

# Marvel vs Capcom 2: Ken Masters FAQ

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MARVEL VS CAPCOM 2: NEW AGE OF HEROES

CHARACTER GUIDE: KEN MASTERS

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Version History:

Ver. 1.0: First edition

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- 2) KEN MASTERS EXPLAINED

Who is Ken Masters? He's the US Martial Arts Champion, husband of Eliza, and rival of Ryu. Ken Masters is the favorite of almost every Shotokan character, before Akuma was discovered :) If you've played Ken

before, you'll know that he faster than Ryu and as fast as Akuma, which is good for combos. You'll also notice some differences between him and the other Shotokans, as I'll explain later.

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### 3) MOVE LIST

Launcher: c. HP

S.: Standing

J.: Jumping

C.: Crouching

D.: Dash in

SJ: Superjump

QCF: Down, Down-Forward, Forward

QCB: Down, Down-Back, Back

HCF: Back, Down-Back, Down, Down-Forward, Forward

HCB: Forward, Down-Forward, Down, Down-Back, Back

DP: Forward, Down, Down-Forward

LP: Low Punch

HP: High Punch

LK: Low Kick

HK: High Kick

XX: Cancel

P: Punch

2P: 2 Punches

K: Kick

2K: 2 Kicks

A1: Assist 1

A2: Assist 2

DHC: Dual Hyper Combo

THC: Triple Hyper Combo

THROWS:

SPECIAL ATTACKS:

Hadouken: QCF + P                      Ground or Air

This is the basic Shotokan fireball. The difference between Ken's and the other Shotokans is that his fireball is the puniest; it sucks even more than Sakura's! It's only best when ending combos, either ground or air. Here's the giant difference that you'll notice in his fireball, it fizzles out! So be careful!

Shoryuken: DP + P                      Ground or Air

This is the move that makes Ken so popular, the famed Dragon Punch. The best thing about Ken's Dragon Punch is that he goes up invincible; he's engulfed in flames! Which makes it a HIGH priority move and it's very powerful and hits multiple times, excellent for ending ground combos and such. Use this move a lot; it makes a great assist as well.

Tatsumaki Senpoo Kyaku: QCB + K Ground or Air

The Hurricane Kick, one of the most innovative moves I've ever seen. The move basically looks like this, Ken jumps in mid air and, depending on the kick strength used, he'll travel a ways across the screen with one foot out. If you assist, it's great for setting up ground combos, which means good priority.

HYPER COMBOS:

Shoryureppa: QCF + PP Ground

This is Ken's Dragon Punch super. It's basically consists of Ken performing 3 Dragon Punches in this order, Jab Shoryuken, Strong Shoryuken, and Fierce Shoryuken. It's great, is an EXCELLENT combo ender, and can also set up a corner combo.

Shinryuken: QCF + KK Ground

This is Ken's Super Dragon Punch. This is a very visually appealing Hyper Combo, Ken sets up for a regular Dragon Punch, but instead of progressing, he stays put and jumps straight up, engulfed in flames and protected by the Dragon that he is. You can link into this very easily.

Shinpuu-Jinrai Kyaku: QCB + KK

This is Ken's Hurricane Kick Super, and by far, it's the best one I've seen so far. It's not an auto combo, so if the opponent blocks, you will perform the move nonetheless, but you might be punished if the opponent blocks. Like the other Ken Hyper Combos, he will be covered in fire, which is pretty cool. It's easy to combo into.

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4) ASSISTS

Here are the assists for Ken, which most are pretty good.

ALPHA: Shoryuken/Shinryuken

This assist will perform a Fierce Shoryuken and will perform Shinryuken for a DHC or THC. Note that Ken cannot be touched when he comes out because he's invincible.

BETA: Hadouken/Shoryureppa

This assist will perform a Fierce Hadouken and will perform Shoryureppa for a DHC or THC. I wouldn't recommend using this assist because his Hadouken is pretty bad.

GAMMA: Tatsumaki Senpoo Kyaku/Shoryureppa

This assist will perform a Roundhouse Tatsumaki Senpoo Kyaku and will perform Shoryureppa for a DHC or THC. This is a good assist for starting ground combos or for bailing you out of trouble.

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## 5) STRATEGIES

When playing Ken, you should take advantage of his speed, hit and run. Also, he's got combos that are very damaging and almost all can link into either an air combo or Hyper Combo.

VS. ABYSS:

1st form: Do simple combos, such as his Hurricane infinite, which is explained later, until he dies.

2nd form: This form is a little tricky. Basically Superjump, keep-firing Hadoukens until he dies, and Hurricane Kick when the bubbles come out.

3rd form: DHC or THC when he comes out and he'll probably die, or be close to it.

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## 6) COMBOS

1. (With Bison Beta assist), Bison assist, dash in, C. LK, C. HP, SJ, LP, LK, LP, LK, HP.

2. C. LK, C. HP, SJ, LP, LK, LP, LK, HK.

3. C. LK, C. HP, SJ, LP, LK, Hurricane Kick.

4. (In Corner) Jump in, LP, LP, LK Hurricane Kick, repeat. INFINITE!!

More coming soon

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## 7) THANKS

GameFAQs: For having my FAQs there

CJayC: For hosting my FAQs

My Friends: You know who you are

Capcom: For making such an addicting game

God: Duh!

Life, Liberty, and the Pursuit of Happiness: I need that!

