

Nakoruru Trials

Universal Trials

1. Slash
2. Ground Slash
 - a. The motion is b, db, d + P
3. Reflect
4. Bird Catch
 - a. Attacks
 - b. Fire Bird
 - c. Air Slash
5. Fire Bird
6. Bird Super
7. Dive Super
8. Healing Super
 - a. Cancel
9. Cr Lk, Cr Lk, Cr Hk
 - a. 1 frame link from Cr Lk to Cr Hk
10. Cr Lk, Cr Lp, Cr Lp > Hp Slash
 - a. The 2 cr lp might be character specific. Can use a stand lk instead for other characters
11. Short Hop Hk > Hp Slash
 - a. Hit the Hop Hk as low as possible
12. Jump Hp, Cr Hp > Hp Slash
13. Jump Hk, Lp, Cr Mp > Hp Ground Slash
 - a. Buffer the motion by pressing Cr Mp during the db part of the ground slash
14. Cr Lk, Cr Lk, Cr Mp > Hp Ground Slash
15. Jump Lk, Lp, Cr Hp > Hp Slash
16. Jump Lk, Mk, Cr Lp > Hp Slash
17. Jump Hp, Cr Hp > Bird Super
 - a. Buffer the Cr Hp into the db of the first HCB motion... f, df, d, db+Hp, b, HCB+P.
Need to be precise, if you press hp too early you will get df Hp
 - b. For lvl1 super to work, it needs to be in the corner
18. Jump Hk, Hk > Dive Super
 - a. Need to cancel the first hit of Hk. And this needs to be done VERY fast.
19. Jump Hk, Df Hp, Cr Mp > Hp Ground Slash
 - a. 1 frame link from Df Hp to Cr Mp
20. Jump Hk, Df Hp, Cr Lk, Cr Hk > Bird Super
 - a. Need to hit some tight links from Df Hp to Cr Lk, and Cr Lk to Cr Hk
 - b. Input the Cr Hk similar to #17, by pressing Hk during the d or db of the first hcb motion

C Groove

Lvl2 Cancels

1. Jump Hk, Hk > Lvl2 Dive Super > Hp Slash
 - a. Make sure to wait for the last hit to end before canceling
2. Jump Hk, Hk > Lvl2 Dive Super > Bird Catch, Mp > Air Slash
 - a. Corner only
 - b. Do the bird catch on the last hit that launches the opponent
 - c. Need to wait until they are low enough to get mp to air slash

Air Block

1. Vs Psycho Crusher
2. Vs Headbutt

A Groove

Custom Combo

1. Grounded: Activate, Cr Lk, 15xDf Hp, Hk, Cr Hk, Bird Super
2. Guard: Activate, Cr Lk, 18xDf Hp, 3xCr Hp
 - a. Timing on the Df Hp is a bit slower than when it hits.
3. Vs Blanka Ball: Activate, Hp Ground Slash, Cr Hp, Cr Lk, 2xJump Hk, Jump Mk, Jump Hk, Jump Hp, 7xJump Lp, Cr Hp, Bird Super
 - a. Activate as soon as possible, then immediately Hp ground slash. Delay the cr hp slightly after the ground slash hits. Make sure to super jump for the air hits.
4. Corner 1: Mp Firebird, Activate, 2xCr Hp, Cr Lk, 2xJump Hk, Jump Hp, 2xJump Hk, Jump Hp, 6xJump Lp, Cr Hp, Bird Super
 - a. At the right range you can dash and activate after a firebird hits in the corner.
5. Corner 2: Bird Catch, Fire Bird, Activate, 2xHp Ground Slash, Cr Hp, Cr Lk, 2xJump Hk, Jump Hk, 2xJump Hk, Jump Hp, 5xJump Lp, Df Hp, Bird Super
 - a. This is character specific and corner only
 - b. The which strength for the fire bird is based on your position.

P Groove

Parry

1. Vs Sagat Cr Hp: Parry, Mp > Hp Ground Slash
2. Vs Cammy Hk: Parry, Hk > Bird Super
 - a. Might need to walk forward slightly depending on range
3. Vs RC Electricity: Parry, Bird Super
 - a. Can use the first parry as part of the super motion

S Groove

Dodge

1. Dodge, K, Bird Super
 - a. Corner Only
 - b. Need to hit the dodge attack as high as possible

Red Life

N Groove

Guard Cancel Roll

1. Vs Eagle Hp: GCR, Lp, Cr Hp > Hp Ground Slash
2. Vs Ground Shave: GCR, Cr Mk, Cr Mp > Hp Ground Slash
3. Vs Ryu, Cr Hk > Fireball: GCR, Df Hp, Cr Hk > Bird Super
 - a. Counter hit makes it so Cr Hk can link from Df Hp

Pop Trick

K Groove

Just Defend

1. Vs Dictator Hk: Just Defend, Cr Hk > Bird Super
 - a. Might need to micro walk depending on the spacing
2. Vs Blanka RC Electricity: Just Defend, Jump Hk, Cr Mp > Hp Ground Slash
 - a. While jumping at Blanka.
3. Vs Claw Hp Roll: 5xJust Defend, Lp, Cr Hp > Bird Super