

Welcome, this is my combo guide, created to help those people who think Marie “has no damage” or who think the bound is the only juggle, or various other things I see Marie Rose players not doing. These are the minimal stun launch versions of the combos and damage listed is the minimum I am seeing in training. That means that with environment and counter damage they can be higher, and for example if I do 7k h+k kkk, I usually do about 3 ground hits in stun first totallyying about 122 damage but I list it as 65 for the minimum. Anyway this guide is just “my way”, there may be better options out there and I may be wrong about some things, judge for yourself.

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Common Combos

Geared towards a light opponent, see note below.

Startup	Follow up	Other possibility	Estimated Damage	
3p+k k or other stun BT(7k4)	4p 8ppp kkk *	4p 9p 6pp 3pp 6666p	78	Fatal sit down stun. Simple and unholdable without them having meter.
4k or 7k	7k h+k kkk	7k h+k pp6pk	65	This is a launcher so the string is the juggle
4k, 3h+k etc	(pp)8k 6pp 3pp 6666p		64	This is the common combo you see and the damage isn’t great but it kocks them back far and you can break blow instead of the finisher. The only reason I write 6666p is because you usually have to move forward to get the close hit. If they are not that far just do 66p.
Backturned T	9p 6pp 8k 3pp 6666p		68	Backturn reset throw into 3 guaranteed hits and a possible launcher. They will be far from you so we go straight into the bound. There are ways to go backturned and do BT T again for a looping combo if they are holding or blocking.

*** Notes on choosing combo strings**

I like to end juggles with kkk, backturned or not, for damage and other reasons. But, if there’s a wall ahead some kicks will wiff, so for that pp6pk is superior. 8ppp usually works if you launch them crouching but if they are not light weight and you launch them standing you may use 4pp after the launcher instead and whatever additional juggle you like. For the heaviest weights maybe 6pp 3pp is best, options are very limited.

Advanced Holds

The advanced holds have specific properties making them complicated. My recommended combos below. Advanced hold doesn’t always mean better of course, these are just what I found to work for them.

Hold	Follow up	Other possibility	Estimated Damage	
64h mid punch hold	7k4 4p 8ppp kkk *	9p6pp 7k h+k kkk	77	They are backturned but away from you. The base hold damage is very low. I can’t say you need to use this over a normal 4h hold since it gives them opportunity to hold out of it.
46h mid kick hold	h+k kkk	3pp into break blow	78	You, and they, are backturned, and they are crouching. An odd setup forcing you to do h+k or 3pp to start anything.
61h low punch hold	7k h+k kkk	8ppp pp6pk	86	This is a launcher so the string is the juggle
43h low kick hold	4k 7k h+k kkk	8k 6pp 3pp 6666p**	90	They are in a sit down stun, sort of. You could launch with 8k because the sit down gives good launch height and they cant hold it.
67h high punch hold	This is basically like the mid punch one above, a lot of things can be done here but a quick launch gives low damage.			
49h high kick hold	This is basically like the low kick above. Good opportunity for 8k.			

Liner Back Analysis

Liner Back placed second at KVO x TSB 2019 (Japan). His Marie Rose techniques are interesting, though he seems to “keep it simple” and stick to what I assume are his B&Bs. I don’t remember him doing any high launchers for example. He did strings like pp k/8k to launch, 6pp 3pp to get the bound, or just 3pp, and often the 3 h+k roll. The important takeaway is the environmental setups, and that may be the reason for the repetitive juggles.

Chinese Festival - this stage has potential 30 hit combos by popping the firecrackers to relaunch. Trying to hit the boxes is good too since they also allow resets.	Follow the 6pp 3pp pattern to carry them across, but when they bounce up from a firecracker Liner Back uses SSS for an easy juggle. To get them into a box he may use side step attack.
Throwdown - Basically standard aim for boxes/ bystanders but try to carry between them.	6666p to get them into boxes occasionally and SSS to from one to another.
Colosseum - or any wall in the game really, he used break blow cancels against walls for a qcf P damage combo	Wall bound > 3pp 6S H(the cancel), then 236p, bounce, 3pp 236p

I don’t yet have tips for other stages but you can follow these strategies with a few of them anyway, maybe the pop up floors on Unforgettable for example will benefit from the SSS trick.