

Capcom vs. SNK Ken Character FAQ

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Ken Version 3.4

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This is my second faq and its for another shoto. If you want to use this faq on your site just drop me a line and if I have made any mistakes can you also please email me and I'll make amends. I will be updating this faq so keep checking for updates, lastly if you have any good combos or strategies can you please send them to me and I'll include them in the faq and give you credit for the information provided. This faq is applicable to the Japanese version. Expect another update real soon!!

As if you didn't know already, this faq is for Ken Masters. I set out a number of targets before I began writing the faq and here they are:

- 1) The most important. For you to appreciate Ken's skill and either learn to effectively play as Ken or see a new dimension on how to play as Ken.
- 2) Stick it to all those Ryu fans and anyone else who bad mouth Ken.
- 3) Perhaps even more important than no.1 Stick it to all those that Dog shotos.

What you will find here in this FAQ:

1.0 Ken bio

1.1 Ken compared to Ryu

1.2 Move/Techniques list

2.0 Super move list

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1.0 KEN BIOGRAPHY

Name: Ken Masters

Blood Type: B

Weight: 72Kg

Height: 175cm

Hair: Blonde

Fighting style: Shotokan Karate

Costume: Ken wears his famous red GI costume, with a black belt around his waist.

Birth Place: United States

Rivals: Ken rivals Terry from the KOF series (although Doc thinks it's Iori) and he has a friendly rivalry with his ex training partner Ryu. Ken has also sworn to punish Gouki for killing his master Gouken.

Ratio: Ken is a ratio 2 character

New players in the world of Capcom may not know the difference between Ken and Ryu. Here is a quick comparison between the two fighters:

Ken is a lot faster than Ryu
Ken has more combo potential than Ryu
Ken has more juggle potential
Ken's Shoryuken goes at an arc meaning it is easier to hit opponents with it, it also hits three times
Ken's Tatsumaki Senpū Kyaku hits five times, nice to combo into but if blocked you're in serious trouble
Ken like Ryu has great anti-air
Ken has great offensive ability
Ken can combo from a lot of moves eg fierce punch and jabs and shorts and a strong (medium sweep)
Ryu is slightly stronger than Ken
Ryu is a more versatile fighter due to his different super moves
Ryu's Tatsumaki Senpū Kyaku only hits once
Ryu's Shoryuken has limited range compared to Ken's, only hits twice max and is tricky to combo into

In my humble opinion I think Ken is a better fighter (this will anger a lot of Ryu fans) but Ken's increased speed and combo-ability really does give him the edge over Ryu. All of Ken's supers are useful well maybe apart from the Shippūjinrai Kyaku

(super hurricane kick combo) but it sure looks nice.

Ken's standard combos are very useful and damaging, an experienced Ken player is capable of decimating entire teams almost single handedly. Time to move onto the nitty gritty.

Firstly a number of King of the Fighters players have complained about how their characters have been "screwed over" but they need to take into account that the Street Fighters have been SNKised. This means we are forced to have a four button lay out, you also need to take into account that some capcom characters have been downgraded.

Sakura for one and Ken. Ken has lost so much priority in this game

From when has someone been able to sweep me outta a Shinryuu Ken NEVER is when, well until CvS. Despite this, he is still a brilliant fighter and deserves respect despite the fact that he is a shoto.

He has better anti air due to his Shinryuu Ken (vertical super dragon punch) and his light shoryuken which comes out extremely quickly. The ShinryuuKen also has awesome juggling ability. Ken's extra speed really helps when your up against opponents like Chun Li and Vega (Balrog in the import version). His dragon is easy to combo into and it is more likely to hit opponents who are jumping away from you than Ryu's shoryuken.

Don't get me wrong however, cause Ryu is an excellent fighter.

Legend

To make this FAQ easier to use, read and design I have produced a legend which is a short way of displaying a command for a move, but first here are the basics:

Forward = F
Backward = B
Up = U
Down = D
Light punch = LP
Hard punch = HP
Light kick = LK
Hard kick = HK

Commonly used terms

- QCF - d,df,f (Hadoken movement)
- QCB - d,db,b (Hurricane movement)
- HCF - b,db,d,df,f
- HCB - f,df,d,db,b
- UF - uf (up forward eg jumping into an opponent)
- UB - ub (up backwards)
- AIR - Means you can perform the move in the air

ROLL = LP+LK

KEN ROLL = QCB + LP or HP

THROW = F+HP/HK

CHARGE (SNK GROOVE ONLY) = HP+HK

TAUNT = HOLD "A" BUTTON AND PRESS START

Ken says two different things in Japanese.

This is listed further on in the faq.

FORWARD DASH: TAP FORWARD TWICE

This is great for surprise attacks on unsuspecting foes. It doesn't go particularly far, it is however pretty quick. Remember you cannot block during the dash animation.

BACK DASH: TAP BACKWARDS TWICE

Ken launches himself backwards. Useful for avoiding attacks,

and also giving yourself some breathing space. Like the forward dash it doesn't go far and you cannot block during this phase.

RUN (Secret 77)

When this is enabled you will get the KOF style of running play. Instead of dashing you and your opponent can now run at each other. This is useful as you can pressurise your opponent a lot quicker than by using dash. Another neat thing is linking in a hadouken into your super combos. However you need to use the LP version to keep up with the fireball and it is not likely that your foe will get by a projectile whilst they are standing across the other side of the stage but who knows! One useful thing to remember is that by shooting a fireball and catching up to it, if your foe blocks high quickly sweep em, or use an overhead for a gaurenteed hit. Lastly you cannot run backwards, meaning back dash is still used.

SUPER JUMP: DOWN, UF/UB

It is your basic jump but higher and faster. As it is higher it covers more ground. It gives you the possibility of avoiding projectiles and the like whilst giving you the opportunity to launch an attack.

ROLL: LP+LK

This has been taken from the KOF games. When activated Ken rolls (WHOA) it covers a short distance, however you are invincible at the beginning of the roll and it is very useful when avoiding projectiles such as Shinkuuhadoken and Kikou Shou (Chun Li's Super fireball) and other super moves such as Iroi's Maiden Masher and Terry's Buster Wolf. However you are prone to attack whilst the roll ends, this means if you roll whilst Ryu is perform a Shinkuu Tatsumaki Senpoo Kyaku (Super Hurricane) you will get hit when you come out of the roll.

BASIC MOVES

1. Light Punch aka jab: LP

Standing: Cancelable. Ken does a jab which comes out extremely quickly. This move is very useful as a defense. It can also be used to combo into a short or any of Ken's supers or specials.

Crouching: Cancelable. Ken does a jab whilst crouching. This can and should be utilised as poke device. It is also the basis of Ken's Crouching short => crouching jap => crouching short => into any special or super.

Jumping: Great priority over moves, can even trade hits with flash kicks, shoryuken's tiger uppercuts etc.

2. Heavy Punch aka Fierce: HP

Standing: Cancelable. Ken does a strong punch just in front of the opponent or a standing uppercut, depending on proximity). Deals good damage, but comes out a little slow. It also has respectable range.

Crouching: Cancelable. Ken does an uppercut. This move has awesome vertical reach, hence it can be used as an anti-air, it can also be comboed out of, such as a shoryuken.

Jumping: I personally don't use a heavy punch in the air, a jab will most likely beat it, however if you land the punch deep, you can initiate a combo.

3. Light Kick aka Short: LK

Standing: Cancelable. Ken does a small kick to the groin or shins depending on the size of your foe. Like the jab it comes out and recovers extremely quickly. Best reserved for combos.

Crouching: Cancelable. Use and abuse. Ken's other poke move, you should attempt to use this along with the crouching jab as much as possible. Recovers really quickly.

Jumping: Pretty much like the jumping jab. High priority, low damage.

4: Medium Kick aka Forward: MK

Crouching: Cancelable, Ken can only use a crouching medium, he has lost all of his other mediums due to the four button config. This move has great reach, average recovery and can be comboed off of. After hitting with a crouching medium its best to do a hadoken.

5: Heavy Kick aka Roundhouse: HK

Standing: Not cancelable. Pretty useless kick. Leaves Ken open if blocked, and also has hurendous recovery time - stay away from this move.

Crouching: Cancelable. Remember, in CvS you can do a super after a sweep. For Ken, this is excellent news seeing as all of his supers can be tagged on after a sweep. I recommend only using a level 1 shoryuureppa after a sweep as you can juggle with a shinryuken.

Jumping: Better reach than the Jumping Fierce, average priority and good damage. If your initating an ariel assault from distance, it is advised that you utilise this move.

SPECIAL MOVES

The percentage in brackets is the effectiveness of the move. It takes into account recovery time and priority as well as damage.

HADOUKEN: QCF + P (45%)

Long recovery time, never use at close range unless you use it to end a combo. When you perform this with a light punch the fireball will move slowly towards your opponent. If you use the hard punch, the fireball will move faster. If you are in SNK groove the fireball is a good move to keep your opponent at bay whilst you charge up. It can also be used in conjunction with the shoryuken for the age old fireball/shoryuken trap.

SHORYUKEN: f,d,df + P (95%)

Performing this move with hard punch, makes Ken perform this move with fire on his hand and three hits if you hit your foe whilst you are both on the ground. It has great anti air, although it has lost some priority - it is very useful to combo into this move. Using the light punch makes Ken do a small dragon punch, this is useful as it has less recovery time that the hard dragon and it has a quicker initiation time, plus it gives your opponent less time to initiate an attack.

TATSUMAKI SENPUU KYAKU: (air) QCB + K (70%)

Ken's hurricane kick. Using hard kick will make the move travel longer. Can also be used in

the air. It is again useful to combo into this move, it also retains its high priority even over some super moves. However if blocked your in trouble cause of its recovery time, it is also possible for your opponents to retaliate even though the move has connected. YOU HAVE BEEN WARNED.

INAZUMA KAKATO WARI: f + LK (65%)

Ken's overhead attack, it is useful against opponents who are crouching and blocking. Note that this move must be blocked high. The move does have a large start up time, at this time Ken is vunrable.

2.0 SUPER MOVE LIST

SHOURYUU REPPA qcf,qcf + P

The most damaging of Ken's supers. The move consists of three dragon punches. A light one a medium and a hard. This super is relatively easy to combo into and it can also juggle oppents. It is however advised that you do not use this move whilst your opponent is in mid air, as a majority of the hits will miss. The first Dragon Punch has very high priority, easily passing through projectiles and even a Shinkuuhadoken..kool. If it is blocked however get ready for a vertical super or a combo coming your way.

Recommended ways of landing it:

- After a jump in
- After a poke (LP) or Fierce (HP)
- As a surprise move
- By utilising its high priority
- After a sweep (level 1 only)

SHINRYUU KEN qcf,qcf + K, tap K rapidly for more hits

Ken ducks down and does a vertical dragon punch, if you repeatidly tap the kick button, you will get more hits. This move has fantastic anti air and it is very damaging when comboed into. In my opinion this move has lost priority since Alpha 3 and it takes a little longer for the move to be initated compared to Alpha 3 when it was instantanious.

Recommended ways of landing it:

- After a jump in
- After a sweep
- When an opponent jumps in

SHIPPUUJINRAI KYAKU qcb,qcb + K (Level 3 ONLY)

This is Ken's mad hurricane combo super. Although it looks nice and the damage is relatively good it is a risking move to use, if blocked your in trouble due to long recovery time. Another thing to note, is that the super will not continue up until its final stage if blocked. It is also the hardest of Ken's supers to combo into.

Recommended ways of landing it:

- Combo into
- After a roll

2.1 TECHNIQUES AND TIPS

Ken is a more offensive character than Ryu, he has awesome juggling capabilities so be sure to make use of them. Here you will find a number of useful tips:

- . It is best to use Ken in Capcom groove, he can build up his bar exceptionally quickly and is not limited to level 1's.
- . Remember supers are not that super in this game - low shorts and low jabs can easily counter supers
- . Keep on the offensive, try and force your opponent into the corner and keep them their with a fury of combos and light dragons. After a while your opponent will get frustrated and begin to make silly mistakes leaving them open for an attack.
- . You are prone to attack at the beginning and end of a roll so use wisely and also remember this if your opponent keeps on rolling
- . It is useful to use throws as they take huge chunks of damage - however do not become throw obbsesive
- . Hurricane kick has very high priority and can be used to get to the other side of the screen.
- . Remember to use the crossover technique as it will always hit leaving your foe open for a combo.
- . You can sweep, then go into super moves - very useful
- . Shinryuken has excellent juggling ability
- . No fireballs whilst you are fighting at close range
- ‡ Remember to use the high jump technique (Down then Up/Forward/Backwards) this is useful for escaping attacks and also surprising opponents.
- . Remember to use either dash or run to surprise your opponet - it is useful to dash at your opponent at the start of the match and sweep as they are not usually prepared for it.
- . Use D+HP for another anti air move.
- . Tip. I advise investing in Mad Katz excellent "Saturn" style controller, it doesn't have any L or R shoulder buttons though (BUMMER)

Lastly practice makes perfect, go to training to practice some combos, they are relatively easy to discover.

2.2 KEN STANDARD COMBOS

These combos DO NOT INVOLVE SUPER MOVES: To start these combos off on the ground compromise the jump-ins and start from the "Standing" section.

COMBO 1

Jumping HP/HK => Standing HP (close) => Hard Shoryuken Dragon Punch

COMBO 2

Jumping HP/HK => Standing HP (close) => Hard Tatsumaki Snpuu Kyaku (Hurricane kick)

COMBO 3

Jumping HP/HK => Standing HP (close) => Hard Hadoken

COMBO 4

Jumping HP/HK => Crouching HP => Hard Shoryuken

COMBO 5

Jumping HP/HK => Crouching HP => Hard Tatsumaki Snpuu Kyaku

COMBO 6

Jumping HP/HK => Crouching HP => Hard Punch Hadoken

COMBO 7

Crossover Kick => Crouching LP => Crouching LK => Hard Tatsumaki Snpuu Kyaku

Go to the training mode to figure out some more basic combos. If possible end in a special move for more damage. Also remember you can use a super combo right after a sweep, you can also juggle from a LP shoryuken.

3.0 KEN SUPER MOVE COMBOS

Now let the fun begin. These combos are all very damaging. To start these combos on the ground compromise the jump-ins and start from the "Standing" section.

COMBO 1 (Corner only)

Jumping HP/HK => Standing HP => LP Shoryuken (Quick) => Level 3 Shinryuken

COMBO 2 (CAPCOM GROOVE ONLY)

Jumping HP/HK => Standing HP => LP Shoryuken (Quick) => Level 1 Shouryuureppa
=> Level 2 Shinryuken

COMBO 3

Jumping HP/HK => Standing HP => Level 3 Shouryuureppa

COMBO 4

Crossover Kick => Crouching LK => Sweep => Level 3 Shinryuken

COMBO 5 (Medium)

Jumping LK => LK Tatsumaki Snpuu Kyaku (Before you hit the ground) => Standing HP
=> SHIPPUUJINRAI KYAKU

COMBO 6 (HARD) FROM A COMBO VID James Chen (CAPCOM GROOVE ONLY)

Jumping LK => LK Tatsumaki Snpuu Kyaku (Before you hit the ground) => Crouching LK => Sweep
=> Level 1 Shouryuureppa => Level 2 Shinryuken

COMBO 7 (HARD) FROM A COMBO VID James Chen

Crossover kick => Crouching LK => Crouching LP => Crouching LK => Crouching Medium Kick
=> SHIPPUUJINRAI KYAKU

NB: To perform a Medium Kick = Downback, Hard kick

COMBO 8 (Easier version of the above combo)

Crossover kick => Crouching LK => Crouching LP => Crouching LK => SHIPPUUJINRAI KYAKU

COMBO 9

Jumping LK => LK Tatsumaki Snpuu Kyaku (Before you hit the ground) => Standing HP
=> Level 3 Shoryuureppa

COMBO 10

Crossover kick => Crouching LK => Standing HP => Level 3 Shoryuureppa

COMBO 11

Crossover kick => Crouching LK => Standing LP => Level 3 Shoryuureppa

3.1 STRATEGIES

Here is a quick strategy guide with Ken.

- 1: Ken's pressure game is second to none, he can easily force opponents to make mistakes leaving them wide open for a combo. Use Ken's roll (QCB + LP/HP or LP + LK) as a confusion technique and a way to start combos.
- 2: You can play Ken as the AI does..No not crap, I mean UNPREDICTABLE. Although CPU Ken is a pushover he sometimes does some surprising manouves eg constant light dragons or rolls then straight into a Shouryuu reppa. As a human player you can truely utilize this technique. Your opponent will be put of gaurd and usually leave themselves open so you can either roll and into a combo of your choice or unleash a Shouryuu reppa or Shinryuken. I do not use this technique, but it does work for some players.
- 3: Abuse the priority of shorts and lights especially when countering supers, also the Hurricane kick has high priority so use it to counter rush in supers like Iroi's Maiden Masher.

OFFENCE

My basic strategy is to keep on the offensive in the majority of cases. Take advantage of Ken's japs and shorts as they are so comboable. Try and force your foe into the corner and then pumpel them with shorts and japs, use a LP shoryuken if they try to escape and they can be sweeped if they roll.

DEFENCE

Hope to have a level bar, if you do attempt to land a shinryuken or shouruu reppa as a surprise move. Do not use any high risk manouvers, limit the use of your hurricane kick. Use Ken's Jumping Hardkick as it comes in useful for crouching and jumping opponents. Roll when they come in for a jump in - only if you do not have enough time to use a shinryuken or a LP shoryuken.

POKING

Seeing as CvS is a poke fest it is lucky that Ken has been fitted with several awsome pokes. As Ken is a shoto, he has his trademark rapid fire japs and shorts that come extremely quickly, and recover really quickly. His standing jab can be chained into a standing fierce (but the timings hard) then buffered into any super of your choice. Alternatively if you connect with a standing jab or short, you can chain it into a crouching jab or short and into a combo eg. Standing jab, crouching short, fierce shoryuken. A useful little tactic is if your opponent blocks any of your crouching pokes, quickly go into Ken's overhead. Most players

continue to block low after they've blocked a poke and inevitably eat an overhead. Ken's crouching strong (medium kick) has good range and it recovers relatively well, it can be used to buffer into a super and can be chained from a jab or short. I also use Ken's hurricane as a poke - only the light kick version. It advances Ken, has good priority, and can be used to position yourself behind your opponent. Whenever you do a close range hurricane, your foe will instinctively try and sweep, that will miss and when you've landed they'll still be recovering from the sweep, now unleash the combo of your choice.

AIR TO AIR COMBAT

If both you and your opponent are in the air, its best to go for either a jab or short. They both initiate very quickly and have high priority. Jumping fierce is also very useful as it does good damage but it comes out a lot slower than the jab or short. In an air to air battle I never use a kick as 9 times out of 10 you will come out worse seeing as it takes ages to come out.

JUMPING

Jumping is useful for maximising damage on your combos but is risky as you cannot block in the air. Before you jump you need to be more or less sure that your opponent is unprepared, or not expecting a jump in. It is useful to use a MEATY attack. Essentially this means flooring your foe and as soon as they get up they will fall victim to a crossover. The more experience you gain will tell you when its the right time for a jump in. If your planning to combo from distance, use your fierce kick, after thats landed proceed into a crouching strong into hadouken for an esay three hitter. If your planning to stay close, use a deep fierce punch, or alternatively a jumping short.

COUNTERING

It is imperative that you punish you opponents mistakes. Ken hasn't got many long range counters, his sweep hasn't got much range but its useful for countering anti air attacks upon landing e.g. Ryu shoryuken misses whilst your on the floor you can easily sweep once he's landed. Ken's crouching strong is decent range and can be buffered into a hadouken or a super. If there close a good counter is the light punch shoryuken, you can then juggle with a level 1 shoryuureppa or use this as a set up for a MEATY attack.

FEEDBACK TECHNIQUES (JONATHAN Shoryureppa00@aol.com)

These are a list of simple yet effective techniques.

1. wait technique- at the begining of the match jump back and shoot fireballs(hadokens) the person your facing will eventually get tired of this and jump over them or roll which exposes him to a shoryuken or rising upercut or a sweep if they roll.....this is very effective in the CvSbecause you cannot block in the air.
2. medium jump kick technique- (this one always works just make sure the person you fight doesnt know about it) just fight like normal but as soon as you trip him or knock him down medium jump kick (crossover) him halfway he's up he's always vulnerable to attack try a shoryuken right after the kick and just repeat this for a quick and usually perfect ending. You could also do a few crouching shorts or jabs and go into a combo
3. roll technique- simply use his roll move in sticky situations to dodge all incomming attacks and attack with usually a hurricane kick or shoryuken
4. super move technique- i use this one alot and it always works to.....just follow the steps for the med. kick tec. but instead of the shoryuken just bust out a super or combo into a super via shorts and japs but do it fast or they will block it

3.2 WHICH GROOVE

Which groove suits style of play? well I personally prefer Capcom groove. I'm not going to go into mega detail about the groove system (thats a whole faq in itself) and my mate Doc has written a groove faq so check it out, you could also take a look at Chen's System guide which also covers aspects of the groove system.

SNK groove

- SNK groove you need to charge - bad for Ken players that stay on the offensive
- SNK groove you are ever so slightly prone when charging
- No level 2's in SNK which is used for some combos and useful if you do not want to use a whole level 3
- Level 3's only in the red. In other words when your almost dead
- Your metre goes down hence forcing you to use the super in a short period of time
- Only level 1 supers when not in the red
- + Unlimited level 1's in the red
- + Can charge and do a number of level 3's
- + Can juggle with some characters after a level 3 NOT KEN HOWEVER

Capcom groove

- +No charging - can play offensively and have bars non stop
- +Not limited to level 1's
- +Your metre does not drain - so no pressure on you to use that shoryuureppa
- +Can access level 2's and can use a level 3 whenever you want, not when your virtually dead this is providing you have a level 3.
- +Level's from previous characters are kept so you could use one character and die with a level 3 and when Ken enters he already has that level 3
- +When initiating a super, it looks real kool...better than in SNK groove. TART :0)

Note that there are other advantages and disadvantages of each groove. To know the ins and outs and also get more detail read Doc's groove faq at gamefaqs.com

3.3 FIGHTING AGAINST A KEN PLAYER

This can be a very daunting. Ken for all his speed, power, versatility has the a small weakness (hope none of my mates are reading this!!) that you may be able to exploit. As a majority of Ken players play offensively they are sometimes prone to error. Most advance Ken players rarely use Ken's hurricane as an opponent can still counter once Ken has fallen to the ground. If your opponent is using a lot of Hurricanes you could usually sweep him as he hits the ground as he will be stuck in recovery time. Also if you block a fierce shoryuken you have a lot of time to think of a combo to do once he's landed.

The two strategies here will depend on A: your choice of character and B: the Situation

A: This is very important. If you are playing as someone relatively quick such as Cammy or Chun Li.

If you are one of these type of characters you can either exploit a mistake by your foe or wait for an opening. You could even go on the offensive, use a lot of crouching and standing attacks and mix it up. Beware of Ken rolling as a confusion technique. Never get trapped in a corner as you will be hit with a ton of combos, try and escape ASAP. Try and avoid jumping as Ken's shoryuken as it is very effective at getting both retreating and attacking opponents and if it is a light shoryuken prepared to be juggled. Beware of dashes (or runs) and crossovers. Do not get poked by Ken or let him control the pace of the match otherwise there will be serious problems for you. Try not to use high risk manouvers, moves with bad start up or bad recovery. Personally as a Ken player I find it kinda hard to fight against a Cammy player. I think you know what to do!! If you are a slower character such as Raiden or Zangeif the only advice I can give you is do not pick these type of characters against Ken, I'm sorry but I

really can't help you.

B: What is the situation you are facing. Do you or Ken have a level bar? who's on the offensive/defensive How much energy do you and your foe have left? time limit?

Ken will always seem to have a level bar so try and have a level bar as well (duh!). If you do not have a level bar try and get 1 as soon as possible to counter one of your opponents moves or to use once you've spotted an opening.

If your on the defensive, try and gain control of the pace of the match. You may want to continue playing defensively however this is not adviseably as your opponent will either throw you or use a crossover to exploit you. Attempt to get in a few combos and play the game at your own tempo. If your playing offensively continue to do so and try to either finish him off or damage him as much as possible. If you do not maximize your opportunities especially against an advanced Ken player you will face the consequences - DEATH!

If Ken is almost dead then most Ken players (me for one) will go into defensive mode. In defensive mode a Ken player will play more like a Ryu player. Cautiously, looking for openings etc. Although your opponent may be playing with caution you have to remember that he is still very dangerous. You do not want the Ken player to regain or get the tempo of the match otherwise he will go back into attacking mode. Again you will have to attempt to kill him quickly, your opponent will not leave himself open for attacks, if he is blocking a lot then throw him or do a crossover but it is still risky to use a crossover as the light punch shoryuken (a Ken players best friend) will be used a hell of a lot as it has good priority, juggling capability and comes out relatively quickly. Poke a lot and switch between high and low attacks, this will soon force him to block leaving him open for a throw. You could even attempt to guard crush him, but remember no close range projectiles or moves with long start up times.

(Note if you know me and your reading this section and now hoping to beat me then think again cause I still have a few tricks up my sleeve :0)

3.4 SPECIAL INTROS

Ken has two special introductions, they are:

Vs Ryu : The two fighters tap each other's fist, and Ken dashes back and they prepare to fight.

Vs Terry : Terry's hat is by Ken's feet and he chucks it to Terry who wears it.
I still don't understand why Ken will speak in Jap to a fellow American!?

3.5 Ken Translations

Speech:

Start : "Kakatte kina!" : "Come here!"
"Ore no deban da ze!" : "It's my turn!"

Taunt : "Doushita doushita?!" : "What's wrong?!"
"Senryokun da yo!" : "Let's fight!"

"Ora!"
"Saseru ka!" : "You won't do it!"
"TatsumakiSenpukuKyaku!" : "Tornado Whirlwind Kick!"
"ShouRyuKen!" : "Rising Dragon Fist!"

"HaDouKen!" : "Waving Fist!"
"Moratta!" : "Got ya!"
"Ikuze! ShouRyuuReppa!" : "Let's go! Rising Dragon Destroyer!"
"Kurae! ShinRyuuKen!" : "Eat this! Dragon god Fist!"
"Moratta! Shippuu JinRai Kyaku!" : "Got ya! Gale Thunderclap Kick!"

Win poses:

"Yatta ze!" : "I did it!"
"Ore no kachi da na!" : "Victory is mine!"
"Yay!"

UP AND COMING

Well more combos of course, better strategy maybe, colours I will make and that should wrap it up
oh yeah the answers of the question will be coming up soon.

Has my goal been fulfilled?

By time you have finished reading this faq, got some play time in with old Kenny boy and used some of the advice and strategies found in this faq YOU SHOULD BE A PROFICIENT KEN PLAYER. Please let me know what you found useful and what you didn't. The more feedback I recieve the better the faq will be in its future updates. If you have anything to add to any of the sections found in this faq please do drop me an email. You will recieve full credit for your work. Also if you have any kool Ken info or different views drop me a line and I'll include em.

WE AWAIT YOUR RETURN WARRIOR

Hope this faq was of some use to you, I'll be updating it till its complete.
I just want to offer a little advice. If you see anything by James Chen or Keo Megura be sure to read it as they are excellent faq writers.
Also check out Chen's excellent combo explanation faq at gamefaqs.com and if you see any of Chen's movies be sure to download em cause they are assured to be class.
Don't forget to check out my Ryu faq at gamefaqs.com

Remember if you have any translations, combos, suggestions, or hate mail or praise don't hesistate to email me at: Agekrs1@hotmail.com the more feedback the better the faq will become.

STUPID COMPETION

This is a little stupid comp for all you SF fanatics out there.

- 1: Quote five of Ken's winning phrases?
- 2: In which Street Fighter game does Ken have a few famous Capcom characters in the background?
- 3: Who are the famous characters which appear in this background?
- 4: In Guy's Alpha 3 background which famous characters are hanging around?
- 5: What does the billboard say in Cody's stage in Alpha 3?
- 6: What is the name of Ken's wife and kid?
- 7: What is the relationship between Sean and Ken?

8: In Ken's ending in X Men Vs SF what is in the back of the Saturn?

9: Can Ken kick Ryu's ass??? (Any and all views welcome)

The winners will get a mention in my faq WHOA! so it is well worth participating!!!!

REVISION HISTORY

3.4 Added Ken's normal moves, and edited the faq a little better. Faq complete on 18 April 2k1

3.2 Added feedback techniques section thanks to Jonathan, more tweaks. Faq finished 9th January

3.0 more tweats, added new section on how to fight a ken player thanks to some dude who didn't leave a name

the author of the Zangeif faq at gamefaqs, and added to the strategy section

also added "which groove" lastly reshuffled everything. FAQ completed on 8th January.

2.0: Added more combos, changed a mistake noticed by Megaman X, added more quiz questions, fixed some other mistakes and added little bits.

1.0: 1st version just hot off the press. This faq was completed on the 16th December

More Credits

Mega Man X - Noticed a mistake in the faq and answered most questions of the comp...congrats and lastly has a very kool Yuri faq at gamefaqs.com go check it out NOW! One day I'll actually use Yuri and put your knowledge to the test.

Ougi - Used translations from your translation faq at gamefaqs

Eric Chou - Used the idea of "reccomended ways to land it" from your Third Strike faq

James Chen - Used two combos from your movie, inspired me to practice hardcore!!

Jonathan- Answered the questions on my faq..got all of em right the ones you answered.

Gamefaq - Displaying my faq

Neoseeker - Displaying my faq

vgstrategies - Same as above

Doc Holiday AKA ICE - Provides the best competition in the area, but change that name

Shoryuken.com - really good Capcom site - keep up the good work boys

Capcom - You guys rock

SNK - You guys are pretty kool MOTW is a killer game

You - For bothering to read this danm faq

Me - For writing the danm thang and playing CvS far too much. Danm unlocking everything took a long time.

AND - Anyone which provided any feedback or enjoyed reading this faq

Also gotta give props to Sega, although many people pronounce them as "Dead" I still believe they are by far the best and most innotivave games company around, bar no one.

Also got to give respect to Bone Thugs, the most underrated rap group going but still quality.

And lastly gotta shout out my girl Tyra Banks, see you saturday
(Well I can always live in hope :0)

Fav quotes

Attack me if you dare! I will crush you (Ken Masters)

Get up, its too early for you to be defeated. (Ken Masters)

Heres a quater, buy your own moves! (Ken to Dan in Alpha 2)

"Next time, I won't be so easy on you!" Ken Masters SFZ1 and 2

"Shoryureppa! Shinryuken! Feel my burning vigor!" SFZ3 Ken Masters

"Handsome and cheap. Can you compete with that?"

Watch your thoughts; they become words.

Watch your words; they become actions.

Watch your actions; they become habits.

Watch your habits; they become character.

Watch your character; it becomes your destiny. (My phrase)

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