

Yuri Trials

Universal

1. Kouken
2. Yuri Upper (Upper)
 - a. Double
 - i. The Double Upper is only possible from Hp version
3. Saiha (Reflect)
4. Raiohken
5. 100 Hundred Slaps (Slaps)
6. Upper Super
7. Hao Shokouken (Fireball Super)
8. Stomp Super
9. Cr Lk, Cr Lp, Cr Hk
 - a. Can even cancel the Cr Hk to Raiohken
10. Cr Lk, Lk > Hp Upper > Double
11. Jump Hp, Mp, Hp Upper > Double
12. Jump Hk, Cr Mp > Lk Slaps
13. Jump Lk, Cr Lk, Cr Lp > Lp Kouken
14. Jump Lk, Lp, Cr Hp > Lk Slaps (Character Specific)
15. Short Hop Hk, Hp Upper > Double
 - a. Short hops can be canceled to specials or supers when you hit the ground. Hit the hop Hk decently low to the ground.
16. Short Hop Hk, Stomp Super
17. Cr Lk, Lk, Lk > Hao Shokouken
 - a. Can press F+LK for the standing Lk to buffer the motion for the super
18. Jump Hk, Hk > Stomp Super
 - a. Need to stay in neutral, can't buffer the motion since QCF + K is her Raiohken.
19. Jump Lk, Cr Lp, Hp > Upper Super
20. Raiohken, Cr Mp, Mp > Stomp Super
 - a. This is a 1 frame link from Cr Mk to Mp, and to cancel the Mp to Stomp super is tricky. There is a little more time than you think for the super to come out after the mp.

C Groove

Lvl2 Cancels

1. Cr Lk, Lk, Lk > Lvl2 Fireball Super > Lvl1 Fireball Super
 - a. Can even end with Lvl1 stomp super
2. Jump Lk, Lp, Cr Hp > Lvl2 Dp Super > Hp Upper > Double
 - a. Need to cancel to Hp Upper before she leaves the ground.
3. Jump Hk, Lp, Cr Mp > Lvl2 Fireball > Hk Slap (Corner Only)
4. Lk Raiohken, MP, Cr Lk > Lvl2 Dp Super > Lvl1 Stomp super

- a. Mp to Cr Lk is a link. To get max damage cancel to lvl1 Stom Super just after the last hit.

Air Blocking

1. Vs Psycho: Airblock, Hp Upper > Double
 - a. Can either do cross cut by doing HCB motion or Dp quickly on landing
2. Vs Headbutt: Airblock, Cr Mk > Dp Super > Hk Slaps
 - a. Need to airblock as low as possible, and walk forward to get the cr mk.

A Groove

Custom Combos

1. Grounded: Activate, Cr Lk, Cr Hk, Lp Dp, Lp Dp, Roll, 3xLp Dp, Hk Slaps > Kick Super
 - a. Need to do the roll in order for the Lp uppers to continue to combo
2. Anti Air: Activate, 6xLp Dp, Hk Slaps > Kick Super
 - a. May need to input a Dp to roll depending on the spacing.
3. Guard: Lk Raiohken, Activate, 22xHp Upper, 2xLp Saiha, Cr Hp > Hp Upper > Double
 - a. This is similar to Sakura's Sho Sho motion. End with 2 Lp Saiha's to guard break on the ground.
4. Link to activate: Cr Lk, Cr Lp, Activate, Cr Hk, Hp Upper, Lp Dp, Lp Dp, 2xHk Slaps, Kick Super
 - a. Need to link the activate after the crouch lp, then link the cr hk after.
5. Combo to activate: Lk Raiohken, Cr Lk, Cr Lp > Lp Fireball, Activate, Hk, 4xHp Saiha, 2xHk Slaps, Kick Super
 - a. Need to walk a little forward before activating in order for the Saiha's to hit after the Hk.

P Groove

Parry

1. Vs Cr Hp Blanka:
2. Vs RC Elec
 - a. Can try and buffer the motion by using the down as part of the super motion.

S Groove

Nothing unique here for Yuri. She cannot combo any of her supers from the dodge knockdown. And Upper super does not combo after fireball super.

N Groove

Guard Cancel Roll

1. Vs Eagle Hp: GCR, Lp, Cr Mp, Lk Slaps
2. Vs Blanka Ground Shave: GCR, Lp, Mp > Stomp Super
3. Vs Rock Cr Mk > Fireball: GCR, Mp, Cr Mk > Stomp Super

K Groove

Just Defend

1. Vs Geese Hk: JD, Mp > Hp Upper, Double
2. Vs Dictator Hk: JD, Cr Mk > Stomp Super
 - a. Need to walk forward at max range for Cr Mk to hit.
3. Vs Claw Hp Roll: 5xJD, Cr Lp, Cr Hp > Stomp Super