

All commands are shown with the player being on the player 1 side.

## Combo 1: My Bread and butter.

**L**, **M**, **H** (1 hit), ← + **H** (2 hits), xx ↻ + **H** -> **M**, **L**, **M**, ↻  
+ **M**, xx ↻, Air **M**, Air **M**, Air **M**, Air **H**, Air **S**, Land, **H** (1 hit), ↻ + **H**, **S**, xx  
↻, Air **M**, Air **M**, Air **H**, xx Air ↻ + **H**, Land, **H** (1 hit), **S**, xx ↻, Air **M**  
, Air **H**, Air **S**, Hold ↻, Land, Back dash, ↻ + **H**, xx ↻ + **ATK** **ATK**.

Damage: 661,000



### Tips

- As soon as you press S in the air M,H,S combo, hold back. If you do it any sooner then you could accidentally get a TAC.
- Delay the air M,H,S combo after the standing H,S re-launch very briefly.
- To avoid input errors at the end, go from forward H (Sand Splash) to back then half circle forward 2 attacks

## Combo 2: Larger character only combo.

L, M, H (1 hit), ← + H (2 hits), xx ↻ + H -> M, L, M, xx

↻ + L -> L, L, M, ↓ + M, xx ↻, Air M, Air H, Air S, xx Air ↻

+ H, Land, Forward Dash, ↓ + H, S, xx ↻, Air M, Air H, Air S, Hold ←,

Land, Back dash, ↻ + H, xx ↻ + ATK ATK.

Damage: 637,200



### Tips

- An alternative opener for extra damage on this combo would be L,M,H Cat Spike M, M back H Rolling slide.
- After rolling you absolutely must use standing L,M otherwise the L will not link after the Neko punch.
- I spared my buddy Haggar from this combo. :)

## Combo 3: Sentinel only Combo 1

(↻, Air M, Air M, Air H, Air S)x2, Land, M, ↻ + M, S, XX ↻, Air

M, Air M, Air H, XX Air ↻ + H, Land, H (3 hits), ↻ + H, S, XX ↻

, Air M, Air M, Air H, Air S, Hold ↻, Land, Back dash, ↻ + H, XX ↻ + ATK

ATK

Damage: 697,600



### Tips

- This one is pretty easy so you'll get it in no time.
- After the second loop of the air M,M,H,S delay the S so it can combo into the standing M.

## Combo 4: Sentinel only Combo 2

L, M, ↻ + M, XX ↻, Air M, Air M, Air H, Air S, Land, M, ↻ + H

(2 hit), XX ↻ + H -> M, L, M, ↻ + M, XX ↻, Air M, Air M, Air

H, Air S, ↻, Air M, Air H, Air S, XX Air ↻ + H, Land, Forwards Dash, ↻

+ H, S, XX ↻, Air M, Air H, Air S, Hold ↻, Back dash, ↻ + H, XX ↻ +

ATK ATK

Damage: 710,700



### Tips

- On the first air M,M,H,S delay the S so the standing M Combos.
- After the rolling slide you can copy the inputs of the first combo for more damage. Only differences is that you should do a dash down H instead of stand heave and do a super jump back H,S instead of super jump forward M,H,S.

## Combo 5: Command Grab 1

↺ + L, ↻ + M, XX ( ↻, Air M, Air M, Air H, Air S ) x2, ↻, Air M,

Air H, Air S, XX Air ↻ + H, Land, H (1 hit), ↻ + H, S, XX ↻, Air M

, Air H, Air S, Hold ↻, Land, Back dash, ↻ + H, XX ↻ + ATK ATK.













Damage: 561,000



### Tips

- This works off of any variation of Hell Cat.
- In the M,M,H,S loop, slightly delay the S.

## Combo 6: Command Grab 2

 + ,  + , XX , Air , Air , Air , Land, ,  + , XX ,  
 Air , Air , Air , XX Air  + , Land,  (3 hits),  + , ,  
 XX , Air , Air , Air , Air , Hold , Land, Back dash,  + , XX 





































   . Damage: 568,000



### Tips

- This works off of any variation of hell cat.
- In the first Air M,H,S delay the S as much as you can.

## Combo 7: Command Grab 3



































 + ,  + , XX , Air , Air , Air , Air , Land,  + , XX  
, Air , Air , Air , Air , Land, , , XX , Air , Air , Air , Air  
 + , Forward Dash,  + , , XX , , , Hold , Land,  +   
 , XX  +   . Damage: 641,000



### Tips

- This works off of any variation of hell cat.
- In the first 2 air M,M,H,S slightly delay the S.
- Slightly delay the air H,S after the super jump back.

## Combo 8: Air to air 1

, Air , Air , Air , Land, ,  + , XX (  Air , Air , Air , Air   
 )x2, Land,  (1 hits),  + , , XX , Air , Air , Air , XX   
 Air  + , Forward Dash,  + , , XX , , , Hold , Land,  +   
, XX  +   .

Damage: 699,700



### Tips

- In the first air M,H,S delay the S as much as you can.
- In the air M,M,H,S loop slightly delay the S.



## Combo 9: Air to air 2

( ↘ , Air M , Air M , Air H , Air S ) x3 , ↘ , Air M , Air H , Air S , XX Air ↘

+ H , Land, (1 hits) H , ↘ + H , S , XX ↘ , Air M , Air H , Air S , Hold

↙ , Back dash, ↘ + H , ↘ + ATK ATK .

Damage: 680,800



### Tips

- This combo only works in a very specific situations.
- The opponent needs to be at a low enough height for the S to connect but not too low or the second and third loop will whiff.

## Combo 10: Kitty helper combo



  
 Z + ATK ATK, M, H (1 hits), xx Z + M, M, H, xx Z + L, ↻  

  
 + M -> M, ↻, Air M, Air M, Air H, Air S, ↻, Air M, Air H, xx Air ↻  
  
 + H, Land, H (1 hits), S, xx ↻, Air M, Air H, Air S, Hold ↻, Land, Back  
  
 dash, ↻ + H, ↻ + ATK ATK.

Damage: 704,000



### Tips

- This combo is pretty difficult to pull off and can only be done in the corner. The difficulty comes in the randomness of Alto's hits. So far I've had the most luck by starting the combo when she is just in range to hit the opponent. But the part that can get tricky is getting her to hit after the Rolling Slide. Sometimes she would miss.

All hyper combos were mashed.