

Capcom vs. SNK JP Ryu Guide

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Ken Version 1.0

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Game: Capcom versus SNK: Millenium Fight 2000

Platform: Dreamcast

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

What you will find here in this FAQ:

1.0 Ken bio

1.1 Ken compared to Ryu

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1.0 KEN BIOGRAPHY

Name: Ken Masters

Blood Type: B

Weight: 72Kg

Height: 175cm

Hair: Blonde

Fighting style: Shotokan Karate

Birth Place: United States

Rivals: Ken rivals Terry from the KOF series (although Doc things its Iroi) and he has a friendly rivalry with his ex training party Ryu. I've also heard that Ken like Ryu is after Gouki for killing his master Gouken, but I am not 100% on that one.

Ratio: Ken is a ratio 2 character

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

- Ken is a lot faster than Ryu
- Ken has more combo potential than Ryu
- Ken has more juggle potential
- Ken's Shoryuken goes at an ark meaning it is easier to hit opponents with it, it also hits three times
- Ken's Tatsumaki Senpū Kyaku hits five times, nice to combo into but if blocked your in serious trouble
- Ken like Ryu has great anti air
- Ken has great offensive ability
- Ryu is slightly stronger than Ken
- Ryu is a more versatile fighter due to his different super moves
- Ryu's Tatsumaki Senpū Kyaku only hits once
- Ryu's Shoryuken has limited range compared to kens, only hits twice max and is tricky to combo into

In my opinion I think Ken is a better fighter (this will anger a lot of Ryu fans) but Ken's increased speed and combo-ability really does give him the edge over Ryu. All of Ken's supers are useful well maybe apart from the Shippūjinrai Kyaku (super hurricane kick combo) but it sure looks nice. Ken's standard combos are very useful and damaging, an experienced Ken player is capable of decimating entire teams almost single handedly. Time to move onto the nitty gritty. Firstly a number of King of the Fighters players have complained about how their characters have been "screwed over" but they need to take into account that the Street Fighters have been SNKised. This means we are forced to have a four button lay out, you also need to take into account that some capcom characters have been downgraded. Sakura for one and Ken. Ken has lost so much priority in this game From when has someone been able to sweep me outta a Shinryu Ken NEVER is when, well until CvS. Despite this, he is still a brilliant fighter and deserves respect. He has better anti air due to his Shinryu Ken (vertical super dragon punch) and his light shoryuken which comes out extremely quickly. The ShinryuKen also has awesome juggling ability. Ken's extra speed really helps when your up against opponents like Chun Li and Vega (Balrog in the import version). His dragon is easy to combo into and it is more likely to hit opponents who are jumping away from you than Ryu's shoryuken. Don't get me wrong Ryu is an excellent fighter.

Legend

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

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

Commonly used terms

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

ROLL = LP+LK

KEN ROLL = QCB + LP or HP

THROW = F+HP/HK

CHARGE (SNK GROOVE ONLY) = HP+HK

TAUNT = HOLD "A" BUTTON AND PRESS START

Ken says two different things in Japanese. If anyone has a translation can you please help. I also find it strange that an American is

speaking

Japanese?!?

FORWARD DASH: TAP FORWARD TWICE

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

BACK DASH: TAP BACKWARDS TWICE

Ken launches himself backwards. Useful for avoiding attacks, and also giving yourself some breathing space. Like the forward dash it doesn't go far and you cannot block during this phase.

SUPER JUMP: DOWN, UF/UB

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

ROLL: LP+LK

This has been taken from the KOF games. When activated Ken rolls (WHOA) it covers a short distance, however you are invincible at the beginning of the roll and it is very useful when avoiding projectiles such as Shinkuuhadoken. However you are prone to attack whilst the roll ends.

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

Special Moves:

HADOUKEN: QCF + P (45%)

Long recovery time, never use at close range unless you use it to end a combo. When you perform this with a light punch the fireball will move slowly towards your opponent. If you use the hard punch, the fireball will move faster. If you are in SNK groove the fireball is a good move to keep your opponent at bay whilst you charge up.

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

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

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

Ken's hurricane kick. Using hard kick will make the move travel longer. Can also be used in the air. It is again useful to combo into this move, it also retains its high priority even over some super moves. However if blocked your in trouble cause of its recovery time, it is also possible for your opponents to retaliate even though the move has connected. YOU HAVE BEEN WARNED.

INAZUMA KAKATO WARI: f + LK (65%)

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

2.0 SUPER MOVE LIST

SHOURYUU REPPA qcf,qcf + P

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

Recommended ways of landing it:

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

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

Ken ducks down and does a vertical dragon punch, if you repeatedly tap the kick button, you will get more hits. This move has fantastic anti air and it is very damaging when comboed into. In opinion this move has lost priority since Alpha 3 and it

takes a little longer for the move to be initiated compared to Alpha 3 when it was instantaneous.

Recommended ways of landing it:

After a jump in

After a sweep

When an opponent jumps in

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

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

Recommended ways of landing it:

Combo into

After a roll

2.1 TECHNIQUES AND TIPS

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

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

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

2.2 KEN STANDARD COMBOS

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

COMBO 1

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

COMBO 2

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

COMBO 3

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

COMBO 4

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

COMBO 5

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

COMBO 6

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

COMBO 7

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

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

3.0 KEN SUPER MOVE COMBOS

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

COMBO 1

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

COMBO 2 (CAPCOM GROOVE ONLY)

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

COMBO 3

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

COMBO 4

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

COMBO 5 (HARD)

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

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

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

COMBO 7 (HARD) FROM A COMBO VID James Chen

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

To perform a Medium Kick = Downback, Hard kick

3.1 STRATEGIES

Here is a quick strategy guide with Ken.

- 1: Ken's pressure game is second to none, he can easily force opponents to make mistakes leaving them wide open for a combo. Use Ken's roll (QCB + LP or HP) as a confusion technique and a way to start combos.
- 2: You can play Ken as the AI does..Not crap UNPREDICTABLE. Although CPU Ken is a pushover he sometimes does some surprising manouves eg constant light dragons or rolls then straight into a Shouryu reppa. As a human player you can truely utilize this technique. Your opponent will be put of gaurd and usually leave themselves open so you can either roll and into a combo of your choice or unleash a Shouryu reppa or Shinryuken. I do not use this technique, but it does work for some players.
- 3: Abuse the priority of shorts and lights especially when countering supers, also the Hurricane kick has high priority so use it to counter rush in supers like Iroi's Maiden Masher.

OFFENCE

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

DEFENCE

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

I know these "strategies" are not very comprehensive but as I get more feedback and time I will update the faq and actually make this section decent.

3.2 SPECIAL INTROS

Ken has two special introductions, they are:

- Vs Ryu : The two fighters tap each other's fist, and Ken dashes back and they prepare to fight.
- Vs Terry : Terry's hat is by Ken's feet and he chucks it to Terry who wears it. Can anyone help with the translation? I still don't understand why Ken will speak in Jap to a fellow American?!?

Has my goal been fulfilled?

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

WE AWAIT YOUR RETURN WARRIOR

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

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

STUPID COMPETION

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

- 1: Quote five of Ken's winning phrases.
- 2: In which Street Fighter game does Ken have a few famous Capcom characters in the background
- 3: Who are the famous characters which appear in this background
- 4: In Guy's Alpha 3 background which famous characters are hanging around
- 5: What does the billboard say in Cody's stage in Alpha 3

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

REVISION HISTORY

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

More Credits

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

James Chen - Used two combos from your movie

Gamefaq - Displaying my faq

Doc Holiday - dude change that name, it sucks

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

Capcom - You guys rock

You - For bothering to read this danm faq

Me - For writing the danm thang

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