a. Need to input parry before the super flash
 - b. Input the teleport quickly after the parry

Super Cancel (EO only)

- 1. Cr Lk, Cr Lp, Cr Hk > Lk Tatsu, Hp Dp > Air Fireball Super
- 2. Short Hop Mk > Lk Tatsu, Lp Dp > Fireball Super
- 3. 2x(Jump Mp > Hp Air Fireball), Cr Mp > Mk Tatsu, Hp Dp, 2xJump Hk > Hp Air Fireball, Cr Hp > Mk Tatsu, Lp Dp > Misogi
 - a. The entire point of this combo is to show you can combo to Misogi. Everything in front is for fun
 - b. Can't forward jump cancel to air fireball against Blanka in the corner. The second fireball will whiff
 - c. Timing on the jump normals is harder in a short hop groove, practice that timing first

S Groove

Dodge

- 1. Dodge, K > Hp Fireball
- 2. Dodge, P > Lk Tatsu, Hp Dp
 - a. Corner Only
- 3. Dodge, K > Fireball Super
 - a. Can buffer by doing HCB + K during the dodge to get the dodge attack, then second HCB + P

Red Life

- 1. Dodge, K > Fireball Super, Lvl1 Dp Super
 - a. Corner Only

N Groove

Guard Cancel Roll

1. Vs Iori Cr Hk: GCR, Cr Lk > Lk Tatsu, Hp Dp
2. Vs Blanka Ground Shave: GCR, Cr Mk, Hk > Misogi
3. Vs Rugal Cr Hk > Fireball: GCR, Cr Mp, Cr Hp > Hk Tatsu, Lk Tatsu

Pop Tricks

1. Pop Demon: Activate, Demon
 - a. Need to input the demon fast enough that you don't get a normal out after the activation
2. Vs Fireball: Activate, Misogi
 - a. Try to activate after you see the fireball
3. Vs Jump: Activate, Fireball Super
 - a. Try to activate after you see the jump
 - b. Activate to Misogi can work in this case as well

K Groove

Just Defend

1. Vs Dictator Hk: Just Defend, Cr Hk > Lk Tatsu, Lk Tatsu
 - a. At max range will need to walk forward slightly
2. Vs Hibiki Mp Slash: Just Defend, Raging Demon
 - a. Hide the input in the just defend
 - b. There is more block stun than you think
3. Vs Yama Hp > Hp Knife: 2xJust Defend, Lp, Hp > Mk Tatsu, Hp Dp
4. VS Claw Hp Roll: 5xJust Defend, Cr Lp, Cr Hp > Misogi
5. Vs Honda Headbutt: Just Defend, 2x(Jump Mp > Hp Air Fireball), Lp, Cr Hp > Hk Tatsu, Hp Dp, 2x(Jump Hk > Hp Air Fireball), Cr Hp > Hk Tatsu, Hp Dp
 - a. Very similar to the P groove combo #3
 - b. You can punish Honda Headbutt with jump Mp start after a Just Defend
 - c. You need to be midscreen or closer to the corner, otherwise the Hk tatsu will go under and put you in the corner instead