

Capcom vs. SNK Ryu Character FAQ (JP)

by Paul_Wolfstien

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Ryu/Evil Ryu FAQ

Capcom Vs SNK (Japanese version)

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Version 1.0-I wrote this thing :P

Next Version-Evil Ryu section will be added. And, anything else that comes up.

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I-Intro

Yo people what's up! PW is back again with another FAQ for Capcom Vs. SNK and this one is on Ryu. As my earlier FAQ was on Zangief, this one will be written very similar. And, you guessed it ... Ryu and Zangief is the team I play with. It can change though, as I also use Raiden and Honda with Gief. Oh well, enough about me.

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Well, onto the FAQ! Enjoy, Mon ami!

PS-If you don't see anything in this FAQ that you think could go up ... tell ME about it. Send me mail, I love it baby :P

E-mail: paulwolfstien@aol.com

The newest version of this FAQ will ALWAYS be at www.gamefaqs.com

Other sites that host this and my FAQs include ...

www.neoseeker.com

www.gamewinners.com

Soon my own website will host all of my stuff, along with a lot of other stuff.
That address is at the top of the FAQ!

STORY

(CREDIT DARTH HAZZARD)

Name: Ryu

Blood Type: O

Weight: 68K

Height: 175cm

Birth Place: Japan

Rivals: Sagat, Gouki, Kyo (From KoF's) and Ken.

Ratio: Ryu is Level 2. Evil Ryu is Level 4.

Special Introduction's

Vs. Kyo : Ryu has his head down and Kyo sends a beam of fire towards Ryu, who now looks up. They then exchange words (I think not sure if Ryu says (anything) looking for a translation.

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

Vs. Sagat : Ryu does up his belt and Sagat's scar glows briefly.

Vs. Ryo : Ryu and Ryo are both standing next to each other, they then jump back and prepare for battle.

II-Control's

F-Forward

B-Back

U-Up

D-Down

DF-Down Forward

DB-Down Back

UF-Up Forward

UB-Up Back

QCF-D, DF, F

QCB-D, DB, B

HCF-B, DB, D, DF, F

DP-F, DF, F

RDP-B, DB, B

LP-Light Punch

FP-Fierce Punch
LK-Light Kick
RK-Roundhouse Kick

PP-Both Punches
KK-Both Kicks

Extra Stuff

Rolling-LP+LK
Throwing (Regular) F+P or B+P. F+K or B+K
Dashing-F, F
Back Dashing- B, B
Super Jump-D, U (Can also be diagonal)
Chouhatsu-Arcade (Start) Dreamcast (LK+Start)

III-Moves

Button Moves

Standing LP: A quick jab. It can be buffered and it's good for combo's. (Also can cancel out a lot of moves such as Blanka's Roll) ****1/4

Forward +LP: Ryu throws an overhead punch which is really only good for crouching opponents. It's a good move at times though. **3/4

Crouching LP: Basically the same as the standing LP. ****1/4

Jumping LP: Ryu holds his hand at an angle. Good for air-to-air battles if you super-jump with it. It's also fast and a good jump-in to mess with an opponents head. ***

Standing LK: Ryu kicks his foot at an angle quickly. It can't buffer, and it's pretty worthless. *1/4

Forward +LK: Ryu kind throws out a hop kick. It's confusing because it looks like it's blocked low, and it hits a lot of people when I do it at least. I also find it pretty good just to use every once in a while during a fight. **3/4

Crouching LK: Quick mini sweep poke. Excellent move. It can be buffered, and it's great for poking and combo's. ****1/4

Jumping LK: -Straight- Ryu jumps with his foot up for the whole frame like the JLP. It's a good anti-air or ATA (Air-to-air) if timed right. **1/4 -Forward- Like the JLP except not as good, due to the fact that the JLP has a better animation. **1/4

Standing FP: -Close- Ryu throws a European type uppercut. It has good damage and it can be buffered. It's great for combo's. **** -Away- It's like a strong jab ... it can't be buffered and it's pretty worthless IMHO. 1/4*

Crouching FP: An uppercut. Good anti-air. It can be buffered, and it's good for combo's like the close FP. But, since it has another use it gains half a * :) ****2/4

Jumping FP: It's like a hard JLP. It's worthless, trust me. You'll only really be using the JRK if your smart. **

Standing RK: -Close- A 2hit combo kick. It can't be buffered. Good for style points after a jump-in, and a JRK+SRK combo is pretty good for damage and it's funny IMO heh. **1/4 -Away- Ryu throws out a hard kick. It can't be buffered. It's decent just to do

every once in a while to confuse your opponent but not much else. It use to be a decent anti-air and it still can be used as such, just not as much as in the past. **

Crouching RK: Ryu's sweep. Decent range and damage. Can be buffered! Which, rocks the house for supers! Great move all around for ending pokes and combo's WOW. ****1/4

Crouching DB (Down Back) RK: Think Ryu's "Medium kick" in Street Fighter Zero 3. It can be buffered and it's very good for combo's like the sweep. Also good for just ending pokes and to keep your opponent at a distance with a relatively safe recovery time. WOW again! ****1/4

Jumping RK: Ryu's best jump-in. Good damage, and it's good for air-to-air battles when it all comes down to it. It can also cross-up which is VERY USEFUL! ****

Normal Mode Moves

Hadouken: QCF+P

-It's the famous Ryu fireball. It's a very good move in this game IMO. It's good in his combo's and it's good to use at a distance for SNK mode charge up super :) Overall, it's still a great move to have in your arsenal. ***1/4

Shakunetsu Hadouken: HCF+P

-It's Ryu's fireball on fire ... um, wasn't the regular one on fire too?!? <G> Ah well, this one tends to be a little slower and maybe's takes more damage. (confirmation anyone???) I tend to knock down my opponents when I do this in a combo IE-At close range. So I guess it has a purpose ... just to like either taunt after your combo or charge up in SNK mode for a sec ... I guess. ***2/4

Shouryuuken: DP+P

-Ryu's Dragon Punch. Ryu jumps into the air with his hand held high. Unlike Ken, he does not have flames on his hands when doing the FP version. It's still a good move to do in combo's and a great anti-air. Though, it has lost some priority from the past. Can't buffer from what I've tried but maybe it can (confirmation anyone? :)) ***3/4

Tatsumaki Senpoo Kyaku: QCB+K (Also can be done in the air, same motion)

-Ryu's spinning kick's. Ah, the man is famous huh? Again, unlike Ken ... HIS version doesn't hit multiple times. Ryu's hit's once and knocks the opponent straight down. But, it's harder to cancel out and takes a little more damage. Due to the fact that you can get all over the screen with the air version of this move, if used carefully of course I had to give it such a high rating, so sue me. :P ****1/4

**Shinkuu Hadouken: QCF, QCF+P

-His super fireball. Not really the best super ... but I guess it's OK. Can be put in combo's for real good damage. ***1/4

**Shinkuu Tatsumaki Senpoo Kyaku: QCB, QCB+K

-His super hurricane kicks. Pretty good wake up super ... and it's decent in combo's but I think the Shinkuu Hadouken is better for combo's. ***

**Shin Shouryuuken: QCF, D, DF+K (Level 3 & MAX only)

(This can only be done in Capcom level 3 or in SNK mode where your in the flashing red and you have your SNK bar up.)

-Um ... WOW! WHAT A SUPER! This alone makes Ryu one of the deadliest characters in the game. I use SNK groove myself, and when Ryu gets down in the red, I can almost hear people moaning lol. Not only is this super VERY easy to link into combo's ... but it takes a ton of damage and it's very easy to get because of SNK groove. It also can be used as an anti-air move if it's really necessary, however put it in a combo and watch your opponents bar DROP! All out *****! ^_^

-EX Mode- (There is no EX mode for Ryu, only Evil Ryu that is Ratio 4)

Evil Ryu

(coming next revision!)

IV-Combo's

Ryu combo's

KEY: J=Jumping, or Jumping in. JRK='s Jumping Roundhouse Kick.

S=Standing

C=Crouching

CO=Cross Over

(Not in order or anything ...)

4hit: CORK, SLP(2), FP

7hit: JRK, CLK, CRK, Shin Shoryuuken. Ouch!

6hit: JRK, Light Shoryuuken, Shin Shoryuuken. Ouch! (DARTH HAZZARD)

4hit: CLK (3), LK Hurricane Kicks

3hit: JRK, SRK :)

2hit: JRK, Shoryuuken

3hit: JRK, SFP, Hadouken or Shakunetsu Hadouken

4hit: JRK, CLK, CDownBack RK, Hadouken or Shakunetsu Hadouken

6hit: JRK, CLK (2), Shin Hadouken. 6hit at lvl super only.

11hit: JLK, LK Hurricane Kicks, Lv1 Super Hurricane Kicks, Lv2 Hurricane Kicks? (DARTH HAZZARD)

14hits: CORK, SFP, Lv3 Super Hurricane Kicks. (DARTH HAZZARD)

(If anyone else has Ryu/Evil Ryu combo's they want to send in, send it to paulwolfstien@aol.com. Thanks!)

V-Color's

(CREDIT SAILOR BACON)

Ryu Colors

A: White gi, white headband

B: Gray gi, yellow headband

X: White gi, red headband

Y: Gray gi, purple headband

A+B: Pink gi, orange headband

X+Y: Gray gi, red headband

A+X: Orange gi, gray headband

B+Y: Light yellow gi, light orange headband

Evil Ryu colors

A: Light gray gi

B: Blue-gray gi

X: Black gi

Y: Brown gi

A+B: Maroonish gi

X+Y: White gi, gray belt, "ghost" outline

A+X: Light gold gi, gray belt, "ghost" outline

B+Y: Navy gi, "zombie" skin

Color Edit's

Russian Ryu

Created by: Paul Wolfstien

Description: It's Russian Ryu! Now Ryu and Zangief look like the team they were always meant to be :)

28, 28, 28

31, 23, 15

30, 19, 11

26, 15, 11

18, 10, 06

14, 08, 03

28, 28, 00

25, 25, 00

13, 13, 13

28, 06, 01

22, 06, 03

17, 03, 01

12, 04, 03

10, 04, 04

01, 01, 01

(If anyone has Ryu/E.Ryu color edit's, send em in for FULL CREDIT! I may do some along with Zangief, but if anyone wants to join in on the fun ... email me! paulwolfstien@aol.com!

VI-How to play with/against

>From me, Paul Wolfstien (paulwolfstien@aol.com)

With: I use Ryu more defensivily early in the fight. I will usually start the fight with a Super Jump into a Cross Over. I will poke the hell out of you like I do with Gief. If I see you crouching a lot in the fight excpet some forward +LP's to be used once in a while. Most of the time, I will wait for you to come to me and make a mistake so I can take the offensive and do combo's like JRK, SLP, SFP, Hadouken, ect. When I get in the red, watch out. I'll move around like hell trying to get my super bar up (I use SNK mode) and when I get it up I will probably go on an all out offensive attack. I will try to combo you into the Shin S hroyuuken like crazy but if I see you turtling I will throw you to death :P All in all, I really like to poke and throw. I will go on the offensive with small, but damaging combo's. Watch out for the cross up's, those are nasty! And towards the end of the fight, I can be nearly impossible with the Shin Shroyuuken. One combo with that can literally take off 70% of a ratio 2's life. It might even kill a level 1 lol, I should try it sometime I guess.

Against: Best way to play against Ryu is probably to stay on the offensive and make him become defensive. You want to roll whenever he throws a Hadouken, then mess him up. Watch out for the cross up's, because those can be real nasty. If he's in SNK mode, when you get them down in the red try to kill them off FAST! Nearly every good Ryu player when in red is going to try to go for some kind of Shin Shroyuuken combo. Who can blame us lol? If they are in Capcom groove then if they get their bar up to level 3 you really have to watch yourself for even a sweep because that can go straight into the ... yup Shin Shroyuuken. Yeah, Ryu is nasty, I know. All and all, try to stay on Ryu at all costs and don't let

him move around for cross up timings and his small combo's. Also, watch out for wake up Dragon Punches.

Evil Ryu (Coming soon!)

VII-Differences between Ryu and Evil Ryu

Well, basically everyone knows Evil Ryu has the combo ability of Ken or even Gouki rather in Ryu's body. Does that make Evil Ryu better than Ryu? Not exactly. Why? Well, for one you can ONLY use Evil Ryu compared to Ryu and a partner of 2 or 1 depending on ratio select. The ONLY advantage of Evil Ryu over Ryu is stronger version of the dragon punch, and more combo ability. While the combo ability of E. Ryu is VERY good and can make for some fancy combo shows ... I don't think E. Ryu has enough to really make him a worthwhile character because of his ratio. I would DEFINITELY rather have two Ryu's than 1 Evil Ryu, any day.

VIII-Credits

CJayC-For hosting my FAQs and running one hell of a site. Keep up the great work Jeff!

Kao Megura-Chris was the guy I "looked up too" ever since I started reading FAQs on the net, and still today. His work and dedication is amazing.

Sailor Bacon-His FAQs are also great. I took his color description for Ryu and Evil Ryu, and I used his FAQ for Ryu's move names/spellings.

Darth Hazzard-(agekrs1@hotmail.com) I used a few of his combo's from HIS Ryu FAQ which is a great source of info. I also used his information on Ryu's history.

Ar9matt(ar9matt@aol.com)-For helping me put up this thing. THANKS!!!

Capcom-The greatest fighting game company creates another masterpiece!

SNK-For joining in on the fun!

You-For reading this thing ... hope it was helpful

Me-For writing this thing. I got a new chair, so my back's feeling mighty good right now heh :P

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