

Kyo Combo Trials

Universal Combos

1) Specials

- a. Shiki: Ara-gami (QCF+Lp or Mp) (Rekka)
 - i. Shiki: Kuno-Kizu (QCF+P)
 - 1. Shiki: Nanase (K) (Kick Ender)
 - 2. Shiki: Migiri Ugachi (P) (Punch Ender)
 - ii. Shiki: Yano-Sabi (HCB+P) (then p) (Ground Pound)

His light punch and medium punch rekkas with all possible enders

- b. Shiki: Doku-Gami (QCF+Hp) (Heavy Punch Rekka)
 - i. Shiki: Tsumi-Yomi (HCB+P)
 - 1. Shiki: Batsu-Yomi (F+P)

His heavy punch rekka

- c. Shiki: Oboro Guruma (DP+K)
- d. Shiki Kai (QCF+K, K)

The second kick does not need to match the first. If you can't find the timing, it is easy to just mash kick

- e. R.E.D Kick (reverse DP+K)
- f. Shiki: Oni Yaki (DP+P)
- g. Shiki: Kototsuki You (HCB+K)

2) Supers

- a. Shiki: Orochi Nagi (QCB HCF+P) (Hold to Delay)

Can hold the Punch button to delay the super

- b. Saishuu Kessen Ougi "Mu Shiki" (QCF QCF+P)

3) Jump Hk, St Hk, Mp Rekka (Kick ender)

Basic combo, link jump hk to stand hk then cancel to the mp rekka string with kick ender

4) Cr Lk, Cr Lk, Cr Mp > Lp Rekka (Kick Ender)

His bnb from low attack. You can chain cancel the 2 cr lk, but need to link the cr mp then cancel to lp rekka with kick ender

5) Jump Hp, St Hk, Hk Up Kicks, Hp Dp

One of his best dizzy combos, jump hp then link to hk, then cancel to double kicks, then when opponent is close to the ground do heavy punch dp

6) Jump Lk, Cr Lk, Cr Mp > Mk Up Kicks, Heavy Dash elbow (Character specific or crouching)

His main cross up is jump lk, but to get it to combo it needs to be done on specific character or crouching character. Jump lk, link to cr lk, then link cr mp like #4 but cancel to mk double kicks (needs to be mk) then as soon as possible do his heavy dash elbow (HCB + K). The ending can be tricky, need to execute as fast as possible

- 7) Jump Lk, Cr Lk, St Hk > Mk Up Kicks, Hk Dp (Character specific or crouching)

Similar to #6 but this time link close stand hk from cr lk then go into mk double kicks, then end with Hk dp

- 8) Mp, Cr Hp, Hp Rekkas

This is a meaty combo, so after a knockdown press close mp such that the last active frames hit the opponent as they rise, the link to cr hp then to the heavy punch rekka string.

- 9) Short Hop Hp, Dp

Only in Grooves with short hop, do short hop and do the hp as low as possible then cancel into dp (any dp will work)

- 10) Short Hop Hp, lvl3 Rekka Super

Same as #9 but cancel to his Rekka super

- 11) Cr Lk, Cr Lk, Rekka Super

Basic low confirm to super, cancel the second cr lk to super

- 12) Cr Lk, Cr Lk, Lk Up kicks, Lvl3 Pillar Super

2 cr lk then cancel to lk double kicks (needs to be light), then as soon as possible do lvl3 version of Qcb hcf p super. Do not hold the button

- 13) (Corner, lvl3 only) Jump Hk, St Hk, Hk Up kicks, Mk Dp, Lvl3 Pillar, lp Rekka (ground pound)

Fancy corner combo, Jump hk and link to st hk then cancel to hk double kicks. Do mk dp, this is very height specific, you don't want them too low or the super won't come out fast enough, but too high and you won't get both hits. Then lvl3 pillar super, you will need to hold the button and time the release in such a way that you get the hits, but then have time to do lp rekka string to ground pound where the last part will combo on the ground

C Groove

Lvl2 Cancels

- 1) Cr Lk, Cr Lk, Lvl2 Rekka, Lvl1 Pillar

See #11 but make sure to do lvl2 version (use mp for super) then at last hit cancel to lvl1 pillar super (use lp and don't hold the button)

- 2) Cr Lk, Cr Lk, Lvl2 Rekka, Mk kicks, Hp Dp

See previous but this time at the last hit cancel to mk double kicks then end with hp dp

- 3) Cr Lk, Cr Lk, Lk Kicks, Lvl2 Pillar, Hk Dp

Similar to #12 of universal combo but do lvl2 version then end with Hk dp, the first part of the move will wiff

- 4) Corner: Jump Hk, St Hk, Lk up Kicks, Lvl2 Pillar, Mk Kicks, Hk Dp

A fun corner combo, I believe it is possible to do mk version of his double kicks but I found the lk version more consistent.

Air Block

- 1) Vs Psycho, Lvl2 Pillar, Mk Kicks, Hk Dp

Time a jump back from Psycho crusher such that you land on it, then do lvl2 version of super. You may have to do the first part of the super 1 way and the second part another, aka cross cut.

- 2) Blanka ball, Stand Hk, Lvl2 Pillar, Mk kicks, sweep (midscreen optional)

It is possible to quickly air block a blanka midscreen and punish this way but it is very hard. In the corner is more consistent. You will want to time it such that you air block as soon as you leave the ground. Also being able to cancel his far Hk to super seems hard, but just make sure you are doing the entire motion

A Groove

CCs

- 1) Grounded: Rh series
 - a. Activate, Cr Lk, 4xHk, Df+Hk, 3xHk, Df+Hk, 3xHk, Df+Hk, 2xHk, Df Hk, Rekka super

His basic grounded CC, do multiple standing heavy kicks then a down forward heavy kick to keep you in range, then for the last df hk end with super

- 2) Anti Air, ground to super
 - a. Activate, 5x(Mp Dp, Df+Hk), Mp Dp, Cr Lk, Mk, Lp rekka to ground pound, rekka super

His best way to land a CC is anti air, you will want to use Mp dp as it does the most damage and use down forward hk to advance you forward. On the 6th mp dp cancel to cr lk at the corner, then do stand mk and cancel to full lp rekka string to ground pound. When the ground pound hits cancel to super

- 3) Anti Psycho
 - a. Activate, Mp Dp, Roll, 2x(Mp Dp, Df Hk), 4(Mp Dp, Cr Lk), Hp, Hk up kicks, Hp dp

Very similar to previous, activate as soon as possible after blocking a psycho crusher. Will need to cancel to roll on first dp in order to be in range for the remainder, then do mp dp and df to corner, make sure to finish with mp dp to cr lk on the 7th dp. Then stand hp to hk double kicks then finish with Hp dp

- 4) Combo activate, ground to link to up kicks (ground pound)
 - a. Cr Mp, Mk Up kicks, Activate, 3x(Mp Dp, Df Hk), 3x(Mp Dp, Cr Lk), Mk, lp rekka to ground pound, cr lk, mp, Mk up kicks, F+Hp, lp rekka to ground pound

You can combo to activate after any strength up kicks. Similar as before us mp dp and df hk to the corner, but make sure to cancel to cr lk on the 6th dp. Then do same as you did in #2 but this time, you can combo the cr lk after the ground pound hit, then link to stand mp and then to mk up kicks again. In the corner you can get forward Hp and do lp rekka to ground and have it combo. Timing for the forward hp can be tricky

- 5) Guard Break
 - a. Activate, Mp Dp, Df Hk, 20xMp dp, cr mp, 3xHk, Hk up kicks, Hp dp

His best way to guard break, you will want to always cancel the first mp dp to df hk just in case you do hit and can convert, but when blocked do 20 more mp dp. The rhythm for this can be trick at start, but you will find that you don't have to do a dp motion every time, only the first then essentially rolling from f to down and finding the right rhythm. Then end with cr mp and 3 hks to break the guard and then combo

- 6) 10K Dizzy Combo
 - a. Jump Hk, Hk, Hk up kicks, Cr hk, Activate, Mp Dp, Df Hk, 6x(Mp Dp, Cr Lk), Hp, Hk up kicks, Hp Dp, Jump Hk, Hk, Hk up kicks, Hp Dp

Easy 10k damage corner combo.

P Groove

Parry

- 1) Vs Cr Hp Sagat, Parry, St Mp, Lp Rekka (kick ender)

Parry Sagat's cr hp then punish with st mp to lp rekka string to kick ender, you might need to walk forward just slightly

- 2) Vs Cr Hp Sagat, Parry, St Hk > Pillar

Same as the previous but punish using st hk to pillar super, make sure to not hold the super

- 3) Vs RC elect, Parry, Dp

Parry 1 hit of Blankas electricity (RC if possible) then immediately cancel to hp dp

S Groove

Dodge

- 1) Dodge, P, Lvl3 pillar, Rekka (ground)

Corner only, with red life and full meter, dodge and then do his punch cancel then combo to his lvl3 pillar super and end with rekka to ground pound

N Groove

GCR

- 1) Iori Cr Hk, GCR, Hk, Mk Kicks, Dp Hk

Guard cancel roll Iori's cr hk and punish

- 2) Blanka Ball, GCR, Lvl3 Pillar

Will need full meter and activated, after Guard cancel rolling a blanka ball, do immediate lvl3. The input may require you to cross cut the input

Pop Trick

- 1) Anti Air: Pop, Pillar

Use activate to lvl3 pillar as reactions for anti airs

K Groove

Just Defend

- 1) Dictator St Mk, JD, St Hk, Lvl3 Pillar

Just defend Dictator's stand mk then punish with stand hk to super

- 2) Sakura Mk Tatsu, JD, St Hk, Mk Kicks, Hk Dp

Just defend the 2 hits of Mk tatsu from Sakura then punish

- 3) Claw Hp Roll, JD, Cr Lk, Cr Lk, Lk Kicks, Lvl3 Pillar

Just defend all 5 hits of claw's roll, then punish. His supers are not fast enough to punish after a JD, his quick response is cr lk.