

## Mai Combo Trial

### Universal

1. Kachosen (QCF+P)
2. Ryuenbu (QCB+P)
3. Hissatsu Shinobi Bachi (HCF+K) (Flying Elbow)
4. Musasabi no Mai (Charge D, U+P or QCB+P in air) (Wall Dive/ Dive)
5. Kagero No Mai (D,U+K) (Up Flame)
6. Cho Hissatsu Shinobi Bachi (QCB, HCF+K) (Flying Elbow Super)
7. Suichou no Mai (2xQCF+P) (Fan Super)
8. Shiranui-ryuu Ougi: Koushuu (in air 2xQCB+P) (Dive Super)
9. Jump Hk, Cr Hp > Hp Kachosen
10. Jump Hp, St Hp > Hp Ryuenbu
11. Jump Lk, Cr Lk, St Lk > Hk Flying Elbow
  - a. Need to be close to the opponent for St Lk to happen after Cr Lk
  - b. Will need to go from neutral after the St Lk or you might get super by accident
12. Jump Lk, Cr Lk, St Lk, Cr Mp > Hp Ryuenbu
  - a. Basic combo starter where you link Cr Mp after stand Lk
13. Jump Hk, St Lp, Cr Hp > Hk Flying Elbow (Character Specific)
  - a. This only works on larger characters, suggest holding the Hp or you might get a negative edge
14. Jump Hp, St Hk > Fan Super
15. 3xCr Lk, St Lp > Fan Super
  - a. Canceling from St Lp needs you to do the motion pretty fast
16. Short Hop Hk > Lvl3 Elbow Super
  - a. A great combo to learn for short hop grooves
17. Short Hop Hp > Lvl3 Fan Super
18. Jump Lk, Cr Lk, St Lk > Elbow Super
  - a. Can buffer the super in the St Lk, by doing Cr Lk, QCB + Lk then HCF + K.
19. Jump Lk, Cr Lk, St Lk, Cr Mp > Fan Super
  - a. The same as 12 but canceling to Super
20. Jump Lk, Cr Lk, St Lk, Cr Hp > Flying Elbow Super (Character Specific)
  - a. A similar combo to 13 but link St Lk to Cr Hp. Will need to hold Hp for the duration of the Super motion or you might get a negative edge special in 2 different directions

## **C Groove**

### **Lvl2 Cancels**

1. Jump Lk, Cr Lk, St Lk > Lvl2 Elbow Super > Mp Ryuenbu
  - a. This combo works anywhere on screen, want to use because Hp version will on hit once on the first part
2. 3xCr Lk, St Lk > Lvl2 Fan Super > Hp Ryuenbu (Corner Only)
  - a. Lvl2 cancels from Fan super are screen dependent. If mid screen might need to use Flying elbow
3. Jump Lk, Cr Lk, St Lk, Cr Mp > Lvl2 Fan Super > Hk Flying Elbow
  - a. This works a little out of corner, but not truly midscreen
4. Jump Hp, St Lp, Cr Hp > Lvl2 Elbow Super > Hk Up Flame (Corner Only, Character Specific)
  - a. Her most damaging combo but is corner only. Just make sure to hold down charge during Elbow super
5. Jump Hk, Jump Hk > Lvl2 Dive Super > Hp Dive
  - a. Character specific, will want to use a tall character. The first Jump Hk needs to be as low as possible and will need to cancel to super as fast as possible on the second Jump Hk. Will want to cancel to dive on the 4<sup>th</sup> hit.

### **Air Blocking**

1. Vs Psycho Crusher: Mp Ryuenbu
2. Vs Headbutt: St Hp > Lvl2 Elbow > Mp Ryuenbu
  - a. Need to airblock as low to the ground as possible in order to be within range. Can put yourself in the corner to make it easier.

## **A Groove**

### **Custom Combos**

1. Grounded: Activate, Cr Lk, 6xHk, 15xCr Mk, Cr Hp > Flying Elbow Super
  - a. Her basic grounded combo, nothing really special here. The Cr Mk's are a little slower in timing than you might think.
2. Block CC: Activate, Cr Lk, Hk, 23x Cr Mk, Cr Hp > Flying Elbow Super
  - a. Almost the same as her grounded
3. Link CC: Cr Lk, St Lk, Activate, Cr Hp, 4xHk, 17xCr Mk, Cr Hp > Flying Elbow Super
  - a. Will need to activate and link after close stand Lk, from there it is very similar to #1
4. Vs Blanka ball: Activate, 8xHk, 11xCr Mk, Cr Hp > Flying Elbow Super
  - a. Need to be stand blocking. Need to activate as soon as possible and walk forward slightly for St Hk to connect. I suggest practicing punishing with Stand Hk without activating to start.

## **P Groove**

### **Parry**

1. Vs Psycho Crusher: Parry, Air Throw
2. Vs Sagat Hp: Parry > St Hp > Fan Super
3. VS Sonic Hurricane: Parry > Elbow Super
  - a. Will need to input parry just before Super Flash. Can use the super freeze to help input the super motion
4. Vs RC Electricity: Parry > Elbow Super
  - a. Can use the initial down parry as the starting input of the super

## **S Groove**

Nothing new here for Mai, she doesn't have a lvl3 to lvl1 and can't combo off her dodge knockdown. Anything else would be the same as something before

## **N Groove**

### **Guard Cancel Roll**

1. Vs Cr Lk, Cr Lp, Cr Hk > Hadouken: St Hp > Hp Ryuenbu
  - a. Use GCR to punish a bad block string
2. Vs Claw Slide: St Lk, Cr Mp, Hp Ryuenbu
  - a. Use GCR to punish a bad normal
3. Vs Blanka Ball: St Lp, Cr Hp > Elbow Super
  - a. After GCR will need to wait a moment for Blanka to land to get full combo

### **Pop Tricks**

1. Vs Fireball: Pop > Elbow super
  - a. React and punish a bad fireball

Doesn't have really anything good for anti air.

## **K Groove**

### **Just Defend**

1. Vs Psycho Crusher: JD > Air Throw
  - a. Suggest trying to JD on the first hit so you are as low to the ground as possible
2. Vs St Hk Cammy: JD Fan Super
  - a. Super immediately after JDing far Hk from Cammy
3. Vs St Hp > Hp Knife 1<sup>st</sup> hit (Yama): Super
  - a. Punish a bad block string by JDing the first hit of Hp knife and supering in between. Can also super after the Stand Hp as well.