

Hibiki Trials

Universal Trials

1. Slash
2. Running Slash
 - a. Can hold the button
3. Overhead
4. Counter
5. Dodge
 - a. Run
 - b. Hop
6. Dash Super
7. Blackout Super
8. Rave Super
 - a. Ver 1
 - b. Ver 2
 - i. For versions 1 and 2 you will need to delay your button press between button 4 and 5 (the second Lp to Mp, need to wait for the slow overhead attack)
 - c. Ver 3
9. Overhead > Hp Slash
10. Counter > Hp Running Slash
11. Cr Lk, Cr Lk, Cr Lp > Mp Slash
12. Jump Hp, Mp > Hp Slash
13. Jump Hk, Hk > Hp Run Slash > Hp Slash
 - a. Cancel the Run slash when it gets to the other side by doing Slash the opposite way.
 - b. If the Hk is done very close to the opponent you might have to hold the button slightly.
14. Overhead > Dash Super
15. Cr Lk, Cr Lk, Cr Lp > Dash Super
 - a. You might find you have to hold the lp in order to not get running slash by accident.
16. Counter > Blackout Super
 - a. If you are in a dash groove, just dash once and input the super
 - b. If you are in a run groove you need to tap forward twice like dashing but hold it for a split second (dash and a half).
17. Short Hop Hk > Hp Run Slash > Hp Slash
 - a. Need to hit the short hop hk as low as possible.
18. Short Hop Hk > Hp Run Slash > Dash Super
 - a. You can wait until Hibiki is on the other side and input the super later than you expect
19. Jump Hp, Hk, Hp Run Slash > Dash Super
20. Cr Lk, Lk > Rave Super Ver 2 (9hit), Hk > Hp Run Slash > Hp Slash
 - a. Stop the deadly rave just before the last input.

- b. Take a small step back so you don't have to hold the run slash.

C Groove

Lvl2 Cancels

1. Cr Lk, Cr Lk, Cr Lp > Lvl2 Dash Super > Hp Run Slash
 - a. The Run slash will not combo, but it will build you meter.
2. Jump Hp, Hk > Hp Run Slash > Lvl2 Dash Super > Dodge > Hop, Jump Hp, Mp > Hp Slash, Jump Hp, Hk > Hp Run Slash > Lvl1 Dash Super
 - a. Corner only and character specific
 - b. The input for getting the super out in the corner is actually a delayed 2xQCF strangely.
 - c. You will need to cancel to hop on the first frame the super hits so it doesn't go through the full animation.
 - d. Delay the hp just a tad after the hop

Air Block

1. Vs Psycho Crusher: Air block, Hp Run Slash
 - a. Hold the run slash until you get to the corner.

A Groove

Custom Combo

1. Grounded 1: Activate, Cr Lk, 2x(3xCr Hp, Lp Run Slash), 2x(3xCr Lp, Cr Hp, Lp Run Slash), 3xCr Lp, Cr Hk, Dash Super
 - a. You might need to hold the cr hp to make sure you don't get hp run slash by accident.
 - b. Can technically do 4 cr lp
2. Guard: Activate, Cr Lp, 4xCr Hp, 5x(Lp Run Slash, 3xCr Hp)
 - a. Basically the same as the first just don't switch to cr lps, continue to do cr hp to run slash.
3. Tall Character: Activate, 3xJump Hk, Jump Hp, 3xCr Hp, Lp Run Slash, 2x(3xCr Lp, Cr Hp, Lp Run Slash), 3xCr Lp, Cr Hk, Dash Super
 - a. Only works on crouching characters that are tall.
 - b. Will need to find the rhythm for the jumping Hks to jump Hp. Once landed it is essentially the grounded combo but only one rep of hp hits.
4. Hk Throw: Hk Throw, Activate, Lp Slash, 4xMp Run Slash, Lp, 8xJump Lp, Hp, Dash Super
 - a. After Hk throw, activate as soon as possible. You can probably get Mp slash if you are fast enough, but Lp slash is more consistent. Then do Mp slashes to the corner.
5. Anti Air: Activate, 2xMp Slash, 4xMp Run Slash, Lp, 7xJump Lp, Dash Super
 - a. After getting the 2 mp slash anti air, it is essentially the same as Hk throw.
6. Counter: Counter, Activate, 2xJump Hp, Jump Mk, 4xJump Hp, 12xJump Lp, Dash Super
 - a. After a counter, jump and activate a bit late to get the jumping hps and jump mk to hit correctly. Then jump hps to the corner and finish with jumping lps.

7. Grounded 2: Activate, Cr Lk, 2xCr Hp, 12xHp Run Slash, 3xCr Hp, Cr Hk, Dash Super
 - a. Getting the multiple run slashes can be a bit disorienting, but this combo can allow you to for a mix up by doing a command dodge to hop and jumping hk to hit a crouching opponent.
 - b. Use Cr Hps to stop the motion and finish as normal.

P Groove

Parry

1. Vs Blanka Cr Hp: Parry, Cr Lp > Mp Slash
2. Vs Yama Slash: Parry, Hp Slash
3. Vs Dictator Hk Scissors: 2xParry, Hk > Hp Run Slash > Hp Slash
 - a. Normally dictator can punish a combo to Mp slash, but if you time the combo correctly you can space out the combo such that you can parry even a Hk scissors reversal.
4. Vs RC Electricity: Parry, Dash Super
 - a. You can parry and do any super you like, you can use the parry for the initial part of any of the super motions.
5. Vs King Hp Rush Kicks: 6xParry, Counter, Black Out Super

S Groove

Dodge

Red Life

1. Cr Lk, Lk > Rave Ver 3, Dash Super
 - a. Doing Ver 3 of rave super leads directly to a lvl1 dash super (works in N as well).
2. Jump Hk, Hk > Rave Ver 2, Hk > Hp Slash > Dash Super
 - a. Combine #19 and #20 in the universal section for this combo

N Groove

Guard Cancel Roll

1. Vs Eagle Hp: GCR, Cr Lk, Cr Lk, Cr Lp > Mp Slash
2. Vs Claw Hp Roll: GCR, Hp Slash
 - a. GCR on the second hit, not the first, in order to be in range to punish.
3. Vs Geese Cr Hk > Fireball: GCR, Mk, Mp > Dash Super
 - a. You would more than likely do Hk to Run Slash to Super, but wanted to show this counter hit combo.

Pop Trick

1. Counter, Activate, Dash Super
 - a. Need to activate and super fairly quickly
2. Counter, Activate, Blackout Super
 - a. Corner only
3. Vs Jump: Activate, Dash Super
 - a. Try to activate after you see the jump
4. Low health death combo: Jump Hp, Hk > Rave Super Ver 3 (7hits), Activate, Hk > Hp Run Slash > Mp Slash, Jump Hp, Hk > Hp Run Slash > Mp Slash
 - a. This is character specific and will only kill if you are at very low life
 - b. Make sure to use Mp slashes on the run through as it does more damage.
 - c. The timing for getting the Activate to Hk is almost like if you were timing the Activate and Hk as if it were part of the Rave super.

K Groove

Just Defend

1. Vs Rugal Cr Hp: Just Defend, Cr Lp > Mp Slash
2. Vs Dictator Hk Scissors: 2xJust Defend, Hk > Hp Run Slash > Hp Slash
 - a. Same idea as in Parry
3. Vs Yama Hp > Hp Knife: 2xJust Defend, Counter, Black Out Super
 - a. Getting that counter out can be tricky, piano all 3 kicks to get you the best chance, since there is no difference between them.
4. Vs Claw Roll: 5xJust Defend, Cr Lk, Cr Lk, Cr Lp > Dash Super
 - a. For style you can try and get lks to deadly rave super