

Ryu Character FAQ

by ReCharredSigh

Updated to v2.8 on Apr 3, 2002

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written by ReCharredSigh

e-mail me at peesigh@hotmail.com

(and title all your messages as "CVS Ryu FAQ comments", else i will ignore them)

version 2.8 A rather massively large 200 KB sized FAQ.

April 2, 2002

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First of all, lemme sum the legal mumbo jumbo regarding this FAQ in the simplest terms, please don't be like those snobby lawyers that twist every word to their own benefit, it's really degrading of you:

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If you didn't find it there, chances are it isn't in the latest version.

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WHAT TO EXPECT IN THIS FAQ

0.CREDITS

I.INTRO

- A.Storyline of Ryu
- B.Why choose Ryu
- C.What's the reasons to read this FAQ

II.MOVE COMMANDS

- A.General Move Commands
- B.Ryu's Normal Attacks
- C.Ryu's Special Attacks
- D.Ryu's Super Combos

III.TEAMS

How to partner Ryu up well

IV.COMBOS

- A.Intro to Ryu's Combos
- B.How To Do Combos
- C.Essential Combos
- D.Harder Combos

V.STRATS

- A.General Strategy
 - a.Defense
 - b.Offense
 - c.Capcom or SNK?
- B.Computer Strategy
 - a.General Patterns
 - b.Geese:SNK Boss
 - c.Balrog/Bison:Capcom Bosses
 - d.Akuma:The ultimate Boss
 - e.SNK Ending
 - f.Capcom Ending
 - g.Akuma Ending
- C.Arcade Challengers Strategy
 - 1.Benimaru
 - 2.Blanka
 - 3.Cammy
 - 4.Dhalsim
 - 5.King
 - 6.Sakura
 - 7.Vice
 - 8.Yuri
 - 9.Balrog
 - 10.Chun-Li
 - 11.E.Honda
 - 12.Guile
 - 13.Iori
 - 14.Ken
 - 15.Kim
 - 16.Kyo
 - 17.Mai
 - 18.Morrigan
 - 19.Nakoruru
 - 20.Raiden
 - 21.Ryo
 - 22.Ryu
 - 23.Terry

- 24.Zangief
- 25.Geese
- 26.M.Bison
- 27.Rugal
- 28.Sagat
- 29.Yamazaki
- 30.Vega
- 31.Akuma
- 32.Evil Ryu
- 33.Riot Iori

VI.MISC

- A.DC Color-Edit Costumes
- B.Quotes and Intros

VII.REVISIONS

VIII.IN CLOSING

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Capcom (www.capcom.com)
-For making such a fun 2D fighting game.

SNK
-For creating some of the coolest fighting characters ever to grace a 2D game.
Oh, and allowing Capcom to use your characters to create the impossible; a
fighting game co-created by 2 different video game companies.

Shoryuken.com
-For being such a great site for SFers.

Gamefaqs.com
-For providing a place to put this FAQ.

James Chen(www.geocities.com/TimesSquare/Arcade/6645)
-Providing the awesome combo notation, and the awesome combo movies. He is
America's Capcom Combomaster, no doubt about it! I also want to thank him for
just being such a great help answering people's questions about CvS at
Shoryuken.com. I learned so much about how to use Ryu from him, at least the
more advanced tactics.

Migs Rustia(www.geocities.com/mvcthesite/)
-I had to use your JChensor modified combo symbols yet again.

Darth Hazzard(Agekrs1@hotmail.com)
-One of the listed combos in this FAQ was from his FAQ.

JChristopher(sirlordjoseph@icqmail.com)
-He didn't directly influence my faq-writing for this faq, but nevertheless, his
MVC2 FAQ convinced me how to use Ryu without firing off projectiles over and over
Besides, I still had to use my Ryu FAQ format from last time, and that one was
pretty similar to his.

Vash The Stampede (vashelstampede@aol.com)

-Ahh, gotta give him credit. In the cases where I needed to look at move names for reference, his FAQ did a nice job.

Silent J (silent_j@hotmail.com)

-Of course, my online capcom game chatting buddy. He did give me hints about how to play offensively with Ryu. Check out his Yamazaki and Vega FAQ.

psx2000

-This is this guy's Shoryuken.com forum name. I used what he said in a forum about level damage when trying to explain something about Capcom and SNK Grooves.

mopreme and Kamui

-Dude, these guys created one of the most amazing combo videos for CvS, it looked almost like "vs. style" combos! I put in one of their combos that they performed for Ryu.

The True Warrior (thetruewarrior2002@yahoo.com or thetruewarrior@hotmail.com)

-I had to use this guy's speech FAQ for some of Ryu's translations.

Patrick Cauthen (CPUGaruda@excite.com)

-For correcting me on Ryu's storyline.

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A.Storyline
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Here's the ever-so-useless Capcom based Ryu storyline! Note this is a semi-cut and paste of my MVC2 Ryu Faq version.

Ryu was an orphaned Japanese boy, and he was adopted by Gouken, a shotokan master. Growing up under him, he was taught the Shotokan Karate by Gouken, alongside with an American boy named Ken. For 10 years, both trained, and became best friends. Ryu constantly was able to beat Ken, because he fought while calculating everything, remaining cool, calm, and precise.

After 10 years, Gouken took the two up onto a cliff and prepared to teach them the advanced and possibly deadly ways of the Shotokan Karate. But before he could do that, Akuma, Gouken's evil brother appeared and the two fought, the battle ending when Akuma threw Gouken over a cliff, thus killing him. Ryu and Ken being still inexperienced couldn't save Gouken, and later swore that if they saw Akuma again, they would avenge their master. Gouken's body was never found.

Ryu and Ken departed, Ken for the U.S., where he eventually became the U.S. Karate Champ, and Ryu with his red sweatband from Ken and duffel bag, set out to challenge whoever could give him a good fight in Asia. When the Street Fighting

Tournament came around, Ryu was able to defeat the champion(Sagat) with the Shoryuken, his most powerful attack, leaving a huge scar in his chest. This humiliating act caused Sagat to seek to kill Ryu in order to reclaim his title.

Ryu's entire life is committed to the "way of the warrior," by which he travels around the world seeking the best and only using what techniques he has learned by fighting. After Sagat met Ryu for the 2nd time, he was ambitious to reclaim his Street Fighting champion title and the two clashed, but Ryu could see that Sagat was fighting for the wrong reasons and quit fighting. This act humiliated Sagat, and from then on, Sagat would pay more close attention to the "meaning of the fight" as Ryu had. Ryu later confronted Akuma on an island and fought him, defeating him. Akuma stated that when he managed to tap into his evil potential, he would challenge Ryu again, this time to the death. The island began to collapse into the water, carrying Akuma with it, and leaving Ryu with an evil feeling. Over time, Ryu's short temper would constantly tempt him to become evil, but his will power was able to resist it. But eventually he came across M.Bison. M.Bison had constantly been looking for Ryu sensing that if he could augment him with his Psycho Power and mind-control him, he would have the most powerful Shadowloo soldier ever. He attempted to force his Psycho Power into Ryu, and Ryu could no longer resist his evil side, and thus his evil intent was brought out. However, his strong will kept him from bending to the will of M.Bison and so Ryu escaped. Later Ryu would enter the 2nd Street Fighting tournament and won against M.Bison. He refused to take part in the winning ceremony and walked off.

Ryu would later shake out of his evil intent when he was able to withstand his short temper, and continued to travel around the world, challenging any good fighter. Occasionally his anger would overtake him, and then he would become Evil Ryu for a short time. He's recently been followed by Sakura, who wants to be like him and sometimes Sean, Ken's student who wants to defeat Ryu. In the CvS storyline, he gains a new rival, Kyo.

According to the Capcom storyline, Ryu has lost only about once or twice, and could possibly be the strongest fighter if he taps into his full potential. He is 2nd to Gen the only person who can challenge the immortal Akuma(and possibly Shin Akuma). His greatest challenge yet is now to take on the powerful SNK fighters, and test his strength against Geese.

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B. Why Choose Ryu

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Ryu has always been Capcom's main Street Fighter character. His main strength has always been his incredible versatility; it is virtually unmatched, and is so well-rounded, he really has no weakness. In this game, he is no different, and is fact, improved even more. Played correctly no one can give him a problem. He may even be better than Evil Ryu or Akuma in this game(although that's kinda hard to explain).

SPEED-Ryu's is average. Many people think that he is slow, but in reality, Ryu has decent speed. His walking, jumping, rolling, and dashing speed are decent enough, like an average character.

POWER-Now here's where Ryu shines. Ryu is "quality over quantity" as JChristopher puts it. How I agree. He really is powerful. Hit for hit, he can deal out tons of damage. You don't even need to concentrate on quantity of hits in your combo, just quality to deal out pain. It's even more ludicrous when you realize that his most powerful attack rivals ratio 4 characters' level 3 super combos in damage.



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A.General Move Commands  
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Dash: Tap for, for or Tap back, back

Notes: Ryu's dash has acceptable speed, and covers a good distance, learn to use it, but don't abuse it. Do not use it like in MVC2, because Ryu can't cancel his dash, so if you try this, and the opponent does a Shun Goku Satsu, you're outta luck. Mainly use the backdash to get away, and never use the forward dash unless if you are full screen away.

If you are playing the DC version and have unlocked run mode, you can hold the second forward when doing a forward dash to run, and then let the forward go to stop running. My suggestion is that if you are playing the DC version, always use the run feature, not only makes forward movement more controlable, but enables you to create fun pressure games that usually only Guile could do(i.e. jab red hadoken then chase after it and attempt a cross-up). You can also cancel the run into a jump, which will always be a super jump.

Super Jump: Tap any direction down, then tap any direction up

Notes: Another staple general move, learn to use it, if you haven't so far. Useful for elusive purposes, and jumping in. It is not like the mile-high MVC2 super jump, rather, it's a slightly faster, longer/higher jump with trailing shadows.

Roll: Press both light attacks when standing/crouching

Notes: Nice job, Capcom! Considering that Capcom took out the air block system in this game, you though Guile would then be ranked #1, right? Wrong! The roll corrects that. During this move, Ryu tucks into a ball and rolls forward, then stands up. During the beginning of the roll and the end, Ryu can be hit, but can't block, and during the roll itself, Ryu can be thrown, but that's not the important stuff. What's important is that during the roll, Ryu is invincible to ALL physical attack! This is very important to learn, because it will save you from being corner trapped, and set up genuine combo oppurtunities! It will also become important to learn how to counter this, because that will enable Ryu to corner the opponent and pressure them into getting hit. Ryu has a moderate length and average speed for his roll, so it is good to use often, but not abuse.

Extra Meter Charge: Hold both heavy attacks when standing/crouching

Notes: This only applies if you decided to use SNK groove. When doing this, Ryu will do a karate horse stance and spaz while a light-red circle glows around his feet. His super combo meter will charge up quickly this way. Once the meter maxes it will begin to slowly drain. Ryu can do ex-specials and his attacks will be slightly more powerful for as long as the meter is draining. He can also do 1 level 1 super combo while it is draining, but then it will automatically drain whatever meter Ryu had left. Ryu is considered a standing non-blocker during the charge, but Ryu goes into and out of his "charge stance" quickly. If you do this when Ryu's lifebar flashes red, when the meter maxes, Ryu can now do level 3 super combos in place of level 1s. The main advantage of SNK groove is that you get many more level 1 super combos. However, you must have your lifebar really low to do level 3s. To stop charging, simply release the 2 heavy attacks.

Delayed Get Up: Hold both punches when knocked down

Notes: This makes Ryu stay on the ground a little bit longer before getting up. If you do this right, Ryu will have trailing shadows as he gets up. This is mainly used to mess up your opponent's okizeme traps(i.e., sweep, Shun Goku Satsu as you get up). Mix up your regular get ups with delayed get ups to really screw em up.

Taunt: Press Start (Hold Light Kick, Press Start for the DC)

Notes: Ryu looks on while just standing straight tightening his black belt. He says one of two phrases but I have yet to discover what the heck he is saying. You of course, can be hit while the move is going on, and unless if the move actually builds up your meter, I can find no use for this for Ryu, except to heckle your opponent. Besides, Ryu's taunt doesn't even look funny, gross, humiliating, etc(Blanka's and Mai's are cool). But it does look neat if you do a long powerful combo, then do this right afterward(sorta like the Bruce Lee nosewipe things).

Guard Crush: Aggressive attacking on a blocking opponent
Less of a move command, and more of a technique. Notice that when you hit a blocking opponent, a light blue circular spark will appear. Keep hitting them with any attack and if he/she keeps blocking, the color of the spark will begin to change to a dull red. At this point, their outline of their lifebar will begin to flash red wildly, and if they continue to block attacks, they will go into a slow, 1 second reel stun by which they can't block. Take advantage of this reel to stuff a combo into super combo into their face.

Don't forget that you can tech hit universal throws by performing a throw of your own as you are being grappled. You can't block in the air in this game. You can't avoid OTGs in this game. And believe it or not, there are missed throw animation frames in this game.

Another thing; if you perform a special attack or super combo immediately after blocking an attack or getting off the ground(or possibly immediately after being struck), you will flash white. During that flash you are invincible to attacks.

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B.Ryu's Normal Attacks  
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Because of the new configuration of CvS, you need to read this section to understand how to do Ryu's medium attacks, because they aren't like the ones in MVC2(i.e.press jab twice).

Ryu's normal attacks are, in general, meant to be used like the way they are.

-----Light Punch-----

Standing: Ryu does the typical standing jab. Good priority and speed, low range. Don't use it too much, since many people can duck it. Use it as a combo starter on standing opponents, but usually your kicks are better for that. Also use it to play mind games, so that you set up a low kick string.

Standing(close): Ryu elbows the opponent. This is just as useful as the regular standing jab, and so, only use it to combo into other good stuff.

Hold For+Light Punch(Standing): Ryu rears back, then punches downward, hitting twice. This is Ryu's overhead. Slow on startup, it is easily seen, but does good damage and must be blocked high. Don't abuse this move, though. Only use it to hit the extremest of turtlers.

Crouching: Ryu does the typical crouching jab. Like the standing jab, only this time it should be used to confuse the opponent into trying to block low your overhead. Like the standing jab too though, your crouching light kick is much better.

Air: Occasionally, useful as a jump-in combo starter, but the Light Kick is

generally better. It's a jab. You don't need to use this at all.

-----Heavy Punch-----

Standing: Ryu does a standing straight punch. It does good damage and can in fact beat out a lot of pokes. Treat this attack as a counter to your opponents' pokes. It's still not as fast as you would want it, so don't use it that much, besides, I'm not even too sure if you can cancel this into another attack.

Standing(close): Ryu does a side uppercut. Useful only in combos, you generally won't use this a lot alone, but it does combo into a bunch of stuff. It can also be comboed into, so it is a good followup to your light attacks or your jump-in.

Crouching: Ryu does a standing uppercut. Again, useful in combos, as it combos into just about anything in Ryu's repertoire. It can be used as an anti-air if you predict the opponent's jump dead on. If that happens, then dash forward as they are landing and proceed to do Ryu's confusing offensive pokes.

Air: Ryu straight punches diagonally downward. First of all, it has good priority, and does good damage, a lot of times his most reliable jump-in attack, because you can combo ANY command attack that Ryu has afterward.

Throw: Ryu throws the opponent over his shoulder away into the ground. Does good damage, but Ryu can't follow up, and doesn't have good range, so don't use this at all. Counter rollers with this.

-----Light Kick-----

Standing: Ryu does a high light kick. Pretty much like the standing jab, except slightly more range in place for some speed. It can be ducked. Best used for interrupting an opponent if you are fast enough.

Standing(close): Ryu does a knee into the average person's groin(ugh). It comes out slower than a Light Punch, but can hit low, enabling you more advantage in combo games. It still has good priority, like the Light Punch. If you were close enough to do this, whip out the up-close S.Fierce to combo into a command attack.

Hold For+Light Kick(Standing): Ryu hops forward and does a 1-hit Tatsumaki Senpukyaku that doesn't knock the opponent away. Don't brush this move off. It has deceptively slow startup and recovery, but actually recovers and starts faster than thought. Recovery is near zero, whereas startup while not instant like light kicks, is decent(faster than his overhead). Use it to beat offensive rushes, as Ryu can hurdle over low kicks while this move is done. It also moves Ryu closer to the opponent, so that means this move is good for your offensive pressure when confusing. You shouldn't be abusing this move, but it should play a major role in your footsie games. Beware that it will miss against shorter crouching opponents.

Crouching: Ryu does a crouching short ranged kick. It also comes out fast, has good priority and speed. The best follow-ups are anything that leads into a special attack or super combo. While not his longest poke, it is his best combination of speed and range(range is semi-medium), and useful for just pressing rapidly right out of range of your opponent to tempt them to do something risky, by which the priority will stuff close to whatever they do. You will use this a lot.

Air: Ryu does a knee in the air. More useful than the Light Punch as a jump-in, since it has more priority, in fact, it has insane priority, so if you like weak-hit jump-ins, start with this. Very fast execution, but extremely short range. Sadly, it can't cross the opponent up. Also a great attack to beat out your opponent when both of you are in the air.

-----Heavy Kick-----

Standing: Ryu does a roundhouse kick. Really useless, since your combo basically stops here, if you attempted one. Useful for a long counter poke, think of it as your standing Fierce, with more range. Or as your standing Short, with more range and less speed.

Standing(close): Ryu does a 2-hit kick, hitting first upward with a high groin kick, then downward with an axe kick. Pretty much useless outside of comboing it into something else. That is, until I recently found out that if you get both hits blocked, if you are using Capcom Groove, it fills your meter insanely quickly! How quickly? If you do this 9 times in a row, you will go from an empty meter to a full level 3(or 3 times in a row fills 1 level, go figure)! So this is an alternative against your typical turtler, if they keep blocking, your alternative instead of throwing is to just get up close, release the joystick, and do this!

Crouching: Ryu does a sweep kick. This has quickly becoming Ryu's best ground move in this game, because of the numerous damaging follow-ups you can do! The best one is the Shin Shoryuken(yes, the Shin Shoryuken now has OTG potential).

Crouching(down/back+Heavy Kick): Ryu does a long-ranged low kick that has a semi-slow recovery. This is Ryu's best poke, given that it reaches as far as the sweep, but comes out faster, besides comboing into any of Ryu's attacks. The main ones you want to concentrate on are the 3 different fireballs, or the 2 different hurricane kicks. This used to be Ryu's crouching forward.

Air: Ryu does what looks like his Medium Kick, but with more power. As a jump-in, it is useful when your Heavy Punch can't reach the opponent, and you can tag on a Shinkuu Hadoken afterwards for cheesy damage. This is the attack you want to use if you're going for cross-up opportunities, otherwise, the Heavy Punch serves you better.

Throw: Ryu leg tosses the opponent to the other side of the screen. It does the same amount of damage as the punch throw, but give it a pass due to the cheapness, the low range, and no follow-ups. Use it to counter rollers.

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C.Ryu's Special Attacks  
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Well, Ryu's special attacks are all useful and have their times to be used. Because Ryu is powerful, most of these attacks floor the opponent on contact.

****Hadoken AKA Fireball****

Motion down, down/for, for+any punch

Ryu rears back, shouts "Hadoken" then thrusts his palms forward and throws a blue fireball. The projectile itself is quite good. Good speed, damage, size, and goes the entire screen. Strength of punch determines speed.

Telling you to completely not use this move is pretty darned ridiculous, but telling you to use it like heck is also stupid. While it does do wonders as a combo ender, your hurricane kick and dragon punch do more damage. Here's when to use it: 1)Pressuring: when you're aiming to just poke your opponent repeatedly. In that case, crouching forward-->fireball does wonders. Or think of it as a long poke, the optimal distance to do this is about the range of your sweep. Just throw out fast hadokens repeatedly until you sense the opponent is going to punish you for throwing the fireball. Then just fake a fireball(do the hand motion and don't press the punch or fake the hand motion and just jab) and counter the opponent. Very, very effective.

2)Catching your opponent out of the air: since you can't block in the air, if your opponent is too far for you to hit them with another attack and you have not enough meter to Shinkuu Hadoken them, the fireball will work good. Otherwise, don't use it. Nothing screams scrub like doing, hadoken, hadoken, hadoken...

****Shakunetsu Hadoken AKA Flaming Fireball****

Motion back, down/back, down, down/for, for+any punch

Ryu rears back, shouts "Hadoken" then thrusts his palms forward and throws a red fireball. Good speed, damage, size, and goes the entire screen. Strength of punch determines speed. It comes out slower than the regular hadoken, but has a nice flame effect if it hits. Up close, it will floor the opponent.

See the hadoken section above for info. In reality, it isn't much more use than the regular hadoken, since it does the same damage and comes out slower. However, it works better as a combo ender, because the fact that it knocks down the opponent gives them less of an opportunity to counter. For countering jumps though, stick to the regular hadoken. I'm not too sure about this, but it may be possible that this fireball has a longer stun compared to the regular fireball. Or that this fireball is slightly larger than Ryu's regular fireball.

****Tatsumaki Senpuukyaku AKA Hurricane Kick****

Motion down, down/back, back+any kick

Ryu spins toward his opponent, shouting the ancient words written above. If he connects, the attack always knocks down the opponent. Strength of kick determines distance.

It has good priority and good damage, and can be done in the air, plus, its properties change in the air, as it follows the arc of his jump, besides changing its speed.

Anywhere you can combo the fireball or play footsie, this move works great. Try not to pull this outta nowhere. The air version is good for jump-ins and air-to-air battles. With some luck, you can also use this to counter jump-ins. To do this, time the hurricane kick so that you kick the opponent behind you as he's landing. The air version also is useful for crossing the screen. Just beware of the fact that the ground hurricane kick can be ducked, and then Ryu can be hit as he's recovering. Abuse the air hurricane kick to charge your capcom meter or cross the screen/stay away from your opponent.

****Shoryuken AKA Dragon Punch****

Motion for, down, down/for+any punch

Ryu shouts Shoryuken and jumps, doing this spiraling uppercut. It always knocks down the opponent and does the most damage of his special attacks. Strength of punch determines height.

They gave Ryu some of his SF2 Dragon Punch priority back. As far as I know, Ryu is invincible during the dragon punch except for these exceptions: 1)Ryu is only invincible during the ascent of the punch, 2)Ryu's head seems to be vulnerable no matter whether he is rising or falling, 3)Ryu can be hit out with a certain array of super combos. This move has become the pinnacle of Ryu's defense. Anytime you guess the opponent is going for some attack other than a super combo that aims for Ryu's body and below, do this and you will come out on top. It also works great as an anti-air attack, as long as you do the move early. In combos though, you want to beware, since Ryu has the least horizontal range in his dragon punch than the other shots. Only do it when you connect an up-close punch. It also works great as a getting up move. Pull it off as you are getting up from a knock down if you think the opponent will attempt to hit you.

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D.Ryu's Super Combos

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Ryu just wouldn't be as good as he is without his super combos. All of them do great damage, and are extremely versatile. High damage, fast recovery(on most), fast startups, and easy combobility make these attacks extremely powerful as counterattacks or in combos. You must learn how to use these super combos whenever you can. Without them, Ryu is just playing at 50% of his full power. If you are using a Capcom groove Ryu, press the light attack for the super combo to get a level 1 super combo, hard for a level 2 super combo, and both for a level 3 super combo. This doesn't apply to the Shin Shoryuken, which always needs to use up 3 levels. The higher the cost of level, the stronger the attack. In SNK groove, as long as the lifebar isn't flashing, the super combo will always be level 1. When it does flash, level 1s can be done without meter, or level 3s can be done with a charged meter.

****Shinkuu Hadoken****

Motion (down, down/for, for)twice+any/both punch(es)

Ryu rears back like he is going to throw a hadoken, but an electric ball gathers in his hands, and he shouts "Shinkuu...Hadoken" then thrusts his hands forward to shoot a fast(it's a tad larger and longer in size) blue fireball. The fireball will always knock down.

Everyone knows it, Ryu's Shinkuu Hadoken, while not his most powerful attack, is definitely his most useful one. Fast startup and recovery, and the fireball itself can do up to around 40% damage on a ratio 2 character. The fireball moves at a pretty fast pace across the screen, and can nullify regular projectiles. It is really useless to nullify super combo projectiles with this, since Ryu's can only do up to 5 hits, whereas some characters have super combo projectiles that do 8 hits. This attack combos off of close to any light/medium/heavy attack Ryu has. You want to use this whenever your opponent is far away and either whiffed their attack, or threw a regular projectile at you. If you decide to do this attack in the corner, the opponent can be juggled, if you used 1 or 2 levels. The fireball though, is a bad idea for a wake-up attack or a counterattack, because Ryu isn't invincible and well-timed attacks can keep Ryu from throwing the fireball, while wasting whatever meter he needed to use it. Keep this move ready for punishing whiffed moves that are semi-far away, and you'll never go wrong.

****Shinkuu Tatsumaki Senpuukyaku****

Motion (down, down/back, back)twice+any/both kick(s)

Ryu twists his body, then shouts "Shinkuu...Tatsumaki Senpuukyaku" and does what appears to be a multitude of stationary hurricane kicks really fast. This move, is also one of Ryu's powerful attacks. It does up to 50% damage on a ratio 2 character, and starts up fast, recovers fast, combos off of close to any light/medium/heavy attack Ryu has, and can juggle. This attack can set up a juggle in the corner, and can juggle itself(off a sweep is the conventional method). But the main reason to use this is to beat out footsie games. During the attack, Ryu is considered in the air, so low kicks in short, whiff against him, whereas he will hit the opponent. Try it. Next time you and your opponent start attempting to sweep each other, pull this off and watch life disappear. This move may also be great for guard crushing the opponent. Great for a wake up move too. Beware; Ryu doesn't recover as fast from this attack as you would think; there is enough time for a blocking opponent to hit him as he touches the ground. But if you're facing an overpassive opponent, feel free to use this attack as you like.

****Shin Shoryuken****

Motion down, down/for, for, down, down/for+any kick

Ryu crouches down, then shouts "Shin Shoryuken" and does a really high Shoryuken. If he misses the initial hit, he can still hit the opponent on the way up, but for only 1 miniscule hit. If he is in range for the initial hit though, Ryu does

Here's Ryu's legit partners;

Ratio 1 characters:

1. Benimaru

For a ratio 1 character, this guy does a lot of damage. Benimaru has one of the best jumps in the game, it is fast, long, and mobile. His Dennei Spark is very fast, but has long recovery. I consider the EX Benimaru better, because he can handle jumpers with his anti-air Raijinkens. EX Benimaru also has unblockable special and super throws. A great character, possibly one of the best.

2. Blanka

Kinda fast guy, er, beast. Also has one heck of a taunt. He does a lot of damage for a ratio 1 character. The regular version is way better than the EX version. The EX version lacks anti-air game. You can still be knocked out of the roll with a jab. This guy's really fun to play.

3. Cammy

She is the fastest fighter and a great offensive character. Cammy's great against those turtlers, cause she has many moves that dodge projectiles. She basically has an attack for every distance. She's very weak though. Her EX version loses a bunch of good offensive tools for her Reverse Shaft Breaker, so decide whether you want more offense(regular) or more anti-air(EX). But in about 90% of those cases, it's probably better to go with regular Cammy.

4. Dhalsim

Need I tell you why? One of the best characters cause he can fill up the screen MVC2 style, without the use of any meter. And if they decide to get close, he can teleport away and start all over. His EX version isn't better cause the regular Dhalsim has an anti-air flame super combo and another one which needs to be blocked low.

5. King

Also one of the best characters. She has some great anti-air, and can fire 2 projectiles without any meter. The EX version's double fireballs are a super combo and can override almost other projectile in the game(since it does at level 3 7 hits, but her better super combo is gone. I believe the regular King is better, being able to fire 2 fireballs without any meter, and having more attacks to use anyhow. But EX-King's Double Strike can sure be fun to use.

6. Sakura

Her regular version is far from the shoto style now. Her fireball is now like Dan's. She is now totally offensive, due to her improved combos and lack of range. Haru Ichiban is one of the best super combos in the game, because it has the fastest startup and the fastest recovery, and it also does good damage. EX version plays like Alpha Sakura. I would suggest sticking with the regular Sakura, as she can add damage onto her Shoryuken. But EX Sakura may be better, being able to play more well-rounded. Her taunt can do minor damage, woo hoo!

7. Vice

Like Zangief, only faster. She's one heck of a grappler, and can give anyone headaches. The EX version IMO is better, because there's an anti-air Decide, and Vice gains a long reach shoulder ram, which gives her range. The EX version possibly is one of the best characters.

8. Yuri

Use her just for her taunt. Sorta like a small Dan, in terms of entertainment. The EX version gets a bunch of new(and real) fireball attacks. EX Yuri is a lot better, cause while the EX has no real anti-air and loses her reliable uppercut super combo, she has actual projectiles, a really good air fireball, and a devastating fireball trap. I also like her fireball super combo, cause it's really fast, but if you like that, Ryo's better. EX Yuri is argued as one of the best characters in the game.

Ratio 2 characters:

1. Balrog

He's a good offensive character. And can remove half a lifebar without a super combo. The EX version is SSF2T Balrog. It's better to pick the regular Balrog, for anti-air purposes.

2. Chun-Li

Fast and dominates the air like heck. One of my fav characters. It's too bad that you can't really combo any of her specials though. She handles turtlers easily. The EX version is like SSF2T Chun-Li with another super combo. Pick the regular Chun-Li, because the Kikoshou is useful in its own way. Her juggle potential in the corner with super combos is just killer. Chun-Li is also argued as one of the best characters.

3. E. Honda

He's powerful. Also can grapple opponents. His games involve using his incredibly good roll and his special attacks. The EX version loses anti-air games and throwing games. So pick the regular version. Have fun using this guy, I believe some people have argued that he is one of the best.

4. Guile

The guy who can put offensive and defensive pressure on like no other. One of the best characters, even argued as the best by some. His super combos are really good too, but what's even better, is that Guile doesn't need 'em to win. Not to mention that he can build up lotsa meter really fast pressuring the opponent, which definitely helps Ryu out. Pick the regular version, since the EX version loses the better super combo.

5. Iori

Is really powerful. One heck of a character. One of his super combos is weak, but stuns the opponent and fills up the entire screen so anything combos after. He's got a great anti-air with a ground projectile. A great comboer, and great confuser. The EX Iori is actually a ratio 4 character! Unfortunately that means no EX Iori-Ryu team.

6. Ken

Extremely fast. He also removes a lot of life by his super combos. One of the best characters. And hey, he's Ryu's friend! Who better to partner up with? The EX version is like SSF2T Ken. Pick the regular version. But watch out when you choose this team. It's not that a Ken/Ryu team sucks, but since they're both shotos, you might end up playing both the same way. And that means once Ken gets knocked out, your Ryu might get knocked out the same way too. Just remember; Ken is more offensive, so play him totally in your opponent's face.

7. Kim

This guy's just too fun to play. Think of Jackie Chan. One of the best characters. His super combos are just way too good and all his normal attacks have their uses. One of his attacks can even negate projectiles and still cancel into a super combo. His EX version loses the special attack anti-air game for 1 slow super combo, but it can juggle the opponent. If you use special attacks to defend against jump-ins, then the regular Kim's better. But if you are confident hitting airborne opponents with the C.Fierce and like his more ludicrous juggle combos, EX-Kim's better.

8. Kyo

Too bad Kyo got totally raped in the transition to a Capcom game. He still has great defense though and his offense is good due to his awesome footsie game, as he has really good pokes. Pick the regular version, cause the EX version loses his better super combo. If you like juggle combos, EX-Kyo's more fun to use though.

9. Mai

A fun character to use. She is extremely fast, and has many ways of attacking from full screen. Also has a really good roll. The regular version is better. The EX version though, is more well-rounded and more fun to use, especially in SNK groove, because of her triple fan super combo. Good offensive character. Her level 1 Super Deadly Ninja Bees is the most powerful level 1 super combo in the game. The EX version is considered one of the best characters in the game

really flashy combos, most of them are weak and just for show. The main idea with Ryu in terms of combos in any game that he's in, is to get your skill of comboing all your super combos down easily(not counting the jumping heavy punch-->whatever super combo you want). Keep this in mind when combo opportunities open up to you though; don't go with MAX damage all the time, rather, go for what you know you have practiced down to perfection. Well, there's nothing else I can say here that I won't say down in the combo specifics. So with that in mind, let's proceed.

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Before you dive into the combos section, if you are a newbie, then read this little tidbit of information to help you pull off combos right.

Know how to use all 4 buttons and the joystick well to your advantage.

Here is the methods I will suggest you hold the joystick to further enhance your game, in other words, pick one:

1) THUMB AND FINGERTIPS

Very much the same as you would hold an eyedropper. It gives somewhat firm control for the diagonal movements. Good response for taps in any direction using thumb or fingertips. Recommended technique.

2) ENGULFING

The ball on the stick is completely grasped into a fist. This is not recommended though some have found this technique comfortable for the motions. Usually only mashers will grasp the joystick like this, and by doing so also ruins your ease of tapping the joystick.

3) IN-BETWEEN

The stick is in-between the middle finger and the ring finger with palm facing upwards. Great control over up, down, forward and back motions but lends poor control over diagonal taps. But since Capcom games almost never use diagonal taps like Namco, or Sega, I personally prefer this the best. You might have problems with dashing like I do, though.

4) SITUATIONAL

Use a combination of the three above techniques to suit your needs. Enough said.

As for the buttons, here's how I would cover the buttons:

Light Punch: Index finger

Light Kick: Index finger/Left side of thumb

Heavy Punch: Middle finger

Heavy Kick: Middle finger

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Here's the legend that I will use in my combos. It's James Chen's combo notation, modified slightly by Migs Rustia to make it easier to read.

, is used to indicate normal move chaining

--> indicates Special Move cancellation

/\ indicates that you cancel the current move with a Super Jump

\ / indicates that you land after the last move and continue on the ground

S. stands for standing

C. stands for crouching

DN. stands for holding down on the controller while attacking during a jump

UP. stands for holding up on the controller while attacking during a jump

T. stands for holding towards on the controller (direction you are facing)

J. stands for jumping

SJ. stands for Super Jumping

D. stands for Dashing before performing the move

AD. stands for Air Dashing

F. stands for Flying

(OTG) means this will hit opponent off the ground

(FS) means that the move you just did initiated the Flying Screen

AC - Air Combo

AC Finisher - A move that will end an air combo by initiating the FS

[air] This move can be done on the ground or in the air

[air only] This move can be done only while jumping]

P any punch can be used

Jab the light punch button must be used

Fierce the heavy punch button must be used

Short the light kick button must be used

C.Forward the heavy kick button must be used with the joystick held diagonally
down/away

Roundhouse the heavy kick button must be used

2P both punch buttons must be used

2K both kick buttons must be pushed

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### B.How To Do Combos

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If you already know how to combo with Ryu, don't read this, this is only meant to help those who can't really do combos, and lists how to do combos, but not any specific combos.

Keep this in mind; there are basically 3 types of combos in CvS; Chains, Cancelling, and Juggle. Ok, here's a really short low-down of each;

Chain Combos: Linking your normal attacks to each other. You can usually link 2-3 of these attacks into one combo. Of course, the "weaker-to-stronger" rule still applies. To do these simple combos, just tap a normal attack, then wait til the animation ends, and tap another attack. Keep in mind what attacks of Ryu start up slow, and thus don't try tagging these on in later hits.

Cancelling: Linking a normal attack into a special/super combo. Perhaps the most essential type of combo you need to know. Basically, tap a normal attack. Immediately after tapping the attack, begin doing the motions for the special/super combo, and of course, finish them. The ultimate goal for Ryu players in terms of comboing is getting the Shin Shoryuken to combo by this type of combo.

Juggle Combos: Ok, CvS's juggle combo system is really complex. But it can be simplified to this: an attack will only juggle, or hit the opponent out of the air if 1)it has "juggle potential" and 2)the number of "juggle potential" hits still exceed the number of times the opponent has already been hit in the air. Ok. If you still don't get that, read JChensor's great FAQ explaining this at Shoryuken.com. With juggle combos, you must have a good idea of how soon to pull off the move in order to get it to juggle.

I'm really sorry if I couldn't really help you by the above directions. Comboing in CvS is really simplistic. Just spend a few minutes and you'll get how to do it.

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### C.Essential Combos

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The combos listed here are the ones you must learn. All of them the most well rounded combos. They are not the most damaging, or the longest combos, but they are for the most part, very applicable when in serious play. In short, they're what I consider as "retaliation combos," combos that can be pulled off to punish a recovering opponent.

Jump-ins: Of course, you won't always get a chance to pull off a jump-in to lead in your combo. But in the times that you do, here's what's most applicable.

J.Fierce--> This is in most cases, your most applicable starter. Has high priority, and stuns the opponent long enough to combo near anything after.

J.Roundhouse--> This is also applicable, but should only be used when attempting to start a jump-in combo by crossing up the opponent. To do this, walk up into your opponent's face until you are pushing them, then backdash once. If you attempt a normal jump where you are towards your opponent and perform this, you will land on the opposite side while hitting them. There are a couple of advantages to this move; 1) you are crossing them up, so if they forget to change blocking directions, they will get hit by the rest of the combo, 2) this actually places Ryu right on top of the opponent, so you can add an extra hit or 2 to your combo, 3) this just has major style points.

Universal combo:

1)C.Short-->Any special attack/super combo

This is, IMO, the combo you must learn as Ryu. Anything connects after a C.Short, yet this attack will not push them too far away. If you are tagging on a super combo, be sure to start the motions of the super combo as soon as you start hitting Short.

Hadoken/Shakunetsu Hadoken combos:

1)C.Forward-->Hadoken/Shakunetsu Hadoken

This is the old skool shoto combo. Go for the red fireball if you know the forward will hit, and it adds style points. If you want to go for the red fireball, start the motion from back, and as you roll through down/back, press roundhouse.

2)C.Short,C.Forward-->Hadoken/Shakunetsu Hadoken

3)S.Jab(close),S.Fierce(close)-->Hadoken/Shakunetsu Hadoken

I like this combo, cause it's kinda cool having an elbow-uppercut combo. This combo also positions you well to begin a fireball game. You can substitute a C.Short in place for the S.Jab.

Tatsumaki Senpuukyaku combos:

1)C.Forward-->Tatsumaki Senpuukyaku

The combo that I use the most next to the universal combo. Just make sure that the opponent isn't crouching, else the hurricane kick will not hit.

2)C.Short,C.Forward-->Tatsumaki Senpuukyaku

3)C.Fierce-->Tatsumaki Senpuukyaku

4)S.Fierce(close)-->Tatsumaki Senpuukyaku

5)J.Short-->Air Tatsumaki Senpuukyaku

An important combo to remember, as the J.Short has extremely high priority. In the rare case that you are right above the opponent and they try something, pull out the J.Short, it beats out near everything they do, and then combo into the hurricane kick. What's even stranger about this combo is that yes, you can link the J.Short off of a jump-in! How? By rejumping as soon as you touch the ground!

6) C.Short, S.Fierce (close) --> Tatsumaki Senpuukyaku
Because the S.Fierce pushes the opponent quite back, you need to use the heavy hurricane kick in order to hit them.

Shoryuken combos:

1) C.Fierce --> Shoryuken

Easily the most useable shoryuken combo. Simple as that.

2) C.Jab --> Shoryuken

3) S.Fierce (close) --> Shoryuken

Shinkuu Hadoken combos:

1) C.Short, C.Jab --> Shinkuu Hadoken

I do this occasionally when I buffer the command for the Shinkuu Hadoken.

2) C.Short, S.Fierce (close) --> Shinkuu Hadoken

3) C.Forward --> Shinkuu Hadoken

4) C.Short, C.Forward --> Shinkuu Hadoken

Shinkuu Tatsumaki Senpuukyaku combos:

1) C.Short, S.Fierce (close) --> Shinkuu Tatsumaki Senpuukyaku

You've got to cancel pretty quickly, else the super combo will whiff.

2) S.Roundhouse (close) --> Shinkuu Tatsumaki Senpuukyaku

Only the 1st hit of the S.Roundhouse must hit.

Shin Shoryuken combos:

1) C.Roundhouse --> Shin Shoryuken

This is, IMO, the most useful Ryu combo ever (for beginners). Ok, ok, I said the Universal combo was. But this combo is so friggin easy and does so much damage, that at times this seems better, were it not for the sweep coming out slower than the C.Short. Beware that you aren't too far from your opponent or else the air version of the Shin Shoryuken will come out.

2) C.Short, C.Roundhouse --> Shin Shoryuken

You can add another C.Short to the combo, see the "Harder Combos" section to see an elaboration of this. Again, beware of being too far from the opponent, else you may end up doing the air version of the Shin Shoryuken. I use this combo the most with Ryu for comboing into the super combo.

3) C.Short, C.Short --> Shin Shoryuken.

Alex Valle's CvS Ryu bread and butter combo. You really should learn this, if you do, you will destroy your opponent. As you know, Ryu's C.Short is one of his best pokes, and since it doesn't push the opponent too far, if another C.Short could connect, you know the opponent is in the right range for the Shin Shoryuken to connect.

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D.Harder Combos

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Combos that are a little flashier/a lot harder to do are in here. Anyways, take a look if you want combos that are more eye candy than effective. Ryu isn't the king of combos though, so don't expect anything extremely damaging AND extremely

flashy.

Shinkuu Hadoken combos:

1) J.Roundhouse\C.Short,C.Jab,C.Short,C.Forward-->Shinkuu Hadoken

Damn! How does JChensor do that? Anyways, the J.Roundhouse must be a cross-up, and then you must chain the attacks one after the other as soon as the animations end for each. The light attacks are chained really quickly, but then you must pause slightly before chaining the C.Forward after the C.Short. The Shinkuu Hadoken will barely do any damage, but this is clearly a very hard combo to get off, and the hardest combo for Ryu I know so far!

Shinkuu Tatsumaki Senpuukyaku combos:

1) J.Roundhouse\C.Jab,S.Fierce(close)-->Shinkuu Tatsumaki Senpuukyaku

The J.Roundhouse is a cross-up. A JChensor combo. Make sure to cancel into the super combo as soon as possible, else it will whiff.

2) J.Short-->Tatsumaki Senpuukyaku\Shinkuu Tatsumaki Senpuukyaku,Shinkuu Tatsumaki Senpuukyaku

This one's actually easy to get off. It will only work on a cornered guy. The Tatsumaki Senpuukyaku must be cancelled off of the J.Short, so that it hits while Ryu's still in the air and while the opponent's still stunned. They will fly into the corner so do a level 1 Shinkuu Tatsumaki Senpuukyaku, and when they go into the corner again do a level 2 Shinkuu Tatsumaki Senpuukyaku. This is a JChensor combo.

3) J.Fierce\C.Fierce-->Shinkuu Hadoken,Shinkuu Tatsumaki Senpuukyaku

This one only works on a cornered opponent. The Shinkuu Tatsumaki Senpuukyaku will catch them out of the air. The 1st super combo should be level 3, the 2nd should be level 1. This is a JChensor combo.

4) Shakunetsu Hadoken,D.SJ.Roundhouse\S.Jab,C.Fierce-->Shinkuu Hadoken, Shinkuu Tatsumaki Senpuukyaku

This one's straight off of mopreme and Kamui's combo movie at shoryuken.com. They used SNK Groove for this combo, and it is doable on an arcade. First of all, the opponent must be cornered, Ryu must be full screen, and his SNK meter must be near full and in the red life zone, plus, this combo might work best on Zangief. Anyways, the setup is to first throw a level 1 Shinkuu Hadoken, charge immediately til full, and then throw the jab red fireball. The Shinkuu Tatsumaki Senpuukyaku must juggle the opponent.

5) J.Fierce\C.Short,C.Roundhouse-->Shinkuu Tatsumaki Senpuukyaku,Shinkuu Tatsumaki Senpuukyaku

This one can only be done in Capcom Groove on a DC. Anyways, corner the opponent before doing this combo. The 1st super combo should be a level 2(so the opponent should fly into the corner), and then the 2nd should either be level 2 or 3.

Shin Shoryuken combos:

1) J.Fierce\C.Short-->Shoryuken,Shin Shoryuken

Only works on a cornered opponent. The shoryuken must be a jab shoryuken, and then the Shin Shoryuken will catch them out of the air. Relatively easy, to be honest. A JChensor combo.

2) Shakunetsu Hadoken,C.Roundhouse-->Shin Shoryuken

The Shakunetsu Hadoken must be done from a little more than a full super jump away. And it must be a jab version. As soon as possible, super jump towards the opponent. And proceed with the rest of the combo. Easily one of the hardest combos Ryu has. Taken off of Darth Hazzard's Ryu FAQ.

3) J.Roundhouse\C.Short,C.Short,C.Roundhouse-->Shin Shoryuken

The J.Roundhouse will cross up the opponent. The normal attack linking is tricky,

Here are some general thoughts on how to play Ryu. If you want some really in-depth flowcharts of how to play Ryu, move on to the Defense or Offense sections below.

GENERAL TIPS

- Don't (on purposely) kill your opponent with block damage. I mean, if you know your special attack that you throw will K.O. the opponent and you know the opponent is going to block and not in any sort of recovery, then don't do it. I hate K.O.s by block damage. You can easily tell if you won by block damage because the opponent will sort of sway back and forth slightly, then collapse on the ground instead of giving a cry of pain and falling to the ground. This tip isn't really one to help you win more, but to gain more respect, winning by block damage makes you look like you are desperate to win.
- Ryu's natural inclination is to go for short, powerful hits. Don't rely on flashiness to win, use simple counterattacks, or 2-3 hit combos.
- Only throw to counter rollers. Throws do solid damage in this game, but winning solely by throws seems low-skill, unless if the opponent was rolling every 2 seconds. Throwing is also legit if the opponent was blocking, though.
- Blend your offense and defense. Ryu is not a purebred offensive character, nor a defensive minded one.
- Ryu has a move for every situation. Therefore, if you haven't already, go back to the move lists and see what type of move is best suited for what occasion.
- Take a note of what groove your opponent is using (boy, that sounds funny). If they are using Capcom, remember that they can do a super combo at any time, so they will generally not waste their super combo, beware of this. If they are using SNK, expect them to be more defensive, and yes, they will attempt to charge up a lot, so go aggressive on them to ensure they don't ever get the chance to charge. They will become extremely predictable when in Desperation Mode (red lifebar) because you know they will go all out trying to super combo your ass. Whenever your SNK Groove opponent has a meter charged, just run away til it goes away, then resume aggressive attacking. Of course, you can ignore all that red lifebar SNK crud if you just do a combo ending in the Shin Shoryuken when they have about 50% life left. ;)
- Your style of play should depend on your fighting groove. With that said, I decided to split this general strat section into 2 parts; Capcom and SNK. If you want more elaboration about the 2 grooves, check out the "Capcom or SNK?" section as well.

CAPCOM GROOVE

- Relax and play pure defense, or pure offense as you see fit. In this mode, Ryu naturally gains meter if he gets hit, does a special attack, or connects with a normal attack. You're the one who dictates which way the flow of the fight goes.
- Your main super combo should be the Shin Shoryuken. That's the main reason to use Capcom Groove. The fact that you can have it ready to go at the beginning of the round, or whip it out at any time as long as you have meter to do it gives you a huge advantage. If you want to use the other 2 super combos, wait until you've actually hit them with the Shin Shoryuken. Sparingly fire off the Shinkuu Hadoken, and only at level 1, unless if you know a higher level will K.O. the opponent. The Shinkuu Tatsumaki Senpuukyaku should only be used if you are less than level 3, and the opponent is playing footsie.
- Pull off your super combos only when you know they will K.O. or connect. You

don't get free meter like in SNK Groove.

-What gains super meter the most are special attacks or normal attacks that hit. Keep this in mind.

SNK GROOVE

-Play defensive until you get the opportunity to use a super combo, then play offensively. Part of SNK Groove strategy is charging the meter whenever you can. Ryu simply doesn't gain good amounts of meter by attacking. Go for the quick knockdown through combos into special attacks, then charge until the opponent can get up again. And because you are generally pressed for time when you want to do a super combo...

-Learn to combo your super combos, or master the art of poking to guard crush your opponent, leaving them vulnerable to a super combo. And learn to play aggressively to set that up.

-Use the fact that you need to charge your meter in order to use a super combo to lure the opponent. Fact is, the starting and ending animations of the charge are much faster than assumed. The perfect way to disguise a Shoryuken.

-Charge your meter until it is near MAX. That way, when you actually WANT to use your super combo, you can just TAP the command instead of holding it. Just imagine; your opponent jumps back, you tap both heavy buttons, and pull out the Shinkuu Hadoken and it knocks the opponent out of the air just before they land.

-When Ryu's meter is maxed, he seems to do more damage per normal attacks. Use that to your advantage.

-Your main super combo should be the Shinkuu Hadoken. Face it; you are not going to want to die halfway as part of your strategy, so scratch that Shin Shoryuken. It still is nice, but the Shin Shoryuken is best used to counter offensive opponents, not defensive ones. Shinkuu Tatsumaki Senpuukyaku does more damage than the Shinkuu Hadoken, but it is more geared towards defensive uses. The Shinkuu Hadoken, however, is primed for punishing projectile throwing people, jumping people, and is easy to combo.

-When Ryu's lifebar is flashing, charge the meter so that it almost maxes. Then stand full screen and repeatedly toss Shinkuu Hadokens. If they keep blocking, toss them as the 2nd blocked hit is occurring. Eventually they will get close to being Guard Crushed, and in that case, throw 2 more, then charge and throw a level 3 Shinkuu Hadoken to guard crush them. If they decide somewhere between then to jump at you, charge and Shin Shoryuken them. If the jump is too short of reaching you, then charge and throw a level 3 Shinkuu Hadoken.

-When Ryu's lifebar is flashing, charge the meter til it is near MAX, then get close and proceed to pull off Shinkuu Tatsumaki Senpuukyaku repeatedly. Chances are that the opponent will get smart and block like mad. However, they will get closer and closer to getting guard crushed. When you are pretty sure that they are near being guard crushed, when you come out of one of those super combos, poke with a few low jabs until they get guard crushed, charge your meter(it was really close to MAX, right?) and do a Shin Shoryuken.

-When Ryu's lifebar is flashing, substitute the Shinkuu Hadoken in place of the hadoken for your fireball games. This way, you deal out more block damage. So get into sweep range and do the Shinkuu Hadoken. Then, when you sense the opponent is trying to roll/jump the fireball, fake it by jabbing, and then hit them.

Remember that I will use the same notation as the notation I used in combos.

Ryu's spin kick is extremely useful for countering people who consistently attempt to attack you with low kicks while moving close to them. Just watch out for the startup.

7)--> Tatsumaki Senpuukyaku

I think you can counter some projectiles with this. Make sure you only attempt to use this if the opponent is standing, or in the middle of a dash/roll, else you will pay for the recovery time. You only need to connect once, and the opponent will fall down and away.

7.1)--> Extra Meter Charge

Only applies if you are using SNK Groove. Take advantage to charge up anytime you knockdown the opponent, but stop once they start to get up.

7.1a)--> Jab Hadoken

Only for tick damage as the opponent gets up. Don't abuse it, or you will pay for the fireball's recovery time.

8)--> Shoryuken

Useful as ever, and great as a wake-up move too. Always use the jab version, and make sure you let the opponent get as close as possible before attacking, since Ryu's shoryuken is very short-ranged. Use it to counter normal attacks, and even projectiles(in this case, use the fierce version). Great for the fact that you only need 1 hit to knock them down and away.

8.1)--> Extra Meter Charge

Only applies if you are using SNK Groove. Take advantage to charge up anytime you knockdown the opponent, but stop once they start to get up.

8.1a)--> Jab Hadoken

Only for tick damage as the opponent gets up. Don't abuse it, or you will pay for the fireball's recovery time.

9)--> Shinkuu Tatsumaki Senpuukyaku

Useful as ever, if you think your opponent is aiming to low kick you, then pull this off and you will override whatever he/she tried. Sometimes people will also try to sweep you as you get up, so try this as a wake-up move as well.

9.1)--> Extra Meter Charge

Only applies if you are using SNK Groove. Take advantage to charge up anytime you knockdown the opponent, but stop once they start to get up.

9.1a)--> Jab Hadoken

Only for tick damage as the opponent gets up. Don't abuse it, or you will pay for the fireball's recovery time.

10)--> Shin Shoryuken

How could I forget? If they want to mess with you up close so much, then make em pay for it. Use it for a wake-up move, or an interrupt.

10.1)--> Extra Meter Charge

Only applies if you are using SNK Groove. Take advantage to charge up anytime you knockdown the opponent, but stop once they start to get up.

10.1a)--> Shinkuu Hadoken

Since you were able to do the Shin Shoryuken in SNK Groove, that means your level 1s are free, so fire one before you get away.

10.2)--> Jab Hadoken

Only for tick damage as the opponent gets up. Don't abuse it, or you will

get up, jack up their timing with this, but mix this up with your regular get ups, else he'll catch onto your pattern.

2)--> Throw

Waking characters have waking priority, so this will give you a good oppurtunity to throw, but don't do it too often, or your opponent will tech hit everytime you get up.

3)--> Shoryuken

Of course, this attack is high in priority, so why not use it? Always use the jab version, but wait a little after you get up to lure the opponent to try to attack you first.

4)--> Shinkuu Tatsumaki Senpuukyaku

This is a great get up attack because it overrides all footsie games, and then some too.

5)--> Shin Shoryuken

The riskiest of them all, but also the most rewarding. Wait as long as possible before you try this, else you will have blown either 3 meters, or your life.

b.Offense

Ryu's offense is consisted of short, powerful combos, or consistent pokes to lead to a guard crush. It's basically defensively offensive; tricking your opponent to do something vulnerable so that you punish them. Ryu's offense is good, but make sure you're not blindly attacking the opponent, and know what you should do. After talking with JChensor online, I totally changed my offensive section, to help you get better. Remember that while I don't list combos here, you know what connects into what in my combos section, so obviously, you wouldn't need help on that, would you? (I really should have just labeled this section as how to play Ryu's footsie game, cause this is all that it's all about) Also learn to dash and walk for movement. After knockdowns, you should be dashing; anywhere else you should be walking.

You have a couple of ways of getting in close:

1)--> Air Tatsumaki Senpuukyaku

High priority and can cross the screen like heck. That said, if your opponent blocks a lot, use as desired to get in from far away.

2)--> Roll

When you see a weakness in your opponent's offense(i.e. anticipated fireball) and are pretty up close, roll as a defensive maneuver, then start your offense.

3)--> T.Short

Moves forward slightly, goes above low kicks, and hits the opponent. A great way to get close, but has some startup, so only use if slightly distanced.

4)--> Jump-in attack

You have the option of doing a cross-up J.Roundhouse or a J.Fierce. Cross-ups are trickier to land in, but are harder to defend. But don't rely too much on jump-ins for starters, due to some characters' anti-air special attacks/super combos.

Once you get in, you have to start confusing them. Here's what you do. Make sure to read all of these, then just flow em all together using each move when

it is best suited.

1)--> T.Short

A VERY, VERY, important part of Ryu's offense. Against most people, this move not only advances, it avoids low attacks, has almost no recovery delay, and can even hit crouching opponents(except for the likes of Yuri). When you get too far from the opponent, just throw a couple of these to get back into range. Also rules if you sense the opponent is throwing a low kick, do this and you'll get in close, dodge them AND hit them. Don't get too predictable with this move, but mix it in a lot with your low kicks and hadoken. Your usage of this attack should depend on how your opponent is playing. If they are playing extremely defensive, use this a lot, if not, then don't use it as much.

2)--> Fierce Hadoken

Stop thinking of this move as a range weapon. Why it is so good is as a long unhittable poke/shield/frustration attack. When you use this, it should either be: 1:chained after your max-ranged C.Forward or C.Roundhouse, making it an effective shield, or 2:as a poke on its own, but ONLY IF YOU ARE ABOUT MAX C.Roundhouse DISTANCE(this makes it able to beat the majority of pokes and shield most space controlling attacks from your opponent)! The reason why this is so good is that you can probably easily trick your opponents. Many players will immediately upon seeing this think, "I'll roll/jump to punish the fireball!" When you sense the opponent thinking this(telltale signs are their gameplan totally changing or ground game going to hell by them just waiting for your next action), fake a fireball, and then if they bite the bait, punish them, or if they don't that's actually great, because that means they haven't tuned themselves to reacting to your fireball fast enough. And to be honest, up close at this distance, the only way the opponent will ever avoid the fireball to punish you is if they move FIRST before you throw the fireball. Another thing; the fireball is a defensive poke. What does this mean? It means if you are playing against a more offensive opponent, you should use this more in your footsie games. This should be a main part of your footsie game, so remember that.

3)--> C.Forward

An important piece of Ryu's offense, if you are slightly farther from C.Short distance, this works. Useful as much as the C.Short except for slightly farther distances, but this time, if you are at the highest range, you can go for a buffer into fierce hadoken.

4)--> C.Short

This is an important move to use if: 1:you are on top of the opponent, as it is fast, guarenteeing you many interrupts. 2:you want to whiff something safe. 3:you want to throw this out regardless to keep them thinking of how to block this while you think of your own strategy. 3:Ryu's cross-up trap. Read the wake-up offensive strats for Ryu below for more on this. 4:if you want to combo into the Shin Shoryuken, remember that if it does hit the opponent add another C.Short and if they connects, cancel into the Shin Shoryuken, and the battle will most likely be over.

5)--> S.Jab

This attack is used mainly for confusion. Use it to fake your opponents when they think you are throwing a fireball, and do it with a lot of hand motion, they will fall for it, and Ryu recovers fast enough to punish them. If your opponent reacts really slowly to overheads, mix this in with the overhead and then as they block high, low kick them into a combo.

6)--> C.Roundhouse

If you sense that the opponent(at its max range of course) whiffed something, just do this. Fairly ok to throw out if the opponent screws up doing something,

but it's still not like Kim's sweep. If it is blocked, cancel into the Fierce Hadoken.

7)--> S.Roundhouse

I included this to punish your opponents if they try to poke you. This is a "counter poke," used only to beat out your opponents' pokes. This should be at the max distance, ensuring that Ryu has higher priority over his opponents.

8)--> S.Short

I included this to punish your opponents if they try to poke you. This is a "counter poke," used only to beat out your opponents' pokes, but doesn't push the opponent away as much, leaving you in range to continue your offense.

9)--> S.Fierce

I included this to punish your opponents if they try to poke you. This is a "counter poke," used only to beat out your opponents' pokes.

10)--> Jab Shoryuken

Use this by the "Alex Valle Psychic DP" concept; set them up into doing something you want, then nail 'em for it. This also has a psychological edge, as most likely your opponent will be thinking something like "I just got nailed for sticking out a C.Short!" and will just sit there, which is basically a prime time to walk up and combo/throw.

11)--> Shinkuu Tatsumaki Senpuukyaku/Shin Shoryuken

These two attacks rule in footsie games. Some of the best counter-pokes in the game as super combos belong to Ryu due to their invincibility, and make use of these if the opportunity presents itself, but only if you are 90% sure, esp. in Capcom Groove.

12)--> J.Roundhouse

This should mainly be used for crossing up. 2 ways to land it; 1)After 1 or 2 C.Shorts next to the opponent, just jump at them. 2)After knocking the opponent down; read the offensive wake-up section below to get an idea how to use this. Distance and timing are very important in getting this to cross-up or hit at all. You can hit them from when Ryu starts to fall when right on top of the opponent (you haven't crossed them up yet, in this, case, I recommend going for the J.Fierce or J.Short) to about 45 degree relation of your opponent behind you. Get good at distances, and then you can switch your timings to make the opponent guess as to whether to block left or right. Mixed up with the J.Short and its combo into the air hurricane kick, you will make Ryu very annoying and powerful. JChensor also says, "Also, learn both the regular jumping AND Super Jumping distances. Because Super Jump makes you come down faster from your jump, it's MUCH easier to hit high and still combo after you land."

13)--> J.Short

High priority. If you are extremely up close and the opponent is so into the ground game, use this, if they don't have an anti-air, chances are you'll win. Read the offensive wake-up section below to get an idea how to use this.

14)--> Throw

Either your opponent will 1:turtle like a b***h or 2:roll attempting to avoid your fireball, in either case, this is the prime time to use this.

15)--> S.Roundhouse(close)

I've said it before, an alternative to throwing, esp. if you've got a near empty meter, as if it is blocked, you gain a lot of meter! Note that to gain a lot of meter, you NEED to have it blocked, not hit, else you only gain a pathetic amount.

c.Capcom or SNK?

There is often a common question for CvSers to ask, and that is, which fighting groove best suits the character I am using?

Let's start by looking at how each groove works.

Capcom Groove

- Builds by performing attacks, blocking attacks, or getting hit
- Builds meter at a moderate pace
- Intensity and quantity of super combo dependent on amount of meter built
- Intensity of super combo controllable by number or strength of buttons used
- Meter drains only when super combo is executed
- Meter will carry over to the next person. This means a character who doesn't need to use super combos(Nakoruru) can go before Ryu and build up large amounts of meter before dying, enabling Ryu to start off with a level 3 super combo.

SNK Groove

- Builds by performing attacks, blocking attacks, getting hit, or the Extra Meter Charge command
- Meter speed building dependent on which method. Insanely high charging speed when using the Extra Meter Charge, moderate speed when blocking attacks or getting hit, and slow speed when performing attacks.
- Intensity of super combo dependent on amount of life remaining. If the character has 33% life left(it will look more like 25%), their lifebar will flash red. In this stage, a charged super combo will be a level 3. In all other cases, the super combo will be a level 1 intensity.
- Quantity of super combo also dependent on life remaining. If the character has 33% life left, they can execute level 1 super combos nonstop without charging. If they have more life, they need to charge in order to perform a super combo at all.
- Meter slowly drains after being charged full. Once it is empty, it will need to be recharged in order to do a super combo(unless down to less than 33% life). Using a super combo while it is still draining will completely drain the bar.
- Meter doesn't carry over to the next person. It wouldn't matter anyways, because level 3s can only be done when near death and charged, and level 1s charge up pretty quickly.

Now looking at each groove, you can tell right away, that Capcom Groove is best suited for characters that need to stay in the opponent's face and not let up(i.e. Guile), whereas SNK Groove is best suited for characters that need to stay as far away as possible(i.e. EX Sagat) or have excellent level 1 super combos. SNK Groove is poorly suited for characters that are highly dependent on super combos that can only be executed as level 3 intensity. Capcom Groove is poorly suited for super combo abusing, because it does take an extremely long time to build up the meter to level 3. Capcom Groove is more team-oriented, because it does take an extremely long time to build up the meter, so it's better to have a battery/user type of team, whereas this doesn't really matter to SNK Groove.

My opinion is while Ryu can excel at both grooves, he does do better in Capcom Groove. The main reason ties down to the Shin Shoryuken. I've seen this other Ryu FAQ writer(I won't say names to be respectful) say that he uses SNK Groove for Ryu, which is fine. But he says it because so that when he gets down to 33%, he attempts to combo the Shin Shoryuken like crazy. Problem with this

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B.Computer Strategy
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As it turns out, the computer plays like crud, just like it always does. I dunno how many sets of characters you must play against until you face a boss. If you want to face Morrigan or Nakoruru as a mid boss, then you must K.O. 5 fighters you meet with super combos before the 4th battle set. You must also gain up to 65,000 Groove Points before the 4th battle set. Depending on what groove you chose, if you did it right, you should get challenged before you say your winning quote like someone just put in 2 quarters and pressed start.

a.General Patterns

Basically, the computer ATTEMPTS to play the characters like they should be played. I said that because in general, the computer will play the fighters like the style they should be used. In other words, the computer will play Ryu by occasionally sitting back, then occasionally jumping in to do a combo. Whereas CPU Ken is played rather aggressively repeatedly doing dragon punches to get in. There are of course, some exceptions, the CPU Zangief doesn't do jack and just sits there waiting to be comboed. Basically, the computer will usually resort to a very specific pattern with each different type of opponent, it's not too hard to learn them. If they play in SNK Groove, expect them to sometimes go haywire firing off super combos one after the other when in the red lifebar. Only thing I don't like about the Groove System is that you get more points for counterattacking than landing a good combo. Or basically, doing a good combo earns you nearly 0 points it seems. Considering how sorry the cpu opponent is, you should learn to improve your game through it. 3 ways to beat the cpu opponent:

Easy, scrub way:

Get on the other side of the screen and throw fast/slow blue/red hadokens. That's it. The computer is very stupid and thus tries to counterattack(?) your fireballs with jabs it seems. This is very stupid, cause the Groove Point system makes you look like a pro, when all you did was skill-less throwing. Don't do this, unless if you want to fight Akuma at the end and can't consistently gain points.

Intermediate way:

Practice your combos and your special attacks, as well as your super combos. Hone each down to perfection. Master the art of Ryu's defense and offense. Probably what I would do, but there is a downside: the cpu a lot of times just sits there without blocking. You won't gain a lot of groove points this way, but this is best for learning.

Expert way:

Ok, not really expert, but it's still the most challenging. Master the act of counterattacking. Basically, just sit there and wait for the cpu to make a move. Learn to counter your opponent's attacks with the right poke and follow up. Master the art of sitting still and letting the opponent do a light attack, only to get it counterattacked by a shoryuken/Shin Shoryuken. Learn when to pull off the level 1 super combos. And of course, perfect your Finest K.O. against the cpu. The easiest way is to make sure you K.O. the opponent by counterattacking them with your Shin Shoryuken, but the very 1st hit must do enough damage to deplete the

lifebar in order for it to be considered such.

In reality, the computer is not a hard match. Just use it to warm up, or to perfect your combos, and your counterattacking.

b.Geese:SNK Boss

Should you most of the game use Capcom characters(like Ryu), then your boss will be Geese. (Should you have Bison as your main character(only in Pair Match Mode) with Ryu, or Terry as your main character, you will have different quotes from Geese.)

Scene starts with the camera going through many japanese doors. At the end, you see Ryu and Geese. Ryu does his usual intro, but Geese is kneeling on the ground, and says, "You cannot escape for long death." Then he stands up and talks.

Geese: You are either very lucky or very strong to have come this far.
Geese: Well you better hope you are strong, because your luck just ran out.
Geese: Now let only the strong survive!

Geese's patterns are quite simple. If he jumps back, he's going to do a Shinpuuken. If he rolls forward, he will attempt a throw. If he jumps in, he will attempt a jump-in combo. If you miss your attacks, he will do a short combo ending in a sweep. If he just sits back, he's waiting to use his reversals. And if he can, he will counter jump-ins with a Raising Storm as well as missed attacks. If Geese does a standing roundhouse, he will always follow it up with a sweep. And if you knock him down and stand right next to him, expect a throw.

You can either attempt to beat him by sitting back and waiting until he attempts to jump/roll towards you. If he rolls, throw him out of his roll. If he jumps, do a shoryuken. If he does a S.Roundhouse(either the 2-hit version or the advancing version) expect a sweep, so shoryuken out of the sweep. If you wish to go offensive, occasionally jump-in, but don't hit. The cpu Geese will immediately go for the high reversal, so hit low into a hurricane kick. Occasionally, just walk up to Geese, but don't attack. He'll attempt a reversal, so counter with a low attack into hurricane kick again. Do this until you pin him into a corner, and then sometimes he'll attempt a Shinpuuken, so do a shoryuken.

If you manage to beat him, you face him again.

Geese: You went too far this time!
Geese: I underestimated you, but you're dead meat this time!

Basically do the same thing as above. But when he gets to about 50% health, crouch down and wait, and wait until he goes for the jump-in, then Shin Shoryuken him and end the game!

c.Balrog/Bison:Capcom Bosses

Should you most of the game use SNK characters(like Kyo), then your bosses will be Balrog, then Bison. (Should you have Geese as your main character(only in Pair

Akuma is the only boss who actually, to say the least is more challenging. If he is far away, expect him to either throw his gou-hado, shunkunetsu gou-hado, or his air gou-hado. He never rolls, and instead uses his teleport like mad. If you jump on him, he will do a gou-shoryu, and if up close, he will interrupt your attacks with a tatsumaki zankuu kyaku and follow up with a gou-shoryu. Occasionally he jumps and uses air gou-hado while jumping in. Should you turtle too much, he will walk up and throw, and he does this a lot. He may attempt the raging demon if you are not moving around, so remember that.

Keep moving. Remember that whenever he does a fireball, that's a prime opportunity to roll/jump past him and combo him, else you could attempt to use the Shinkuu Hadoken to nullify it. Don't give him an opportunity to throw you by poking when he gets close or attempting the Shinkuu Tatsumaki Senpuukyaku, and following any connected pokes with a special attack. Attempt cross-ups into combos. Don't try to show off with your Shin Shoryuken, because if you're in Capcom Groove, you'll barely be able to build up to level 3 before you K.O. Akuma, unless if your other fighters went first and you dicked around. And in SNK Groove, I doubt you would have got enough time to charge. Besides, didn't you notice you only have to fight Akuma once?

e.SNK Ending

Note: I can't guarentee this is the exact wording that the ending is. But here it is.

Geese: What? You are weak and stupid.

(Geese is down on one knee, wincing and clutching his stomach)

Geese: You best me, but you won't finish me off?

Geese: This is the code of the street fighters? How touching.

(Zooms to shot of Geese's eye)

Geese: But...

(Wood splinters, with Geese raising both his hands)

Geese: Hah hah hah!

Geese: I will never accept that!

(Picture of Geese outside his building with wood splinters)

Geese: The next time we meet, I will!

Geese: Hahahahahha...

(Geese free-falls down the building backward)

(Far shot of building exploding in the middle)

(Scene changes to a japanese woman news reporter with a News Combo 7 logo)

Woman: This is News Combo 7.

(Picture of Capcom Vs. SNK logo)

Woman: The Capcom Vs. SNK: Millenium Fight 2000 took place in the central dome today.

(Picture of Joe and Dan holding up hands in victory in a ring)

Woman: The winners of the tournament are the team of Mr. Joe Hagashi and Mr. Dan Hibiki.

(Pictures of Joe and Dan smiling (Dan is crying, heh heh))

Woman: Their faces brimming with smiles, they are already thinking of plans for their next victory.

(Picture of the building, with camera shaking)

Woman: And now, we go live to an explosion.

Woman: Geese Tower located at XX in OO exploded today. Luckily no one was in the building at the time and there are no casualties so far.

(Picture of Geese Howard)

Woman: The owner of the building, Geese Howard, has been missing since the explosion.

Woman: New weather forecast...

(Fades to white)

f.Capcom Ending

Note: I can't guarentee this is the exact wording that the ending is. But here it is.

(Pic of rumbling volcano, pans downward to show Bison with rocks falling)

Bison: Hmmm...you are much stronger than I thought.

Bison: That is why I'm so interested in street fighters. They have the will and potential to become stronger and more powerful.

(Pic of Bison smiling)

Bison: That will do for today.

Bison: The next time we meet, I will absorb all your potential power into my psycho power!

(Lava begins seeping into Shadowloo)

Bison: Hahahahahaha....

(The big globe above Bison falls down, and lava gushes into Shadowloo and covers the entire room)

(Scene changes to a japanese woman news reporter with a News Combo 7 logo)

Woman: This is News Combo 7.

(Picture of Capcom Vs. SNK logo)

Woman: The Capcom Vs. SNK: Millenium Fight 2000 took place in the central dome today.

(Picture of Joe and Dan holding up hands in victory in a ring)

Woman: The winners of the tournament are the team of Mr. Joe Hagashi and Mr. Dan Hibiki.

(Pictures of Joe and Dan smiling(Dan is crying, heh heh))

Woman: Their faces brimming with smiles, they are already thinking of plans for their next victory.

(Picture of the volcano, with camera shaking)

Woman: There was an earthquake earlier today.

(Picture of map with "hit radius")

Woman: The earthquake registered a 6.2 on the scale today and affected various parts of the world.

Woman: The earthquake also triggered an ancient volcano, causing it to erupt.

Woman: No casualties have been reported so far, and it was reported that no one was near the volcano at the time.

Woman: New weather forecast...

(Fades to white)

g.Akuma Ending

Note: I can't guarentee this is the exact wording that the ending is. But here it is.

Akuma: Heh heh heh!

(Akuma lands on 2 feet)

Akuma: At last, I've found the man whom I will land the ultimate fist on.

(Camera zooms up close to Akuma's grinning face)

Akuma: With all of our strength

(Camera zooms into Akuma's bloodshot right eye)

Akuma: We can begin the battle for as long as we live.

(Fades to red)

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C.Arcade Challengers Strategy
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This section analyzes how to use Ryu against specific characters to defeat them if you are playing against humans. I can't guarantee that everything I say here will ensure you a victory, but it will help. Notice that when I wrote this section, you will notice that the EX character strats are much shorter(except for Evil Ryu and Riot Iori). That's because most EX characters are very similar to their regular versions. In order to get how to beat the EX versions, you probably need to also read how to deal with the regular version. Remember: find their weakness, then use it against them. That's how Ryu wins. Remember this too: the amount of time remaining on the timer after a round determines how much life the surviving character gains back; use this knowledge to determine how to fight certain ratio numbered characters.

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|Ratio 1 characters are characters that usually have a very short lifebar. Most of them don't aim to do the most damage of the game by themselves; they are there as an annoyance factor. It doesn't matter if they end up losing 90% of their life, their main objective is to whittle down your Ryu so that the next in line will kill you. By all means go for the K.O. as soon as possible to ensure that you gain as much life back before continuing the fight, but remember not to necessarily do blind attacking, as that always leads to you losing more life than necessary.

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\*1.Benimaru\*

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Of all things, let's first start with this guy's ratio. He's a ratio 1 character so that means that he dies quickly. However, he actually can do the damage of a ratio 2 character, so beware. He seems to be rather quick in movement and has good priority in many normals. Expect the Lightning Fist to be used a lot, but remember that it has some delay in startup, especially the fierce version, and that up close, it is possible to duck it, even the super combo version. The Shinkuu Katategoma is slow in startup and recovery, but can be cancelled. Expect a lot of Drill Kicks, so keep a shoryuken, or even better Shin Shoryuken ready. The Dennei Spark is extremely fast, so it can counter your Shinkuu Tatsumaki Senpuukyaku if it is blocked, but has an EXTREMELY long recovery if blocked. Lastly, if your opponent keeps trying to execute level 1 Blast Flashes and repeatedly gets hit, he may be trying to use the Benimaru glitch to his advantage. What it does is after he gets hit out of the Blast Flash, Benimaru can now use the Blast Flash in 1 frame. However, in order to reuse the Blast Flash, he needs to whiff a Shinkuu Katategoma or Drill Kick, so be ready with a Shinkuu Hadoken. Benimaru seems to have problems with defense, so stay offensive. Expect Benimaru to fly a lot, since he has a really good jump, being fast and long, so keep that in mind when playing against him.

The EX version is much more deadlier. You need to beware that Benimaru can anti-air you out of the sky because he can do upward Lightning Fists or Blast Flashes. Pretty much expect the same as above, only that now Benimaru has



special throws, so don't ever stay still. Beware of his glitch too. You should play well-rounded against this Benimaru. Beware of the jump attack, throw trap, when you see any jump attack and you block it, immediately go for a jumping towards short.

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\*2.Blanka\*

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He is ratio 1, but does ratio 2 damage. Blanka is in short, underestimated. Many of his attacks have long range and come out quickly, helping him poke. His rolls CAN go through projectiles, but since you'll never pull them out predictably when he's grounded, you won't have a problem with that, as anything well-timed can knock Blanka out of a roll. His Direct Lightning also shares the projectile-invincibility characteristic, so opt for a Shin Shoryuken to silence him. One thing though; save for his Direct Lightning, all of Blanka's rolls don't knock the opponent down if they are grounded; so sometimes if they execute a roll and it doesn't knock you down, punish Blanka. 2 last notes; beware of his Surprise Forward, as it is a faster roll, and his 2 lightning attacks are good for jumpers, but bad for projectiles. Play slightly defensive, but if Blanka hunkers down and proceeds to just charge, it's time you go offensive with cross-ups and confusing tactics to ruin his charge in order to block. If he makes you block a "heavy" attack, beware of a throw, as that follow up ensures Blanka gains a lot of meter.

As for his EX version, sorry to say, but it is really pathetic. Ground Shave Rolling is a toned down version of Direct Lightning, but can still go through projectiles, but it has a huge startup delay, so you know what to do. He also loses so many anti-air attacks except for his lightning attack. You can play offensive against EX Blanka if you like.

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\*3.Cammy\*

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Cammy deals out insanely tiny damage, and seems to get K.O.ed so easily. But she can be argued as the fastest character in the game. Almost all her attacks are "anti-fireball," as they can counter your Hadoken, mainly the Spiral Arrow, Hooligan Combo, and the Spin Drive Smasher. However, first of all, you aren't going to use the fireball. 2nd, the Spiral Arrow has a massive recovery, while the Hooligan Combo can be seen easily coming, and while it can be canceled, you can always use a Shinkuu Tatsumaki Senpuukyaku to beat it out so that you don't have to wonder whether she's trying for a throw or the low slide. Her Spin Drive Smasher at level 3 has a slight invincibility at startup, so beware. Her Cannon Spike is an anti-air, but has huge recovery if blocked. Spinning Knuckle can go through fireballs, but has a huge startup, and you can capitalize on it. Cammy's normals are what makes her extremely dangerous, as they seem to come out faster than anything else in the game, making her an excellent poking character. However, her defense really is crud, so get up in her face and proceed to use confusing techniques to lure her to counter with a Cannon Spike, which will probably be blocked and countered by what else by a super combo. I wanna add though; only counter the Spiral Arrow IF she ends up right next to you after it is blocked! Else she can attempt to use her Cannon Spike and it'll beat out most of your followups!

EX Cammy is less offensive and more defensive. In place of the Spiral Arrow (a huge minus for Cammy's offense) she gets the Reverse Shaft Breaker, and gets a Cannon Strike, but it has a startup, as she is seen pausing in the air, so it's a good time for a shoryuken. The Reverse Shaft Breaker is what makes or breaks EX Cammy. You shouldn't jump onto Cammy for this reason, and beware of poking EX Cammy. However, she still either has long recovery, or

long startup, so in this case, proceed to play slightly more defensive, so that Cammy will have to initiate the first attack, not you.

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\*4.Dhalsim\*

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Dhalsim dies quickly, is weak, and on top of that, extremely slow. But you'd be surprised to find that he still possesses one of the highest threats in the game. It is due to his dominance of range. His normal attacks all reach the other side of the screen near instantly, and coupled with his slow Yoga Fire and teleport, he can pin Ryu on the other side of the screen and slowly take his life away. Ok, first of all, you must go on the offense fully 100% in order to win with Ryu. But never attempt to close the gap with jump-ins; Dhalsim has the Yoga Vulcan and Yoga Blast to handle that. Instead, roll past his Yoga Fire and aim to slowly advance up to Dhalsim. He'll try to push you back with his limbs, but bam, shoryuken comes out and he's down some. Then attempt to cross him up as he gets up, he will only be able to defend by teleporting(his B.Fierce attack will be too slow to come out to beat you since you attacked first), by which you anticipate and Shinkuu Hadoken him as he comes out, or if he appeared in front of you, just combo him. His only(reliable) way of attacking you up close would reside in throwing or his Yoga Stream; all other attacks come out too slow to be useful. Make sure to not get caught in his Yoga Noogie throw, as it can build up large amounts of meter due to the glitch(like Blanka's). His Yoga Stream hits low, so either block low, or counter with a Shinkuu Tatsumaki Senpuukyaku(or better, Shin Shoryuken). If you're right on top of Dhalsim, expect him to teleport, so of course, anticipate and counter. I think it is safe to say play offense and confuse a lot, and you will win.

EX Dhalsim is much less of a threat. He has no anti-air flames, none at all, and his Yoga Stream has been scraped for Yoga Tempest, so go on offense like Dhalsim with this guy, but ignoring what I said about avoiding to jump in. In fact, go crazy attempting to cross up this guy if you want to have fun, especially if they don't use the B.Fierce attack early to defend against your jump-ins.

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\*5.King\*

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Again, being a ratio 1 character, King is weak and dies fast, but is a really good fighter. First of all, her Double Strike is slow. What does that mean? That means not only can you not attempt to counter it with your hadoken(which would really be dumb), but you can't afford to roll under it, since it does cover a large amount of horizontal space. However, like her Venom Strike, you should opt to punish King if she does this attack with a jump-in into a combo. You can opt to roll against her Venom Strike though. Watch out for King's anti-air attacks though, as they are pretty good. And be careful playing footsie with her, as she can use her Tornado Kick to beat it out, but if you trick her into using it when you were blocking it, immediately counter. Surprise Rose is one of the ways to win against her; trick her into using it, then punish her as she's in the air. Illusion Dance comes out slow due to the backwards jump, so counterattack it when she jumps FORWARD(never backward) with the Shin Shoryuken. Silent Flash is the one to beware, but if you block it, it's a free combo. The main way to play against King is to trick her into whiffing, and then combo. Play offensive not to overwhelm King with your pokes, but to lure her to using an attack that misses. Stay on the ground. If you want, you can play defensive and lure her to hit you as you interrupt with a shoryuken, but that will only work if she doesn't sit back firing you with Double Strikes.

With EX King, you can forget about her Silent Flash; it's not there. You can also forget about the Double Strike as a normal attack, but remember; now it is a super combo, which while doing OK damage, will override even your level 3

Shinkuu Hadoken, although it is still slow as heck, so use the opportunity to jump it into a combo. She now has a Moshu Kyaku, which enables her to move forward quickly and safely, until you realize you can shoryuken her out of that. She still has great anti-air, so beware of that. All in all, play just about the same against this King, as she hasn't really any worse.

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\*6.Sakura\*

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Sakura still shares the same characteristics as before; low stamina, low power, high speed. She can no longer play range because her Hadoshou is now like a Dan-type projectile no matter what, so she will attempt to play up in your face. She has a special type of jump in similar to a dive kick, so when you see her pause slightly in the air, just pull out a shoryuken. She has terrible defense, as her Kououken can't leave the ground high enough, but it is high in juggle possibilities, so beware combos. Her Oukakyaku is rather safe for her to repeatedly throw out against you, but if she adds the 3rd hit, and it's blocked, she is vulnerable, but just remember that the 3rd hit will either come out high or low, depending on how your opponent is trying to confuse you, so just be prepared for that. Her Shinkuu Hadoken is laughable; slow, weak, and shrinks in size and damage as it travels the screen. In some cases, I have been able to get hit by it, and still recover to block the remaining hits, due to the slow speed. The perfect opportunity to do a jump-in combo. If your opponent really knows how to use it, he would combo into it by the Kououken. But you should beware the Haru Ichiban. While not invincible, it has the fastest startup of any super combo, and the fastest recovery, not to mention it does good damage. But like I said, it's not invincible, so earn your Finest K.O. when she does this with your Shin Shoryuken! Play mostly offensive, and lastly, do watch out for her throws, as like Blanka, she can glitch to gain major meter. Opt to go for a LOT of cross ups because she can't defend against them at all. Beware of her taunt, because it can damage you physically and mentally. ;)

EX Sakura is the Alpha Sakura. Because of this, she can play range, and defense. A lot more defensive than the regular Sakura actually. Her Hadoken has a large startup, so roll past her and combo. Her other 2 special attacks leave her vulnerable if detected/blocked. She gains her Midarezakura super combo, but you only need to beware the Haru Ichiban like before, because all other super combos of hers are slow to start/end. You can still play offensive like before, but a little more cautiously in this case. Don't do as much jump in combos against this Sakura.

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\*7.Vice\*

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I'm not gonna outline her weaknesses, you should know that by now based off of the fact that she is a ratio 1. But main goal is; play slightly more defensive than offensive. Vice is a grappler, and has tons of grabs that she can do on you. Of course, occasionally, get up close and use your evasive movements to lure her to try to grab you, which of course, leads to a missed throw animation, and then you smack her with something of your choice. If you want to do that, play at a distance where Vice can't do her unblockable throws, or her DaCide to grab you. If she does do the DaCide, and you already know it was coming, give a shoryuken to her. Never try to jump in on her, because she can anti-air throw you out of the air. Her Outrage or Rave Fest has a slight startup, so decide if you want to use a shoryuken or a Shin Shoryuken. And finally, of course, beware the Negative Gain, because she can only connect it by standing right on top of you, which means it will beat out a ton of attacks you have, unless if you are in the air, or doing a Shin Shoryuken at that exact moment. Her Withering Force has some startup due to the jump, so just give her a shoryuken or Shin Shoryuken as she's jumping towards you. Beware of the jump attack, throw trap, when you see any jump attack and you

block it, immediately go for a jumping towards short.

EX-Vice is pretty much the same, except now she can do a shoulder charge from full screen. Beware of this, because it is very fast, but should you see it coming, once again resort to the shoryuken/Shin Shoryuken. She doesn't have an anti-air throw, but an anti-air DaCide, but don't worry, if she still misses it, punish her, cause like her anti-air throw, if you are grounded as she attempts it, you can hit her, as she whiffs. But play her the same way.

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\*8.Yuri\*

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She has much to master before she can be like her brother. Anyways, her Tiger Flame Punch is like a Dan's imitation of a fireball, you know what to do. Her Yuri Super Upper is an anti-air uppercut that goes slightly more forward than most anti-airs, but if she still whiffs/gets it blocked, punish away. Her Rai Oh Ken is an overhead, but it is slow, so punish accordingly. Might want to beware the 100 Blows, since Yuri dashes across the screen rather quickly. Her Haoh Sho Koh Ken is what makes her dangerous though; it is a rather large, fast super fireball. Just block it, unless if you think you're already high in a super jump towards her and proceed with an air hurricane kick. Her other super combo, the Scalding Steam Blast is rather fast in startup. Might even be slightly invincible on startup. Anyways, best thing to do is block all the hits, then retaliate with your Shin Shoryuken. I recommend just staying in Yuri's face playing offensive, or trying the cross-ups, because Yuri has almost no defense.

EX-Yuri's Tiger Flame Punches are actual projectiles, which means you actually have to beware of her at a distance. I don't get why a person would use her Saiha, as it is a close-range attack which can't hit jumpers, if I am right. Her Flying Phoenix Kick doesn't really seem to be that dangerous, since the only way to connect it besides combos is by Ryu leaving himself wide open. But what makes this Yuri extremely dangerous is her Rai Oh Ken, which is an air fireball. Ever heard of the EX-Yuri trap? It involves a C.Short,C.Roundhouse-->Rai Oh Ken. You can't roll against this trap, and done right, it will build tons of meter. It is also very hard to counter, because Ryu can't attempt a shoryuken(the fireball will hit his head, meaning a trading of hits). Best thing to do is do a Delayed-Get-Up, which jacks off her timing, but then afterward, mix up your get-ups, and if you have the energy, do a Shin Shoryuken as a wake-up move, and you won't have to worry about that trap anymore! EX-Yuri actually has really bad defense, so attempt a TON of cross-ups, and stay totally offensive, because she can't defend against jumps at all. Otherwise, all her other moves share the same properties as Yuri.

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|Ratio 2 characters take an average amount of damage. Here is where the bulk  
|of your concerns lie, since most of the characters in the game are situated  
|in here. Don't try to let time run out as much as possible, just play normally,  
|because since Ryu is a ratio 2 character too, that means the momentum of the  
|fight could go any way, even if Ryu is considered better.  
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\*9.Balrog\*

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This is Balrog, the boxer, so you obviously know what to expect. An extremely mad rushing offensive opponent with almost no defense. Basically, your opponent is going to try all those different types of rushing punches. You can duck the standing ones(esp. the uppercut) to some extent, but know that Balrog will also mix it up with some of the low rushes. The best way around all this? The shoryuken/Shin Shoryuken. Then, the Turn Punch. If Balrog gets around to charging this attack until about 50% of the game time has elapsed before

releasing it, he can drain 50% of your life. Luckily, the move still has a slow startup, so you know what to do. His super combos are basically like his rushing punches, except much faster, so beware of going too offensive on Balrog. And lastly, do beware his Buffalo Head Butt, because of it, Balrog can defend against jumpers easily. What you want to do is play defensive/offensive, in other words, play defensive until Balrog shows an opening in his aggressive attacks, and then combo him. Don't play aggressive on him when you know he can let a super combo loose. He is still a charge character, so once he attempts a "charging" attack, go for a cross-up, and you will stuff not only his offensive game, but his defensive one as well (because he can't charge fast enough for the headbutt, and he's gonna get crossed up, which ruins his charge for his super combos).

EX Balrog is even worse. He's lost all his ability to defend against jump-ins, so if you want, go totally postal attempting cross-ups on him. He is pretty much the same as Balrog which means he is still a great offensive character, except for the defensive problems and the fact that yes, his headbutt throw is back, meaning he can glitch like mad to build his meter (see Blanka).

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\*10.Chun-Li\*  
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Well, Chun-Li is fast, high priority, extreme combobility, and air dominance. One thing you will notice though is that she is weak, and needs to be almost on top of Ryu in order to win. If she is in the air, expect a lot of head stomps or wall jumps. So keep your shoryuken handy. If she is on the ground, never turtle. She still has huge throwing range, and many anti-turtle attacks. Now, let's start tackling down her attacks. Her Kikoken is a poor excuse of a projectile; if she throws one from far away, take it as an opportunity to start a jump-in combo. Her Spinning Bird Kick has good priority, but has a slow startup, and like your hurricane kick, which means not only can you duck it, but Chun-Li is vulnerable as she's landing. You can even hadoken her as a counter to this move. Her Lightning Kick isn't as good as you think, as the only safe way to land it is in a combo, otherwise, a nice jump-in combo will counter it. Her Tenshou Kyaku is the main reason you don't jump onto Chun-Li; it has nice priority. However, it can't be comboed, and if she misses/gets it blocked, you can easily punish her as she's coming down. Of course, all of her super combos have very high priority the higher the level. They are all very combo-friendly; if they are linked into combos, there's not much you can do, as all of Chun-Li's super combos do high amounts of damage, especially in combos. Both the Kikoshou and the Setretsu Kyaku have fast recoveries; the best way to beat them is to predict them dead on and use the Shin Shoryuken, otherwise, don't bother. The Hazan Tenshou Kyaku has extremely high anti-air priorities, but again, if you block it, you are free to do whatever you want with Chun-Li, as she spends eternity in the skies. Mainly play defensive against Chun-Li, but don't ever stay still, and try not to get into the air. Also, avoid being stuck down into the corner, because then Chun-Li can unleash her massively damaging corner juggle combos. You want to play offensive when you sense Chun-Li has just performed an attack that "let go of her charge", especially by crossing her up.

EX Chun-Li is pretty much the same, but loses her Kikoken, but it's not like she needed that sorry excuse of a fireball. She also loses the super combo version of that move, as well as the normal and super combo versions of her Tenshou Kyaku. In that place, she can now do an air Spinning Bird Kick as an anti-air, but it's still not as good, as while the recovery is not as bad (but still bad), it's the fact that she is extremely easy to shoryuken if you are on the ground. She however, gains a Spinning Hornet Kick super combo, whose properties are most similar to your Shinkuu Tatsumaki Senpukyaku, so beware of footsie games. All in all, she is worse than Chun-Li, but pretty much the same. You can play

slightly more offensive against this Chun-Li, because she has less defensive measures to use against you.

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\*11.E.Honda\*  
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E.Honda can do a lot of damage very quickly. He has a nice pressure game and can grapple Ryu should you hesitate too much. E.Honda, on the other hand, is slow, and his main strength lies in his roll and his special attacks games. He can't play footsie, or more correctly, doesn't depend on it. Not to mention his combos are limited and poor in variety. So expect a lot of rolls to occur. Whenever you see them, just throw him right out of it. His 100 Hands are great for his pressure game, and don't really have any ending delays, so just make sure you never give him the opportunity to use them by playing offensively. Lesse, his Sumo Torpedo if you are good at it can be punished with projectiles. His Super Hyakkan Otoshi is invincible to projectiles when E.Honda is rising, and maybe some other attacks, and it is an overhead. As he comes down from it, use your shoryuken. You don't want to sit still or throwing out rash moves up close against E.Honda, because he has 2 great grabs, one a special attack, the other a level 3 super combo. His Onimusou is the same as his Sumo Torpedo, only it can be invincible at level 3 startup. And if I am right, he can also glitch just like Blanka to build meter. How to deal with him... well, you certainly don't want to be pressured to death by him, so go with playing offensively against him. Also try to cross him up and do add overheads and hop kicks to your repertoire in fighting him in order to destroy his charge. Beware of the jump attack, throw trap, when you see any jump attack and you block it, immediately go for a jumping towards short.

EX-Honda is actually much worse. He's lost so many moves, ruining his ability to handle turtlers. Unless if he's gained something that E.Honda doesn't have, I see that he's actually worse compared to the regular version, so just play this guy the same way.

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\*12.Guile\*  
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Guile easily makes for one of CvS' best opponents. His ability to guard crush the opponent is easily the best, and he is nearly unbeatable, having close to no weakness. The key to all of it is the sonic boom of his. It is the fastest recovery and startup of all regular projectiles, and that means you can't abuse your hadoken against him. His flash kick too is invincible at startup, and has more range than your dragon punch, which explains why it looks like the flash kick can beat out your shoryuken so many times. What else...oh yeah, his J.Short has extremely short range, but has so much priority and cross-up power, only super combos will stop it. Other things; his sobat is like your overhead and hop kick rolled into one, and all his kicks have huge range. His Total Wipeout also starts up and ends quickly, and his Somersault Strike has great juggle potential and can anti-air. Ok, here's how you beat Guile; keep the pressure on. You should be constantly be playing your offense. The biggest mistake against Guile is to play defensive, especially in the corner, so also, make sure to NEVER get caught in the corner, Guile will just kill you. Instead, you should carefully advance towards Guile, but not roll or jump, as that's what Guile players want you to do in order to counterattack you. Once you can get close enough, then start confusing. His Sonic Boom plays a major role in his attacks, but your Hop Kick, Hurricane Kick, Dragon Punch, Shinkuu Tatsumaki Senpuukyaku and Shin Shoryuken can all go right through it, so keep this in mind. Many of these attacks are also great for keeping Guile from implementing his footsie game, so use them. Believe it or not, you can determine how much of a novice your Guile opponent is by how many times they go for a flash kick. If they go for it a lot, then they aren't so good. Lastly, his Total Wipeout has near

zero recovery. This means that Guile will pull this out in order to gain momentum back to him. A common mistake for Ryu players to do in this case is think, "I'll block his Total Wipeout then shoryuken him." This usually results in them being flash kicked out of the shoryuken. No rather, you have to play a major risk in this case. You must use the Shin Shoryuken, but time it at the last second to ensure that you got it down to counterattack him. An alternative is to use the level 3 Shinkuu Tatsumaki Senpuukyaku, as it is safer. His Somersault Strike is invincible at level 3, so watch out for that. But then again, if it's blocked, hit him. Masters won't use the sonic boom as extensively as other attacks to trap you, but novices will always keep charging, and since charging takes about 2 seconds, you have some advantage there. Lastly, do not forget your Shin Shoryuken. If you ever get caught in a footsie game with Guile, pull it out when he sticks his limb right in front of you...and watch him cringe as you K.O. him. Easily one of Ryu's toughest matches, so keep calm, stay offensive, and be ready to Shin Shoryuken him whenever he makes a mistake.

EX-Guile loses the Total Wipeout and the Sobat, which totally changes his style. He also gains his C.Strong and his upside-down kick. Basically this guy is as dangerous as the regular Guile, it's just that he can't be as abusive. Keep in mind this; he can't do a C.Fierce, Sonic Boom tactic on you if you jump. All in all, just as dangerous as Guile, but slightly worse.

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\*13.Iori\*  
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Ok, what to cover. This guy is extremely strong, but also very slow, and a very large target. Most SNK ground projectiles are slow, so if you see him chuck a Dark Thrust, go for the combo punishment. Then again, beware of his Fireball, it is a good anti-air, but like all anti-airs, if he screws up, punish him. His Deadly Flower's 3rd hit is an overhead, so block high. However, if you block the 1st and 2nd hits, the 3rd hit takes some time to come out, so hit him with your shoryuken. If you see him run across the screen, just shoryuken him out (this is his Dark Crescent Slice). Don't stay too long up close, as he can break your block into a combo. What else; his One-For-The-Road Blast. This super combo covers a large amount of space. However, it is so slow, just back up when you see him try it until it dissapates; you'll be surprised you didn't get hit by it at all. SNK scrubs tend to abuse this move, and then hit you with a Maiden Masher when you're trapped, but it's actually quite a slow move like I said, a more gutsy alternative is to simply get up close whenever he's charging, and proceed to time your roll so it goes through the energy waves, and him. His Maiden Masher is much more effective. At startup, it is invincible to projectiles no matter what level it was activated in (invincibility to other things, on the other hand, depends on the level). So beware of poking too much with your fireballs. On the other hand, the recovery of the attack isn't too good if it's blocked, feel free to counter with the Shin Shoryuken if you block it. As for his normal attacks, I'd like to caution you that he does have a slow overhead up close, a jumping attack that can cross you up, and an insanely long-ranged sweep. But then again, he is slow. In short, your best bet is to try to get in as close as you can and play the offensive game. And go easy on the fireballs if you see that he has a level 1 or more.

EX Iori is actually Riot Iori; I cover tactics against him in the ratio 4 characters' section below.

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\*14.Ken\*  
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What to say? Ken is pretty much the opposite shoto of Ryu. He is fast, but slightly weaker. Ken in short has a better offense due to his speed, even if

Ryu has a larger assortment of tools to work with. Ryu however, has a much better defense. Do NOT get abusive with the roll; a good Ken player will shoryuken you out of it; for the same token, beware of your fireball games with Ken. Try not to roll or jump unless necessary. That said, if you want to blow meter, throw out a Shinkuu Hadoken to beat out Ken's fireball. If you are close enough, go for the Shinkuu Tatsumaki Senpuukyaku instead. If Ken decides to chuck fireballs like a scrub, you can if you are about a super jump's distance away go for the combo. His hurricane kick is actually a pitfall; it doesn't knock down, and there is that small chance that you can actually hit him before he recovers, even if he combos into it and all the hits get you. Just to be safe, go for the sweep, and if it connects, Shin Shoryuken. His Dragon Punch has a farther arc than Ryu's. However, sometimes if combos, the fierce version won't knock Ryu down! Again, C.Roundhouse-->Shin Shoryuken can be used. His new 2-hit somersault kick is slow, so you can shoryuken him out of it. Beware of his overhead. His super combos are all fast(except for the Shippu Jinrai Kyaku), but if blocked, all of them can be punished. Other than that, if he combos you, expect an exhibition. What to say? He's faster, and more offensive, so play defensive, and tempt him to make a mistake.

EX Ken loses 2 of his super combos, and gains a ton of kick special attacks that are slow and in short, not worth trading for the Shinryuken and Shippu Jinrai Kyaku. Some of them are overheads, but so what? Anyways, if you want, you can afford to be a little more offensive on this Ken, but still beware, since he didn't lose the jab shoryuken.

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\*15.Kim\*

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This guy's pokes are incredible. They are fast, long-ranged, high in priority. His light kicks are quite high in priority, and his sweep has insane range and speed. With that said, this guy can be played like a turtle, or up in your face. Add the overhead and you have one heck of an opponent. Crescent Moon Slice will be used to get up in your face; even if you block, Kim's still got the initiative(block high it is an overhead). Shoryuken-ing it is tough, but if you can go for it, go for it. Flying Kick recovers fast and does good block damage, but it does have some startup; if you see it coming, don't hesitate to use the shoryuken. His Flying Slice is a good anti-air, but like all of them, if blocked, combo away. His Spirit of Conquest Kick shouldn't be a problem; it has slow startup. Phoenix Flatterer is incredible; don't be too projectile-happy if he can use it. However, at higher levels, you can block and retaliate. Don't try this at level 1; the recovery is way too fast, but you should be able to either throw him or better yet, Shin Shoryuken him. This works very well, esp. when pitted against those SNK scrubs who abuse this move. His Super Phoenix Kick can beat out your dragon punch. But if blocked, a Shinkuu Hadoken can be thrown. As for how to play against him, realize that Kim is an up-close type of character. It is better to play defensively against him, using your fireball pokes, but don't get too predictable esp. when he can do his Phoenix Flatterer. His C.Fierce can be used as an anti-air, beware of jumping onto him. Either play him extremely up-close and extremely carefully, or farther than his sweep's range. Also beware of mind games in him crossing up and/or cancelling into the Flying Kick or the Super Phoenix Kick.

EX-Kim doesn't have the Flying Slice or the Super Phoenix Kick, so that ruins part of his offensive and defensive capabilities. He does combo a bit harder, due to his Phoenix Kick Tornado. The thing has a semi slow startup(compared to most super combos anyhow) but has invincibility if timed right, making it great for anti-air purposes. It also enables him to do some pretty flashy combos. However, against this Kim, you can afford to do more crossups(no Flying Slice) or use the shoryuken whenever he jumps, since he doesn't have the Super Phoenix Kick.

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\*16.Kyo\*



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This guy's been toned down, but is still dangerous. First of all, he has a good anti-air attack that can beat out a ton of pokes, but like all anti-airs, leaves him vulnerable if he misses. His R.E.D. Kick isn't nearly as good as it used to be, if you sense it coming, shoryuken him, don't fireball him. Pretty much his other special attacks can only be used in combos, else they will be seen coming easily and countered. His Final Showdown has a huge recovery, so throw him out as he recovers. Serpent Wave has anti-air properties at level 3, but has some startup overall. And lastly, beware of his footsie games. His double-handed hammer in the air can beat out a lot of things, and has an axe kick. His S.Roundhouse, sweep, and 2-hit low kick all have huge range for aiding in his footsie games. In general, look for the mistakes to punish him by by playing slightly defensive.

EX-Kyo can't use his ground combo punches. Instead he has a Serpent Wave, but it is like most SNK ground projectiles; slow in startup, and speed. You know what to do. He also has no Final Showdown, so he has no quick-starting super combo. However, his ground combos are much more better because he has the New Wave Smash and the Spinning Kick. Beware of getting caught in Kyo's combos. However, the Spinning Kick leaves Kyo vulnerable if blocked, and the New Wave Smash has a slow startup unless comboed. Anyways, play him the same way as regular Kyo.

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\*17.Mai\*

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Mai is more of an offensive fighter due to her fast dash, roll, and just overall her speed. She is very fast and in addition has that "hynotic bounce in her step," sorry I just had to say that. :) Her Kacho Sen is a bad projectile because it has a slow recovery; you know what to do. The Ryu En Bu can nullify projectiles, beware of that. It also has a slow recovery, you know what to do. The Flying Squirrel Dance would never be used offensively, it is a slow startup, if you ever see it coming, throw out your shoryuken. Mai may even try triangle jumping beforehand to get away from you. In that case, use a fireball. Her Deadly Ninja Bees does good damage, range and even slightly invincible at startup. However, block it, and you can do to Mai whatever you want. The Crimson Firebird Diver isn't as highly prioritized as you think, but is fast, so beware of it, but it does have some startup and recovery. Beware of her Super Deadly Ninja Bees though. At all levels it has no recovery, as long as it is blocked. At level 1 it does the highest damage for that level's worth, like around 1/3 of your life. At level 3, it starts out amazingly fast and has insanely high invincibility. In any level, it is easily comboed. If you can dodge it, do it, and then combo Mai. Mai's footsie game isn't as good as you think, but do beware her C.Jab, C.Roundhouse, and T.Fierce. The T.Fierce can only beat out jump-ins that aren't directly on top of Mai. In short, play offensively against Mai, and go for the crossups. Mai has a weak defense against cross-ups. She also has a fast roll, so be prepared to throw. Watch out for her crossup ability and the ability to make you block the wrong way by doing J.Roundhouse-->Crimson Firebird Diver when crossing you up.

EX Mai can actually play distance. She has the Sun Fire Samba in place of the Flying Squirrel Dance, which can counter jumpers and rollers, it is like Blanka's Direct Lightning, so just sweep her. In place of her Crimson Firebird Diver, she has the Swan's Fandango, which is an excellant super combo, since it covers a huge amount of space. It does however, have a huge recovery, if you sense it super jump and proceed to combo. In short, play a little more rounded against this Mai, because she has more options open to her, but still lacks good defensive measures.

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\*18.Morrigan\*

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Morrigan is NOT really good in this game at all. First of all, she is fast, and combos like heck, but has the main weakness of being that weak. She needs to

combo 3 of her normal attacks to do as much damage as one of Ryu's Fierces. That said, she is fast. The Soul Fist is large and can be thrown diagonally downward in the air, but has a HUGE startup. Take your opportunity to dodge it and combo. Soul Fist has good priority, but isn't invincible and has a huge recovery, you know what to do. When she attempts to poke at you, if you turtle too long, she may take the opportunity to land the Vector Drain on you, as it is unblockable, but it has really small range, so don't ever stay still. Valkarie Turn, while invincible no matter what at startup, has insanely slow startup and needs to get the positioning right in order to hit all the hits and still combo afterward. Just jump up and around, or shoryuken her. Don't stand still and block it, you will take a lot of guard crush meter. Cardinal Blade is your main super combo to beware; combo-friendly, invincible at higher levels, great anti-air. But it still has a slow recovery. At level 3, Darkness Illusion is the main one to beware; it cancels off of anything Morrigan does, does the most damage, and is invincible during the whole glide. But if you should block it, she bounces right off and is vulnerable to some hadokens. She also has some good pokes with her Fierces. But I honestly think Morrigan does such little damage, even less than Cammy it seems at some times. Play offensively against Morrigan, and don't give her the opportunity to combo you. If you do this, she'll panic, get back, and try to Soul Fist you, which obviously is a bad idea, giving you initiative.

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\*19.Nakoruru\*

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Nak is probably the best character in this game. That said, you are going to face most of your problems against her. She is fast, powerful (through her bread and butter combo), and is probably the best confuser in the game, besides not needing to use her super meter AT ALL. First of all, lemme start with this; don't give her the opportunity to combo you or trap you in the corner! If you do, then it's all over. Also, don't let her cross you up. One way is to jump forward after getting up. But don't try to shoryuken it, chances are that you'll miss. If you see her using her Anna Mutsube and it is blocked, DON'T try to retaliate, it recovers too fast, best bet is to throw. Speaking of which, because of that one move, don't get too caught up in throwing fireballs. Also, don't attempt to jump in yourself, she has arguably the best anti-air. But you'll find most of your problems stemming from her Mamahaha Grab, which leads to the most painful guessing game. If she attempts a Kumai Mamahaha on the bird, do a standing jab. Else, if you block the jab version, don't retaliate, go instead for a throw. Beware of her dropping down and throwing the bird, or just dropping down. Those two "bird moves" look so close alike, which is where most of your problems will stem. Remember this though; the bird needs to be directly above Nak for her to use any attacks using it. Else, remember that the grounded bird attacks are pretty bad, if Nak goes for them at all, move forward and take the opportunity to put pressure on her while she can't use the bird. You are best off playing against Nak if you turtle, but extremely carefully. Remember that Nak's roll is the worst in the game; if you see the opponent go for it, punish them. And both her super combos either have a huge startup (bird/healing) or recovery (healing). I also want to add that you should beware that her Anna Mutsube must be blocked low, and her Kumai Mamahaha must be blocked high.

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\*20.Raiden\*

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Hah, do you really need strats against this guy? He's powerful, but slow (and corny and downright annoying I might add). Anyways, being a grappler you shouldn't sit still too long, or you'll get nailed by one of his throws. Other than that, most his other attacks should have a slow startup or slow recovery, I'll leave it up to you to figure it out. Just take into consideration how skilled your opponent is and I'll leave it up to you to figure out how to fight him. Do note that he is slightly wider and taller than the average person, so try some extended combos on

him if you have the time. Beware of the jump attack, throw trap, when you see any jump attack and you block it, immediately go for a jumping towards short. Keep in mind that his standing roundhouse may be able to beat out your low kicks, so just to be sure, mix in some high light attacks too for poking.

EX Raiden pretty much is the same, only this time he has the Crazy Train, which is a better super combo, since it has a good priority. But anyways, if you block it, you can let him eat a combo.

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\*21.Ryo\*

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Sadly, this guy isn't as good as he was in KOF. Sucks, huh? Anyways, he has power. His fireball is rather small, and the air version travels at a steep angle, so it isn't that big of a deal. His Koho isn't invincible going up, and has a terrible horizontal range and recovery. Do beware of his Zan Retsu Ken, it's a good move with good priority. No need to beware of the Lightning Legs Knockout Kick, since it needs to be charged. Haoh Sho Koh Ken is probably the best fireball in the game though, so don't get too fireball-happy if you're too far away, and beware of jumping from far too much. Ryuko Ranbu is invincible at startup, but if blocked, has a huge recovery. I think the best idea is to play balanced, but slightly more offensive than defensive.

EX Ryo IMO is NOT as good as the regular Ryo. Sure, he gains the Tenchi Haohken, but that thing has terrible recovery. His fireballs are now pitiful, they don't travel the screen, so that kills his range game. No more lightning punches attacks, instead he has the Kyoku Gen Kick Dance, which is a poor substitute. He does gain an overhead which looks like a jumping chop though. All in all, plays much like the regular Ryo, but worse, play him the same way.

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\*22.Ryu\*

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Well, you're facing yourself, so you know what to expect from the atypical Ryu user; are they a hadoken-happy scrub, or a person who actually mixes up his moves or tries to fake you out in a hadoken game? I'll leave it up to you to figure out how to deal with these guys; shouldn't be too hard(hey this IS a Ryu FAQ).

EX Ryu is actually Evil Ryu, so I cover him later.

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\*23.Terry\*

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This guy is really good. He has one of the best rolls and dashes in the game. Let's start off with his power wave; it's a terrible projectile; slow startup, and if I am right, Ryu can actually Hop Kick over it. Burning Knuckles not only has a slow startup, but a slow recovery and can be ducked. Crack Shoot though, is an excellent move with great priority. Your only best bet is to try to shoryuken it if you can anticipate it. Else don't bother. If your opponent rolls a lot, then he's attempting to charge up for the Rising Tackle. So either expect a roll and something else, or another roll. If it's a heavy punch Rising Tackle though, punish him. Maybe you should try to throw him out of the roll, but that's only if you can anticipate it right from the start, since it is so fast. Other than that, Terry has one of the best sweeps of the game; beware of screwing up. Finally, his okizeme game against you is evil, beware of that, try a delayed get-up. Both his super combos start up semi slow. Ok, to beat him, you should play defensive and look for the breaks then go for them, since Terry is aggressive. Expect a LOT of rolls to occur.

EX Terry is a LOT better than Terry, mainly cause his anti-air doesn't require

charging, enabling him to mix it up more. The power wave is even more pitiful in this case though. Otherwise, expect the same things; dangerous wake-up game, powerful footsie game. I will say this; if the 1st hit of the Power Dunk is blocked or whiffs, immediately go for your anti-air. You should mix it up more against this Terry, but all in all, like I said, expect the same stuff, only mixed up more.

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\*24.Zangief\*

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Um, if you played SF enough, you should know about this guy; powerful but slow, and has a huge throwing range, besides tonsa damaging throws. So beware. He's obviously gonna try to be offensive on you to land a throw, or trick you to throw out a move, and then throw you through the poke. Anyways, that doesn't mean he's got bad defense either. He can throw jumpers, and/or Lariat them. So I suggest playing kickback with a good fireball game, and fake them into jumping onto you or trying to roll past the fireball. Then get your free damage. You'll also get your breaks when you see him do his Lariats, since they can be hit low. Beware of the jump attack, throw trap, when you see any jump attack and you block it, immediately go for a jumping towards short. Oh, and lemme remind you to beware of his throw glitch, cause he can go for that too.

EX Zangief is even worse than Zangief, except he has no anti-air throw! That doesn't mean you can just jump on him all day, he still can use his Lariats as anti-air, but that means you can look for the oppurtunity a bit more. Else, play him pretty much the same way as regular Zangief.

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|Ratio 3 characters can take a beating and deal one out. They are pretty tough,  
|and so this time you must aim to try to weaken them as much as possible. In  
|here, it is not the character that matters, but the team. Occasionally try to  
|let as much time pass as possible to ensure that they don't gain as much life  
|as possible.  
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\*25.Geese\*

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The master of the reversal. Geese is darn slow, but he is really powerful. Do note that he isn't that good at footsie games, which is where you will dominate against him. I will note that this guy is mainly a defensive player, having 3 varieties of projectiles which either cancel attacks or fireballs. They all kinda startup slow though, so either dash forward or jump depending on which one you see it's all common sense. Don't attempt to jump onto him if he can use his Raging Storm, you'll lose a ton of life. But his Deadly Rave has pitiful priority, a good shoryuken will beat it out. How do you play against him? I'm gonna surprise you here, but yes, get up in his face and proceed to mix up your attacks like nothing! Sure he can reverse most anything you've got, but he needs to match the hit level for hit level! Get him trying to figure out your low, high, high, low, special, etc pattern. Another thing is to alter your timings on your barrage of attacks! This further leads him to a missed reversal. Fireballs and throws also can't be reversed, so that gives you a good picture of how to beat his reversals. But if he can do a Raging Storm, you might want to play defensive a bit too. Don't worry about his pokes, they don't have as much speed as yours, and yours might even have more range.

EX Geese is like Geese, only a whole lot worse. First of all, he can't throw any air projectiles. He also has no ground projectiles. He also has...NO LOW REVERSAL! Yippee! Get up in his face and just pummel him with low attacks repeatedly! He gains in its place a dashing auto combo, but it's nothing, like a toned down Deadly Rave. All in all, play him like Geese, but put more emphasis on low attacks

and rush that bastard down!

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\*26.M.Bison\*

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Bison has finally been beefed up to the way he should be. Note that he still isn't overpowered like the SF2 days, but he is still much better. He has power, good speed, and good movement. Psycho Vanish is an overhead, but can be seen coming. In place of his Psycho Crusher, he has this 2-hit dash. If you can anticipate it coming, then shoryuken him, but if you can just see it in time to block, don't try to counter. If I am right, you can block and counter his Double Knee Press, but I may be wrong. Else, if you doubt that, try to interrupt it at the beginning with a shoryuken. Your main problems though will stem from his Head Press, because it can go over your fireball and is an overhead. Note that if he goes for the followup hit afterward, hit him out with a shoryuken. And the Somersault Skull Diver isn't any better either, if you see it coming, use the shoryuken. If you ever block the level 1/2 Knee Press Nightmare, try a throw. Against the level 3 version, a fireball is better. Heartbreak Despair is just like a Psycho Crusher, so treat it like it. You might want to go jump happy against Bison, since he has no effective anti-air to combat your jump-ins. Either do that or lure him to use his diving attacks and then use your shoryuken. Try cross up attacks, since about 90% of his specials require that back,for motion.

EX Bison is probably better. But first of all, he loses the Psycho Vanish, so don't worry too much about overheads. He also has no Psycho Impact. He gains his Psycho Crusher, but the block stun is so short, you can actually block the first hit then just ram fierce punch or roundhouse kick and you'll hit him before he recovers. And his dive attacks are about the same, except he can now control his Devil Reverse's direction! That means you shouldn't be so aggressive on the shoryuken after he jumps above you, because he can cross you up while you whiff and then he gets a free hit! Make sure that you do some backdashing when you see him go for it, so that you can hit him. But all in all, he's just about the same, play him in a similar way, just be more sure of your attacks. BTW, he has no Heartbreak Despair move.

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\*27.Rugal\*

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Rugal is a master of keep away and has power. His Wind Slice is pathetic for a fireball, cause it's slow and can be jumped over. But his Kaiser Wave, despite its huge startup, covers nearly the entire part of the screen, overrides up to 2-hit projectiles and is a special move, not a super combo! Your best bet is to roll up and attack IF you're in range to do so. You can probably see the Super Press coming, if far away, throw a fireball, if up close, just block and throw. Dark Barrier can reverse your fireballs, so don't get too projectile happy. When it does come out though, go for a jump-in combo. And BTW, don't jump in too much, he has an anti-air. Gigantic Pressure is in all senses just like his Super Press, treat it the same way. And Total Annihilation has good priority so don't get too happy poking at Rugal. Ok, how to play against him. Well, I think using your fireball as a poke will probably be the best idea, and then fake him out to do a long recovery move, and get your free damage.

EX Rugal. Um, he shouldn't present you with as much of a problem. Against his Dark Smash, wait until he actually tries to dash at you with his fist, and then shoryuken him. If you try to attack him before, chances are you'll take hits. Rugal Execution has a SLOOOOW startup. Interrupt him first. He also loses both his projectile attacks. All in all, you're playing him pretty much the same way, but you can afford to go more aggressive on fireballing him, since he now has no multi-hitting fireballs.

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\*28.Sagat\*

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King of keep-away, and insanely powerful. Do I need to explain how the atypical Sagat player will play? He will use his fast and powerful Tiger Shots to keep you at bay, and fake you out into jumping, that's when he Tiger Uppercuts you. But when you get close, both his super combos are invincible at startup. But of course, if you block them, you should be able to punish Sagat. A tough match. Of course, your main job is to get in as close as possible. Roll/super jump the low tiger shot, but duck/roll the high one. Once you get in as close as possible, begin a footsie game. Try cross ups, I think done right they may beat out Sagat's fireball game. And make sure your footsie game is quite careful, cause he can always use his high-priority super combos to put himself back on top, controlling initiative. Last thing to beware of is his roundhouse attacks which have insanely far range. In fact, beware all his long-ranged attacks.

EX Sagat is even better than Sagat. Now he's got in place of his two super combos 2 Tiger Cannons, high and low respectively! Yikes! Else, play him pretty much the same way as regular Sagat, but go more aggressive when you're close up! And never, never try to nullify his projectiles with yours especially from far away, or you'll pay for it when you eat a super combo!

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\*29.Yamazaki\*

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This is a really good character. He has a great distance game. First of all, Hydra's Judgement is slow at startup. His Serpent Slashes will make life hell for you, since they all have different levels, and can be delayed, or cancelled! I think when you see it you should super jump over his head while using the jumping short. Don't worry about his reversal, it can't catch low attacks, so go crazy on those! Double Return can counter your projectile but you can just roll past it and sweep him. Poison Tentacles has a slow startup. Flight of Tempering is a slow overhead leg drop. Super combos though are what make Yamazaki. His Guillotine can catch jumpers, and his Drill being a throw is unblockable and can catch you out of your pokes! But in addition to that, he'll use his standing and crouching roundhouses, both have huge range. Your best bet against Yamazaki is to get in close, and then keep pestering him with low attacks, where your speed should beat him out. Of course, don't pressure him TOO much, his Drill can do a lotta damage. Also, try cross ups some, since then he won't be able to throw you. Beware of the jump attack, throw trap, when you see any jump attack and you block it, immediately go for a jumping towards short. Either play extremely up close or extremely far away, and you should be good.

EX Yamazaki is much more powerful than regular Yamazaki. First of all, he has no slow overhead, and no Poison Tentacles. In its place he has a special throw, and Sand Scattering, which can link up to other attacks. All in all, play him much the same way as Yamazaki, since he's really identical to him, just beware of the command throws more often.

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\*30.Vega\*

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This guy is fast, powerful, and darned tall. If you can't interrupt Rolling Crystal Flash, just block it. Sky High Claw can be dragon punched, if you know which wall and which level he's flying at you. In fact, just shoryuken him if he goes for the wall, but not immediately, wait until he's close enough. Scarlet Terror though is his anti-air. And don't forget his backflips, if you can anticipate them, hit em out of them. His dive super combos are nothing to worry, Vega needs to jump onto the opposite wall, by which the super start up is a dead giveaway. Scarlet Mirage should be feared though, since it has good

priority. But if blocked, go for the counter. Red Impact can be blocked. All in all, this guy's not going to sit back, he's most likely going to try to confuse you, so you've got to play defensive and look for the breaks to shoryuken him.

EX Vega plays pretty much the same, only I think this one's better. Though he has no Scarlet Mirage or Red Impact, his throw super combo doesn't kick in with the startup until he actually grabs you! But all in all, play him pretty much the same way and never block his dives.

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|Ratio 4 characters can seemingly endure hell, and can end your lifebar in about  
|10 seconds. They are VERY dangerous, but take into account that they are a 1  
|man team, so aim to deal as much damage as possible per team member to ensure  
|success, and try to run the clock dry too, so that even if they K.O. you, they  
|will not gain as much life back as needed.  
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\*\*\*\*\*  
\*31.Akuma\*  
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Ignoring the fact that this guy is a one man team, Akuma is totally overpowered in this game, almost like Shin Akuma. He has more speed and power than you, and his lifebar takes way longer to whittle down than yours. He also has painfully long juggle combos, and the Shun Goku Satsu has been beefed totally in this game. First of all, his fireball is faster than yours. And his air fireball, has a steep slope and a slow startup, so anytime Akuma next to you just jumps up, go for a roll. His red fireball has a startup, but the fierce version CAN cancel your hadoken, so watch out! I don't think I need to delve into his hurricane kick; it knocks down like Ryu's, but can be stuck into a juggle combo and link to other stuff. Beware combos and wake-up games, as well as Akuma attempting these as jump-ins. Dragon Punch is like the typical shoto DP, but again, can juggle and link! The teleport will also give you problems, but if you can anticipate where Akuma's going to teleport, throw a hadoken to catch him just as he comes out. Ok, his Messatsu Gou Hado no longer has that long startup delay anymore, and it can do up to 40% damage on you, plus, it cancels pretty much ALL other projectiles in the game! Actually, Akuma's super fireball's travelling speed is dependent on the used up meter (higher levels= faster speed), but in any case, yours is faster. Beware SNK Akuma players, and the fact that it can also link to more madness in the corner! Messatsu Gou Shoryu does a ton of damage, has high priority, and can be stuck into juggle combos, but of course, if you block it, Akuma's at your mercy. Tenma Gou Zankyu is very powerful, comes out fast, and can do up to 8 hits. But if you block it, Akuma spends a long time recovering, so a hadoken should catch him. Shun Goku Satsu...damn, this is no longer that pitifully slow, low priority grab. The gliding speed of Akuma is damn fast, he can cancel any normal ground attack into this move (so beware of just sitting still to block his overhead), it now rapes you of 70% life, and it is invincible at startup (and of course, unblockable)! Therefore, always beware of wake-up games, and don't get too carried away with rolling past everything! Also, don't stick out random shoryukens, the Shun Goku Satsu can actually beat you on startup! Try delayed get-ups to throw off the timings to land the move. When that works, you will get up just when Akuma's invincibility ends, so hit him with a Shin Shoryuken combo. Also, your Shinkuu Tatsumaki Senpuukyaku (placing Ryu into the air) will override this attack, but only if you last long enough in the air (i.e. higher levels). Lastly, he has a dive kick, but it can only be used if Akuma uses it at the tip of his forward jump. How you beat this monster mainly relies on what your opponent plays like. I think you should play well-rounded. Just don't get predictable, or you're gonna eat a Shun Goku Satsu. And if you sense your opponent tapping buttons really quickly, that's probably the Shun Goku Satsu coming out, so jump AWAY. I think it'll

come down to a 60/40 defense/offense game.

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\*32.Evil Ryu\*

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Evil Ryu is Ryu totally pumped up. He has more speed, more power, and more lifebar than you. Almost all his attacks compared to yours are better. His fireball(blue and red) travels faster, his hurricane kicks can juggle and link, his dragon punches can juggle and link, he can teleport, dive kick, and apply pressure with his hop kick. But his air hurricane kick is crap; it doesn't follow the arc of his jump and stays in the air a lot longer. If you ever see him go for it, immediately go for a shoryuken or hadoken, depending on your location. Of course, hadoken him if you know where he's going to teleport. His dive kick can only be used if at the tip of his forward jump. The hop kick is semi slow; you can beat it out with a fast poke. His Shinkuu Hadoken is just like yours though. He lost his Shinkuu Tatsumaki Senpuukyaku. This IMO takes away a ton of his potential, so he can't beat out footsie games as easily as Ryu(if we are talking about super meter that's less than level 3, that is). He does however gain the Messatsu Gou Shoryu, which has high priority(it has higher priority than the Shinkuu Tatsumaki Senpuukyaku, but has a harder time winning in footsie games) and juggles/combos incredibly well. Of course, block it, and he's at your mercy. Shun Goku Satsu though is incredibly good in this game. It dishes out 70%, the gliding speed is fast, it can cancel any ground-based normal move, and it is invincible near/during the startup. Oh yeah, and being the Shun Goku Satsu it is unblockable. So beware of get-ups, maybe even throw in a delayed get-up here and there to surprise them. And of course, don't get too predictable(especially with rolls, hadokens, or shoryukens), or you'll eat the super combo. And once you sense the opponent tapping the commands, jump away immediately. But remember that if you're willing to blow some meter, the Shinkuu Tatsumaki Senpuukyaku can beat out the attack. BTW, another weakness is that Evil Ryu has no Shin Shoryuken, although this isn't so big for Evil Ryu, since he does monstrous damage, and a good combo involving a level 2 Messatsu Gou Shoryu takes just as much damage. Tough match, play well-rounded, and play depending on how your opponent plays. I think it's going to be a 60/40 defense/offense game.

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\*33.Riot Iori\*

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This guy is actually worse than Iori. First of all, he has no One-For-The-Road -Blast, which most definitely, takes away much of his potential. He also loses his throw which does no damage, but causes the opponent to be left vulnerable to a combo. But that aside, he is still hell for Ryu. He takes just as much damage as the regular Iori(the regular Iori takes huge damage, but it sucks seeing how Riot Iori doesn't take MORE damage), has a larger lifebar, and...is the fastest character in the game. At times, you'll wonder if his attacks have a recover time at all. But he is large. Anyways, his Dark Thrust is faster in recovery, but jump/roll at your discretion. Fireball of course, blocked can be punished, but it can beat out a lot of pokes. The 3rd hit of the Deadly Flower is an overhead, but if you block the 1st 2 hits, you can punish him before he does the 3rd. The Dark Crescent Slice can be shoryuken'd. He still has the Maiden Masher, which takes a lot of damage and has high priority/ invincibility. But if you manage to block it, he's at your mercy. Firewave is just a series of fireballs thrown together, so that means it has high priority, but, blocked you can do whatever you want. I'm guessing most of the time you play against this Iori he's going to be on top of you, using his speed to try to land attacks. In order to win, you need to wait patiently and look for your breaks; this guy loses his space dominance in place for speed. Play a careful fireball game to lure this guy to making mistakes.

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A.DC Color-Edit Costumes

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I created this section solely for DC owners who don't have any creative costumes for Ryu, and want to know some that are created and look great.

SF2:CE Ryu

- 28 28 28
- 28 21 15
- 27 17 11
- 25 14 07
- 18 09 05
- 12 06 02
- 00 00 31
- 00 00 28
- 24 14 00
- 12 12 12
- 10 08 08
- 08 06 06
- 04 04 04
- 04 02 02
- 00 00 00

This was created by me, and I still think this is the most phattest Ryu karate gi ever! It's basically a dark gray gi with a dark blue band. I tweaked it a little so the gi looks a lot more like it is black than gray, and Ryu's hair looks more dark than light. A great costume.

SSF2T Ryu

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| 28 28 28 | 28 28 28 | 28 28 28 |
| 30 24 16 | 30 24 16 | 31 23 15 |
| 29 20 12 | 29 20 12 | 30 19 11 |
| 27 16 08 | 27 16 08 | 26 15 11 |
| 20 11 06 | 20 11 06 | 18 10 06 |
| 13 08 03 | 13 08 03 | 14 08 03 |
| 31 00 00 | 31 31 00 | 00 00 31 |
| 28 00 00 | 25 25 00 | 00 00 28 |
| 21 21 21 | 21 21 21 | 13 13 13 |
| 28 30 25 | 10 31 10 | 26 13 09 |
| 22 28 22 | 06 23 06 | 23 08 07 |
| 17 24 27 | 06 20 05 | 19 06 05 |
| 14 19 21 | 05 17 04 | 13 05 04 |
| 10 14 16 | 00 14 00 | 11 05 05 |
| 02 02 02 | 02 02 02 | 02 02 02 |

These are all costumes off of the SSF2T game. The one on the left is a light blue karate gi and red headband. This idea was given to me from JChensor.

The one on the middle is a light green gi and a yellow headband. It may look a bit "pukey" for some of you, but I personally like it. The last one is Ryu's bright orange gi with a dark blue band.

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B.Quotes and Intros  
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Here are some of Ryu's translated quotes:

Taunts:

-Come and fight!

-Show me all of your power!

Intros(Ryu tightens his headband, then says one of the following):

-The way to victory is with my fist!

-Did I hurt you?

-Come when you're ready!

Ryu has 4 special intros:

vs Ken:Ken taps fists with Ryu, then dashes back.

vs Sagat:Sagat's scar glows red while he is looking down and Ryu does his taunt, then Sagat clutches it and grins while shaking it.

vs Kyo:Ryu is looking down and away. Kyo throws a burst of fire past Ryu's head, and he looks up then turns and assumes his stance. Kyo says(translated) "Huh, looks like this doesn't faze you. Fine, then I'm attacking you with all my might!"

vs Ryo:Both are right next to each other, and both jump back like Ryo's backward jump(like Art of Fighting)

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|777777 RRR  EEE  V    V III  SSS  III  OOO  N  N  SSS |
|  77  R R E   V    V  I  SS  S  I  O  O  NN N SS  S|
|  7   RRR  EEE  V  V  I   SS  I  O  O  N NN  SSS |
|  7   R R E   V V   I  S  SS  I  O  O  N  N S  SS|
|  7   o R R EEE   V   III  SSS  III  OOO  N  N  SSS |
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Version 0.1 December 5, 2000.  
Started writing this FAQ.

Version 0.2 December 6, 2000.  
Added storyline and the follow-ups up to the specials.

Version 0.3 December 7, 2000.  
Added super combos.

Version 0.4 December 28, 2000.  
Added Teams.

Version 0.5 February 19, 2001.  
Added Combos.

Version 0.6 February 21, 2001.

Added General Tips, Defense for jumpers and dashers.

Version 0.7 March 1, 2001.

I'm skipping around. I added the Akuma ending.

Version 0.8 March 2, 2001.

I added strats against the computer for all of them.

Version 0.9 March 3, 2001.

I finished all the endings.

Version 1.0 March 5, 2001.

Finished the offense section. Began the character specifics section, adding Benimaru, Blanka, and Cammy.

Version 1.1 March 6, 2001.

Added Dhalsim, Sakura, and King strats.

Version 1.2 March 10, 2001.

Added Vice and Yuri strats.

Version 1.3 March 11, 2001.

Added Balrog strats.

Version 1.4 March 12, 2001.

Added Chun-Li strats. Started the "Capcom or SNK?" section.

Version 1.5 March 15, 2001.

Added E.Honda and Guile strats.

Version 1.6 March 25, 2001.

Totally refined the offensive strats after getting a lot of tips from the combomaster, JChensor himself!

Version 1.7 April 10, 2001.

Added Iori, Kim and Ken strats.

Version 1.8 April 16, 2001.

Added Kyo, Morrigan and Mai strats.

Version 1.9 April 17, 2001.

I found out this really cool tidbit about Ryu's S.Roundhouse(close), you have to check it out in the normal attacks section!

Version 2.0 July 4, 2001.

After a long break, I took up this FAQ again. Added Nakoruru, Raiden, Ryu, Terry and Ryo strats.

Version 2.1 July 5, 2001.

Added Zangief, M.Bison, Rugal, Sagat, Yamazaki, Vega and Geese strats.

Version 2.2 July 7, 2001.

I AM DONE with character strats! Added Akuma, Evil Ryu, and Riot Iori strats. The next version I will be done and this faq will finally make it onto the web!

Version 2.3 July 9, 2001.

Added additional combos, and misc info.

Version 2.4 July 11, 2001.

More to add! A new color, some other combo I added for the hadoken. Added a new SNK Groove tidbit.

Version 2.5 July 18, 2001.

Added a new hurricane kick combo. And then some revisions in the vs. fighters part, some stuff against certain characters added here and there.

Version 2.6 July 19, 2001.

Added some tidbit about Akuma's Messatsu Gou Hado in his vs. section. Also updated my Partnering up Ryu section.

Version 2.7 August 4, 2001.

Added some stuff about the "white flash" in the general moves, also added some more combos.

Version 2.8 April 2, 2002.

I corrected a typo in the movelist command, thanks to Megaman X(shinkuu\_hadouken@hotmail.com); the Shin Shoryuken's commands are now correct.

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| 8 8 I NN N C C L O O SS S I NN N G |  
| 888 I N NN C L O O SS I N NN G GG|  
| 8 8 I N N C C L O O S SS I N N G G|  
| 888 o III N N CCC LLL OOO SSS III N N GGG |  
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Beware, some of the below words may hurt some of your egos, especially you guys that have fragile ones. You have been warned.

To those of you who think Ryu is cheap.

-Please! The only reason you think he's cheap is cause you're probably getting owned by him! I've begun to realize people who call a game or character in a fighting game cheap are only people that haven't figured out how to overcome that strategy! He is in no way overpowered, but is instead very well-balanced.

To those of you who think CvS is a boring fighting game.

-These are the same people who play MVC2 so much and think that pretty long combos are the way to winning. What's the matter with you? Some games don't rely on combos to win, they rely thinking(gasp)!

To those of you who are simply tired of seeing everybody play shotos in a Capcom game yet again.

-Please, stop complaining about that! Some people are naturally better at using shotos! The only reason you're probably whining is cause you keep getting killed by them. Instead, why not pick a non-shoto character and dominate with them and let actions speak for words? If you are so tired of that, go play one of the 3D fighting games that rock, like Soul Calibur, TTT, or VF4! All of those have no shoto characters in them! "Oh, those games suck" you say? Then shut your mouth and quit whining!

Is this the last CvS FAQ I'm making?

-I don't think so, I have plans for some upcoming FAQs, cause I'm bored, so while my work seems a tad late, expect more stuff to come!

To those of you who want to e-mail me.

-I need feedback, plain and simple! Please do that! Anything's helpful, from criticisms(if you're polite about it) to tips, I'll accept it! And of course, bring on the combos! If you contribute a combo, I'll either put it in the contributed combos section, or if it's really good, I'll put it in the other sections, and give you credit, no matter where I put it!

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"What strength! I forget that there are many people in the world like you!" -Ryu

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