

Capcom Vs SNK: Ryo Sakazaki Guide

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Game: Capcom vs. SNK: Millenium Fight 2000

Platform: Dreamcast

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Welcome to my second faq! It is about Ryo Sakazaki in Capcom vs. SNK: Millenium Fight 2000. I really think Ryo is a great character to pick, and is really good at combos, especially his EX version. The only bad thing about him is that his Ryuuko Ranbu's reach is really shortened. I think that Ryo is a really good step for Capcom players to take into the SNK universe since he is just a more complicated Ryu pretty much and can prove very useful in all games he has been in, and look out when he has his long fireball!

Want this faq? Just send me a E-mail to let me know you want it and I will gladly hand it over to you, just put some credit on whatever you put it on please!

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Chapter 1 RYO SAKAZAKI BIO
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Ryo Sakazaki

"The Unbeatable Tiger"

Representing: SNK
Birthplace: Japan (of American heritage)
Birthdate: August 2, 1973
Age: 24
Height: 179 cm (5'9")
Weight: 68 kg (148 lbs)
Blood type: O
Hobbies: Sunday carpentry
Favorite food: Mochi (Rice Cake), natto (Fermented Soy Beans)
Favorite sport: Sumo wrestling
Most valuable: Restored motorcycle, horse "Tatsumaki" (Tornado)
Hates the most: Bugs with multiple legs
Fighting style: Kyokugenryo Karate
Rival: Robert Garcia (The Dragon)
First Appearance: Art of Fighting
Other Appearances: Art of Fighting 2 and 3, Fatal Fury Special, King of Fighters '94-'00, King of Fighters R-1 and R-2, SNK vs. Capcom: Match of the Millenium, Capcom vs. SNK: Millenium Fight 2000, King of Fighters: Battle De Paradise
Teammates: '94 and '95: Robert Garcia and Takuma Sakazaki
'96-'98: Robert Garcia and Yuri Sakazaki
'99: Takuma and Yuri Sakazaki, and Robert Garcia

Ratio: 2

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Chapter II RYO'S MOVELIST
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Cool! Its the Ryo from Art of Fighting! Long fireball and all!

First off, here is the legend that you will need to follow to read the movelist properly. I use the traditional movelist legend that most faq writers use because I am use to it.

MOVELIST LEGEND:

qcf = quarter circle forward (d, df, f)
qcb = quarter circle back (d, db, b)
hcf = half circle forward (b, db, d, df, f)
hcb = half circle back (f, df, d, db, b)
dp = dragon punch motion (f, d, df)
bdp = backward dragon punch motion (b, d, db)
- = charge (hold that direction 2 seconds)
360 = full circle
720 = two full circles
* = denotes Super Attacks
P = any punch
K = any kick
PP = both punches
KK = both kicks
LP = light punch
HP = hard punch
LK = light kick
HK = hard kick

HOW TO READ RYO'S MOVES:

(JAPANESE MOVE NAME)/(AMERICAN MOVE NAME)
(MOVE COMMAND)
(MOVE SUMMARY)
(FIRST APPEARANCE)

SPECIAL MOVES:

Kououken/Tiger Flame Punch

qcf+P (also in air)

It's a fireball like Ryu's, but with one hand. In the air, it is a diagonal-down fireball that has a little bit delay.

Art of Fighting

Kohou/Koho

dp+P

It is a Dragon punch, but he does it with the left arm, unlike Ryu or Ken, who do it with the right arm.

Art of Fighting

Hien Shippuu Kyaku

-db, f+K

I really wish either in this version or his EX version that they gave him his new Hien Shippuu Kyaku. Oh yeah, he jumps across the screen in a flying sidekick. If the move connects, he follows up with another kick.

Art of Fighting

Zannretsuken/same

f, b, f+P

Punches a bunch of times. If it connects, he does it for a little more than usual, then uppercuts at the end.

Art of Fighting

SPECIAL MOVES:

*Haou Shoukouken/Destroyer Blast

f, hcf+P

This makes Ryu's fireball look normal (Which it almost does). At level 3, this thing is about 6' tall and hits people in the air sometimes.

Art of Fighting

*Ryuuko Ranbu/Ryuko Ranbu

qcf, hcb+P

This move is still awesome, but at Level 1, you have to be pretty close or it won't connect. If it does connect, he does a nice combo, then finishes with 1 uppercut (Level 1), or 2 uppercuts (Level 2 and 3)

Art of Fighting 2 (I think, maybe AoF or KoF '94)

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Chapter III EX RYO'S MOVELIST
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This Ryo is the Ryo from King of Fighters '96 and up (w/o the stance). He has more moves, but loses the long fireball and air fireball. I like this one better.

Kououken/Tiger Flame Punch

qcf+P

This fireball is a short range one that does more damage than the long range. Good for ending a combo.

King of Fighters '96

Kohou/Koho

dp+P

It is a Dragon punch, but he does it with the left arm, unlike Ryu or Ken, who do it with the right arm.

Art of Fighting

Kyokugenryuu Renbuken/ n/a

hcb+P

This move is based on Takuma's really cool special. I think this is a really good addition to Ryo, I like it.

Hien Shippuu Kyaku

-db, f+K

I really wish either in this version or his normal version that they gave him his new Hien Shippuu Kyaku. Oh yeah, he jumps across the screen in a flying sidekick. If the move connects, he follows up with another kick.

Art of Fighting

Mouko Raishin Sechi

bdp+P

A leaping karate chop. This is a fairly good move and crushes the opponent to the ground.

SPECIAL MOVES:

*Haou Shoukouken/Destroyer Blast

f, hcf+P

This makes Ryu's fireball look normal (Which it almost does). At level 3, this thing is about 6' tall and hits people in the air sometimes.

Art of Fighting

*Ryuuko Ranbu/Ryuko Ranbu

qcf, hcb+P

This move is still awesome, but at Level 1, you have to be pretty close or it won't connect. If it does connect, he does a nice combo, then finishes with 1 uppercut (Level 1), or 2 uppercuts (Level 2 and 3)

Art of Fighting 2 (I think, maybe AoF or KoF '94)

*Tenchi Hakouken/same

qcf, qcf+P (Level 3)

A very solid punch that deals about 40% damage. I do not use it often, but if you want a hi gps, then add it to your move collage.

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Chapter IV MOVES THAT WERE LEFT OUT
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These moves are not included in CvsS:MF2k. I thought I should list them:

Hien Shippuu Kyaku (New one)

hcb+K

This move should have been added to EX Ryo. I was kind of dissapointed when I found he didn't have it. It is way faster and easier to do than the older one and hits more times. Sean in SF3 stole this move from Ryo, Dan in SFA stole this from Ryo (His only good move by the way), maybe thats why Capcom didn't give it to him?

King of Fighters '96

New fighting stance

n/a

Capcom should have given this to EX Ryo! Yes, it looks stupid, but it is almost his trademark (Along with his hair)! I think it would have been a cool extra for EX Ryo.

Shin Kishin Geki

qcf, qcf+P

Takuma's awesome MAX super. Normal Ryo should of gotten this move, it is really an awesome move, sort of a super of Ryo's Kyokugenryuu Renbuken. All of the punches are very solid and it deals a ton of damage.

Not sure, King of Fighters '98 I think.

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Chapter V OTHER STUFF
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You can buy this stuff in the secret mode:

#18: Ryo's extra color's, Press LP+HP, LP+LK, HP+HK, or HK+LP to select.

Beat the game with Ryo in SNK-groove to unlock.

Cost: 200 vs.

#51: EX Ryo, Beat the game with Ryo to unlock.

Cost: 3000 vs.

If you are Ryo and fight one of these people, a intro will happen.

vs. Ryu: Both jump back and prepare to fight, a la Art of Fighting.

vs. Yuri: Yuri makes fun of big brother Ryo. Ryo puts his hand over his face and the match begins.

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Chapter VI CLOSING
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There, my second faq (ever) is finally done. It doesn't take to long, look for some more on Capcom vs. SNK. I would like to thank some people this time too:

SNK: For being SNK, I love all their games (Except maybe Burning Fight). SNK vs. Capcom for the ngpc is one of the best 2D fighters in my opinion.

Capcom: For making this game. I love Megman and SF Alpha too.

God: I wouldn't be able to write this if he hadn't put me together.

Koknami: For thanking me!

KofOnline: An awesome KoF site, <http://kofonline.com>

SF Grand Archive: An awesome SF site, <http://www.geocities.com/liquidfists/>

The Magic Box: This site is awesome for news, <http://come.to/magicbox>

Gamefaqs: I love gamefaqs, gamefaqs.com (It's probably where you are reading this)

And others too...

STUFF YOU MIGHT WANNA KNOW:

Capcom vs. SNK 2 was announced 9-25-00 by Capcom for the Arcades. They hinted for Athena and Lillith to make an appearance. Hopefully, I will get to be Marco, Haohmaru, Kaede, Megaman, or Fei Long this time! (Had to add this before it went to press)

Also, those of you who have been to my site, I am almost done with a few things and am getting ready to launch it.

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