

God Rugal

Universal

1. Reppuken
2. Kaiser Wave
3. God Press
4. Reflector
5. Genocide Cutter
6. Dark Smash
7. Command Grab
8. Teleport
9. God Press Super
10. Cutter Super
11. Demon
12. G. End
13. Cr Lk, Lk > Hk Cutter
 - a. Buffer the dp motion by doing F+Lk, D, Df+k
14. Jump Hp, Hp > Hp Press
15. Jump Hk, Hk > Hk Cutter
16. Short Hop Hk > Hk Cutter
 - a. Hit the short hop as low as possible
17. Short Hop Hk > Cutter Super
 - a. Hit the short hop as low as possible
18. Jump Mk, Cr Lk, Lk > Press Super
 - a. Buffer in the stand light kick by QCF+Lk, HCB+P
19. Cr Lk, Cr Lk, Cr Lp > G.End
 - a. Insert the Cr Lp in the first HCB motion of the super.
20. Jump Mk, Cr Lp, Hp > Hp Press, Cutter Super
 - a. Cr Lp to Hp is a 1 frame link
 - b. Try to hit the Super such that you get all 3 hits

C Groove

Lvl2 Cancels

1. Cr Lk, Cr Lk > Lvl2 Press Super > Hp Press
 - a. Need to delay the Hp press slightly after the super
2. Grab, Lvl2 Kick Super > Hp Dive, Lvl1 Kick Super
 - a. Corner Only
 - b. Cancel to Hp Dive as soon as possible in the air

3. Dive, Lvl2 Kick Super > Hp Press
 - a. Cancel to press within the first few hits of the super
4. Jump Mk, Mk > Hp Press, Lvl2 Kick Super > P Teleport, Hk Dp
 - a. Cancel to teleport just before becoming airborne
5. Jump Hk, Mk > Mk Cutter, Lvl2 Cutter Super > P Teleport, Mk Cutter, Jump Hk, Hk > Hp Press, Lvl1 Cutter Super
 - a. Corner only and character specific
 - b. Cancel to teleport just before becoming air borne

Air Block

1. Vs Hp Psycho Crusher: Air Block, Hk Cutter
 - a. Can cross cut the motion by doing HCB + Hk as dictator moves through
2. Vs Dark Smash: Air Block, Cr Lk, Lk > Hk Cutter
 - a. Need to be below the motion so you land before the opponent.
3. Vs Headbutt: Air Block, Cr Mk > G. End
 - a. Air block as low to the ground as possible
 - b. Will need to walk in closer

A Groove

Custom Combos

1. Grounded: Activate, Cr Lk, 3xHp, Hp Press, 2xJump Hp, Jump Mp, Hk, 3xHp Press, Press Super
2. Blocked: Activate, Cr Lk, 3xHp, 4x(Hp Press, Cr Hp, Hp)
 - a. Need to be patient and make sure you get both hits of Cr Hp
3. Anti Air: Hk Cutter, Activate, Mp, 7xHp Press, Press Super
4. Command Grab Start: Grab, Activate, Mp, Hp Press, 2xJump Hp, Jump Mp, Hk, 4xHp Press, Press Super
5. Max Damage: Jump Hk, Hk > Hp Press, Activate, 4x(3xJump Hp, Jump Mp), Hk, Hp Press, Press Super
 - a. Instant air activate after the press to get the most damage

P Groove

Parry

1. Vs Blanka Cr Hp: Parry, Mk > Press Super
 - a. Buffer the super by doing QCF + Mk, HCB + P
2. Vs RC Electricity: Parry, Hk Cutter
 - a. Use the parry as the first input of the dp motion
3. Vs Hibiki Slash: Parry, Cr Mk > Hp Press

4. Vs Sonic Hurricane: Parry > K Teleport, Hk > Hk Cutter
 - a. Need to input parry just before the super flash
 - b. Need to then immediately input teleport after the parry

Super Cancel (EO only)

1. Dark Smash > G. End
 - a. Need to cancel as quickly as possible
2. Jump Mk, Cr Lk, Lk > Mk Cutter > Press Super
 - a. Cancel to Super immediately on landing after the Cutter

S Groove

Dodge

1. Dodge, P > Hp Press
 - a. Need to be very close for this to combo
2. Dodge, P > Press Super
 - a. Can buffer by doing QCF + P for the dodge attack and then HCB + P
3. Dodge, K, Kick Super
 - a. Corner Only

Red Life

1. Jump Mk, Cr Lk, Cr Lp, Cr Mp > Lvl3 Press Super, Lvl1 Kick Super
 - a. Cr Lp to Cr Mp is 1 frame link. Hold down Mp to not get a negative edge special.
 - b. Press super to cutter super works with any strength of press super
2. Cr Lk, Cr Lk > Lvl1 Press Super, Lvl3 Kick Super
 - a. At red life, build bottom bar just before full.
 - b. After the press super, buffer the super motion in the quick meter charge.
 - c. Can press hk+hp and use the negative edge of releasing hk to get the kick super as quickly as possible

N Groove

Guard Cancel Roll

1. Vs Iori Cr Hk: GCR, Cr Lk, Cr Lp, Hk Cutter
2. Vs Ground Shave: GCR, Cr Mk > Hp Press, Cutter Super
3. Vs Rugal Cr Hk > Fireball: GCR, Mk, Cr Mk > G. End
 - a. Counter hit combo only

Pop Tricks

1. Activate, Demon
 - a. Try to input the demon fast enough that the super comes out without a normal whiffing
2. Vs Kaiser Wave: Activate, Press Super
 - a. Try to activate after you see the startup of Kaiser Wave
3. Vs Dark Smash: Activate, G. End
 - a. Try to activate after you see the jump

K Groove

Just Defend

1. Vs Dictator Hk: Just Defend, Cr Mk > Press Super
 - a. At max range will need to walk forward slightly
2. Vs Headbutt: Just Defend, Cr Mk > Hk Cutter
3. Vs Hk SBK: 6xJust Defend, Hk > Hk Cutter
4. Vs Tiger Raid: 3xJust Defend, G. End
 - a. Need to input a down back JD just before the super flash
 - b. There is a very small gap between the third and fourth hit that you can input super