

Rock Trials

Universal Trials

1. Reppuken (Fireball)
 - a. Double Reppuken
2. Rising Tackle (Tackle)
3. Counter
4. Hard Edge (Elbow)
5. Run
 - a. Overhead
 - b. Stop
 - c. Switch
6. Throw
 - a. Charge
 - i. Press and hold then release the 2 punches
 - b. Cancel
 - i. Tap the 2 punches immediately after the command grab
7. Raging Storm (Storm)
8. Shine Knuckle (Knuckle)
9. Deadly Rave
 - a. Timing for this can be weird, I just mash light punch as soon as the first hit of deadly rave hits until I see 2 hits then continue the button sequence
10. Cr Lk, Cr Lp, Cr Hk
 - a. Tight link between cr lp and cr hk.
11. Jump Hk, Hk > Hp Elbow
 - a. Only works on standing characters
12. Cr Lk, Cr Lp, Cr Mk > Hp Elbow
 - a. Need to be as close as possible.
13. Throw > Cancel, Hp Elbow
14. Run (Switch), Throw > Charge, Hp Tackle
 - a. You can cancel the run switch to throw
 - b. Hold down charge during the charge attack, and release the charge as soon as possible for it to hit.
15. Throw, Cancel, Shine Knuckle
 - a. Lvl2 or higher for the super to connect
16. Cr Lk, Cr Lk > Shine Knuckle
 - a. You might need to hold the second cr lk as it is easy to get counter by accident.
17. Cr Lk, Cr Lk, Cr Mk > Deadly Rave, Cr Lp, Hp > Hp Elbow
 - a. Buffer cr mk inside of the super motion and make sure to hold down mk.
 - i. So f, df, d + Mk (hold mk), db, b, f + lk
 - ii. If you don't hold mk you can get run by accident
 - b. Stop just before the last attack of the super to continue to combo
18. Short Hop Hk, Mk > Hp Elbow
 - a. Hit the jump Hk as low as possible
19. Run (Switch), Throw > Charge, Shine Knuckle

20. Run (Switch), Throw > Charge, Cr Hk > Raging Storm
 - a. Hit the charge attack as high as possible

C Groove

Lvl2 Cancels

1. Cr Lk, Cr Lk, Cr Mk > Lvl2 Knuckle > Lvl1 Raging Storm
 - a. Cancel to lvl1 after the last hit of the knuckle super.
2. Lp Tackle, Lvl2 Knuckle > Hp Tackle
 - a. Let the opponent fall a bit to get more hits of super
 - b. Hold down charge during the super
3. Throw > Cancel, Lvl2 Shine Knuckle > Mp Elbow
 - a. Will only get 1 hit of super, immediately cancel to mp elbow
4. Run (Switch), Throw > Charge, Lvl2 Shine Knuckle > Hp Tackle
 - a. Hold down charge during the super
5. Run (Switch), Throw > Charge, Cr Hk > Lvl2 Raging Storm > Lp Tackle, Lvl1 Raging Storm
 - a. Hit the charge attack as high as possible
 - b. Hold down charge during the super

Airblock

1. Vs Psycho Crusher: Airblock, Shine Knuckle
 - a. Any strength will work, crosscut the motion by doing QCF then QCB as he passes through you.
2. Vs Headbutt: Airblock, Cr Mk > Lvl2 Knuckle > Mp Elbow
 - a. Airblock as low as possible
 - b. Might need to negative edge the super to not get counter by accident

A Groove

Custom Combos

1. Grounded: Activate, Cr Lk, Cr Hk, Hk, 4xMp Elbow, 2xCr Hp, Hp Rising Tackle, Raging Storm
 - a. Need to be precise with Elbow motions, easy to get rising tackle by accident
 - b. You are airborne during elbow, need to cancel as soon as you hit the ground for each one
 - c. Try to let the opponent fall enough you get all hits of super.
2. Guard: Activate, Cr Lk, 4x(3xHp, Hp Elbow), 2x Hp, Cr Mk
 - a. Need to cancel to Heavy punches after the first hit of Elbow, don't hit hp immediately when the Elbow hits.
 - b. End with Cr Mk as Hp is very negative
3. Anti Air: Activate, Lp Tackle, Cr Lk, Hk, 3xMp Elbow, Mp Tackle, Hp Tackle, Raging Storm
 - a. Cancel Lp tackle to cr lk after first hit, and let opponent fall slightly for the hk. It is very similar to trial 1 after that.

4. Grab Confirm: Throw > Cancel, Activate, Hp Elbow, Hk, 2xMp Elbow, Mp Tackle, Hp Tackle, Cr Mp, Raging Storm
 - a. Activate immediately after the throw cancel. Actually need to have the opponent fall slightly or the Hk will hit too high for Mp elbow to connect after
5. Anti Blanka Ball: Activate, Hp Elbow, 6xCr Hp, Cr Hk, Hk > 2xMp Elbow, Hp Tackle, Raging Storm
 - a. Need to stand block Blanka ball and need to reversal the activate. If not, you will not punish the blanka ball
6. Link Confirm: Cr Lk, Cr Lp, Activate, Cr Mk, Hp, Hp Elbow, 3xCr Hp, 3x(Cr Mk, Hp Elbow, 3xCr Lk), Cr Mk, Hp, Shine Knuckle
 - a. Activate after the cr lp like you would a link, and then quickly cr mk.
 - b. Need to be precise when doing the cr mk to hp Elbow, easy to get rising tackles.
 - c. Need to cancel the first hit of hp elbow

P Groove

Parry

1. Vs Yama Slash: Parry, Hp Elbow
2. Vs Cammy Hk: Parry, Cr Mk > Shine Knuckle
3. Vs Honda RC Hands: Parry, Lk Counter
 - a. Rock's Counter has startup unlike Geese, so can't reversal it effectively
 - b. Need to do counter very fast after parry
4. Vs Blanka RC Elec: Parry, Hp Rising Tackle
 - a. Hold charge, then quickly parry then move to up and Hp as quickly as possible

S Groove

Dodge

Red Life

1. Short Hop Hk, Deadly Rave (9 Hit), Cr Lp, Hp > Shine Knuckle

N Groove

Guard Cancel Roll

1. Vs Ground Shave: GCR, Mk > Hp Elbow
2. Vs Eagle Hp: GCR, Lp, Cr Lp, Cr Mk > Shine Knuckle
3. Vs Geese Cr Hk > Fireball: GCR, Mp, Mp > Shine Knuckle
 - a. Counter hit only combo

Pop Trick

1. Vs Fireball: Activate, Shine Knuckle
 - a. Try to activate after you see the fireball
2. Vs Jump: Activate, Raging Storm
 - a. Try to Activate after you see the opponent jump

K Groove

Just Defend

1. Vs Cammy Hk: Just Defend, Shine Knuckle
2. Vs Honda Headbutt: Just Defend, Cr Mk > Hp Elbow
3. Vs Yama Hp Knife: 2xJust Defend, Lp, Hk > Hp Elbow
4. Vs Claw Hp Roll: 5xJust Defend, Mk > Deadly Rave, Cr Lp, Hp > Hp Elbow
 - a. Close Mk is actually Rocks fastest normal (that and close lk)