

Kim Trials

Universal

1. Venom Strike
2. Double Strike
3. Trap Shot
4. Surprise Rose
5. Tornado Kick
6. Mirage Kick
7. Super Illusion Dance (Rush Super)
8. Super Siren Flash (Flip Kick Super)
9. Cr Lk, Lk, Lk Trap Shot
 - a. Can buffer the trap shot with the standing lk... b + lk, d, db + lk
10. Cr Lp, Mk > Hk Shot
 - a. 1 frame link from cr lp to mk.
11. Jump Hk, Cr Mk > Hk Tornado Kick
12. Jump Hp, Cr Mp > Hp Mirage Kick
13. Cr Lk, Cr Lk > Flip Kick Super
14. Lk Double Strike, Lv3 Rush Super
 - a. Be at full screen from the opponent in the corner
15. Short Hop Hk > Hk Surprise Rose
 - a. Need to be close and cancel as soon as you hit the ground.
16. Short Hop Hk > Flip Kick Super
 - a. Need to be close and cancel as soon as you hit the ground.
17. Jump Hk, Cr Mk > Hp Mirage > Hk Surprise Rose
 - a. Corner only
18. Short Hop Hk, Cr Lp > Lk Trap Shoot > Hk Surprise Rose
 - a. Corner Only
 - b. Hit the short hop Hk as low to the ground as possible to link the cr lp.
19. Short Hop Hk, Cr Lp, Lk > Lk Shot
 - a. Need to be close and hit the short hop as low to the ground as possible
20. Short Hop Hk, Cr Lp, Cr Lk > Kick Super

C Groove

Lvl2 Cancels

1. Cr Lk, Cr Lk, > Lvl2 Flip Kick Super > Hk Shot
 - a. Need to cancel to Hk Shot as soon as you hit the ground.
2. Lk Double Strike, Lvl2 Rush Super > Lvl1 Flip Kick Super

Air Blocking

1. Vs Psycho Crusher: Airblock, Hk Rose
 - a. Can crosscut by inputting a half circle motion as Dictator moves to the opposite side.
2. Vs Headbutt: Airblock, Cr Mk > Hk Tornado Kick
 - a. Will need to airblock as low as possible and walk forward slightly to get everything to connect.

Custom Combos

1. Grounded: Activate, Cr Lk, Cr Hk, Hk Strike, Roll, 2xJump Mp, 2xJump Hk, 7xJump Hp, Cr Hp, Rush Super
 - a. You want to delay the second Mp to make sure you can continue to combo.
2. Block: Activate, Cr Lk, Cr Hp, 13xDf Hk, Cr Mk.
 - a. Record the opponent trying to roll during the block. It is very easy to miss time the slides.
3. Anti Air (Full Screen): Activate, Cr Hp, Hk Tornado, Cr Hp, Roll, 2xJump Mp, 2xJump Hk, Jump Hp, Mk Shot, Flip Kick Super
 - a. Need to activate when the opponent is low or the tornado kick will not connect properly. Also, you need to super jump when doing the jump Mps in order for them to connect. Again hit the last jump mp later to keep them airborne enough.
4. Tall Character: Activate, 4xJump Hk, Cr Hp, Hk Tornado, Cr Hp, 2xJump Mp, 2xJump Hk, Jump Hp, Lk Shot, Flip Kick Super
 - a. After the jump attacks it is the same as #3 but without the roll.
5. Combo to Activate: Jump Hk, Mk > Hk Tornado Kick, Activate, 5xJump Hk, Jump Hp, 2xLk Shot, Cr Hp, Rush Super
 - a. Need to super jump and Activate as soon as possible in the air.
6. Corner Max Damage: Lk Strike, Jump Hk, Cr Mk > Hp Mirage, Activate, 4xJump Hp, 2xHk Shot, Cr Hp, Rush Super.
 - a. Stand just forward of full screen. Activate as soon as possible after jumping. And cancel to the first Hk shot as soon as you hit the ground.

Parry

1. Vs Blanka Cr Hp: Parry, Hk Trap Shot
2. Vs RC Electricity: Parry > Flip Kick Super
 - a. Can use the down parry as the first input of the super.

S Groove

Dodge

1. Dodge, P, Hk Surprise Rose
 - a. Corner Only and Jumping only.

N Groove

Guard Cancel Roll

1. Vs Claw Cr Hp: GCR, Cr Lp > Lk Trap Shot
2. Vs Honda Lvl2 Super: GCR, Jump Hk, Mk > Hk Trap Shot, Hk Surprise Rose
3. Vs Iori Cr Hk: GCR, Cr Mk > Flip Kick Super
4. Vs Dictator Lvl3 Kick Super: GCR, Activate, Rush Super

K Groove

Just Defend

1. Vs Dictator Hk: Just Defend, Cr Mk > Hp Mirage Kick
 - a. At max range you will need to walk forward for the Cr Mk to hit.
2. Vs Honda Headbutt: Just Defend, Cr Mk > Hk Tornado Kick
 - a. Will need to walk forward slightly to get the Tornado to hit properly after the Cr Mk.
3. Vs Rugal Hk > Reppuken: Just Defend, Rush Super
4. Vs Claw Hp Roll: 5xJust Defend, Cr Lp > Kick Flip Super
 - a. Can only use 1 Cr Lp as doing 2 will cause the super to not hit fully.