

Capcom vs. SNK 2 Capcom vs. SNK 2 Ken FAQ

by The V

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This walkthrough was originally written for Capcom vs. SNK 2: Millionaire Fighting 2001 on the DC, but the walkthrough is still applicable to the PS2 version of the game.

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- expanded j.MK section
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- expanded Blanka versus section
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- added Ken objective section
- formatting, grammar, punctuation corrections
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- formatting, grammar, punctuation corrections

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Capcom versus SNK 2 Ken FAQ
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1 INTRODUCTION

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Ken is a strong character in CvS2. He possesses a strong ground game, powerful combos, and some effective tricks. Ken is a momentum character. This means that there are times where everything goes right for you. All of your attacks connect and you keep on the attack in a seemingly uninterrupted sequence, which allows you to stun, Guard Crush, and combo your opponent to a fast decisive victory. However, there will be other times where you simply cannot get started and do little damage before Ken is knocked out. Ken is also an excellent battery character. He charges meter quickly and can deal good damage without using meter.

Ken, however, is not an easy character to use. His move set requires careful planning, as many of his moves leave him vulnerable. His combos require good execution and to create combo opportunities one requires patience and a good understanding of the CvS2 engine.

One purpose of this guide is to provide data on Ken's moves and make suggestions on how to use them effectively. The ultimate purpose of this guide is to help Ken players of all levels get the most out of Ken. All this guide assumes of the reader is he or she is familiar with the very basics of CvS2. That is the reader knows how to select characters and Grooves and know the subsystems for each Groove. In order to accommodate all levels of players, this guide by necessity contains a fair deal of jargon, abbreviations, and technical information. To facilitate understanding of these esoteric pieces of information, I've included a glossary, a standard command legend and a "Functions" and "Comments" section for each move to explain uses and concepts, and to give examples.

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2 NOTATION

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These abbreviations will be used.

A. CONTROL POSITIONS:

- U - Up
- UF - Up forward
- D - Down
- DF - Down forward
- B - Back
- DB - Down back
- F - Forward
- UB - Up back

- QCF - Quarter circle forward
- QCB - Quarter circle back
- HCF - Half circle forward
- DP - Forward, down, down forward
- RDP - Back, down, down back

B. BUTTONS:

LP - Light punch
HP - Hard punch
LK - Light kick
HK - Hard Kick
MP - Medium punch
MK - Medium Kick
K - Any Kick
P - Any Punch

C. COMBO SHORTHAND (where X is a button):

-> Cancel to
xx - Level 2 cancel
+ - Link to
j.X - Jump in with X
c.X - Crouching X
s.X - Standing X
lv# - Level of super

D. FRAME DATA:

a/b/c +-p/+-q (y)

Where,

a - number of start up frames
b - number of active hit frames
c - number of recovery frames
p - frame advantage on hit
q - frame advantage on block
y - amount of damage move inflicts (assume Ratio 2 & all hits connect)
+ - denotes that player recovers before the opponent
- - denotes that player recovers after the opponent

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3 MOVE LIST
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KEN QUICK REFERENCE: See comments section of respective moves for details.

Air-to-Air: j.MK, j.HP, j.HK, Jigoku Fuusha, j.MP/j.LK ->
LK Tatsumaki Senpoo Kyaku, Tatsumaki Senpoo Kyaku

Jump in: j.MK, j.HK, j.HP, j.MP/j.LK -> LK Tatsumaki
Senpoo Kyaku

Anti-air: HP Shouryuu Ken, s.MK, s.HP, d.HP, vertical j.HK

Footsies: s.HK, d.MK, d.HK, s.MP, s.LK, Shiden Kakato Otoshi

Pokes: s.LK, d.MK, Hadou Ken, Shiden Kakato Otoshi, Hadou Ken

Meaty: d.MP, close s.HK, s.LK, close s.MK

3.1 SPECIAL MOVES:

Shouryuu Ken (Rising Dragon Fist)

COMMAND: DP + P

DESCRIPTION: LP 2/18/24 down/-18 (1600)
MP 2/[4/20]/32 down/-32 (1800)
HP 2/[2/2/26]/39 down/-41 (2100)

Shouryuu Ken Invincibility (in frames)

	Total	Full Body	Lower Body
LP 20	2		18
MP 26	2		24
HP 32	6		26

FUNCTIONS: Anti-air, combo finisher, wake up.

COMMENTS: Use deep HP version for anti-air. LP version for ground pokes. Use MP version to set up cross ups or juggle opportunities in the corner. HP version is your anti-air of choice, fast, big damage and multi-hit (useful against P and K Grooves). Try to learn the anti-cross up motion, which is F, D, DB + HP; a very useful tool. Note also that you cannot be thrown out of a HP Shouryuu Ken, not even by super throws (e.g., Raging Demon).

After a deep anti-air HP Shouryuu Ken, where Ken lands behind the opponent it is recommended that vertical jump immediately (to do this hold up even before you touch the ground). For some reason it becomes ambiguous which way Ken will land, forcing your opponent to guess which way to block. Holding up can also lead to what's known as a "free jump-in". This is a no risk jump in, i.e., a jump in that cannot be punished (except by 2 or fewer frame moves like Ken's Shouryuu Ken).

The reason why the jump cannot be punished is by holding up before Ken touches the ground, you insure you are jump at the earliest time possible. Now when falling, your landing approaches about the same time as the opponent is getting up and returning to neutral state, so that if you throw out a vertical jump attack it is very meaty and you land right afterwards. In CvS2, if you attack mid-air, upon landing you cannot perform any action for two frames. Because your attack was very meaty, maybe even on the last possible hit frame, you essentially just can't do anything for only 2 frames. Almost all wake ups in the game have a longer start up time than 2 frames, including supers, so by the time the hit frames of the wake up attack are present, your 2 frame disadvantage has already worn off allowing you to block. In short, if the opponent didn't do a wake up you get a deep jump-in attack, but if the opponent did do a wake up, you block it.

Hadou Ken (Wave Fist)

COMMAND: QCF + P

DESCRIPTION: LP 14/*/43 -10/-10 (700)
MP 14/*/44 -11/-11 (800)
HP 14/*/45 -12/-12 (900)

Projectiles hit throughout the time they are on screen. As such, hit duration varies.

FUNCTIONS: Roll Cancel (RC), projectile nullification, zoning, poke.

COMMENTS: Most of the time you'll use this move to negate a projectile and to zone non-projectile characters. Space yourself a safe distance (at least 3/4 screen, more depending on opponent) before using, as the recovery is poor. If spaced properly and the opposition jumps, you can respond with j.HK or with HP Shouryuu Ken. The choice depends on the arc of the jump. Against P/K/C Grooves use air-throw occasionally to neutralize their air-to-air defense. Should the opponent roll, against long rolls (e.g., Guile) walk up and throw. Against average rolls that recover just out of throw range, a meaty attack like d.MP, d.HK, d.MK or s.HK are good choices.

Avoid using Hadou Ken when facing characters with powerful rolls or easy projectile counters (e.g., Kim, Iori, Cammy). Against people with lunging RC moves (e.g., Yun) who like to blow through Hadou Kens, don't use unless you know you are a safe enough distance away that you can Shouryuu Ken them or block on reaction.

RC Hadou Ken is an excellent tool against characters that out range and out prioritize greatly (e.g., Sagat). RC Hadou Ken will beat their attack cleanly, but must be used carefully as invincible or not the start-up and recovery is still poor, leaving you open to rolls, jumps, and super moves.

Nata Otoshi Geri (Falling Hatchet Kick)

COMMAND: HCF + LK

DESCRIPTION: 10/[2/3]/17 +2/+2 (1200)

FUNCTIONS: combo finisher, Roll Cancel (RC).

COMMENTS: An excellent move with surprisingly good horizontal range. It is the horizontal range that makes RC Nata Otoshi Geri an excellent tool after any attack sequences that create a false opening for your opponent. The opponent believes he or she can is still in range to hit the recovery of your attack and will try to retaliate, but the invincible "wall" provided by RC Nata Otoshi Geri hits them instead. Some examples of attack patterns you may use to set up such a situation are: (a), (b) (a) meaty close s.HK (b) meaty close s.HK + d.HK -> LK Tatsumaki Senpoo Kyaku. RC Nata Otoshi Geri is also an excellent counter for opponent's dash and run in attacks. This move being 32 frames in length can also be used to shorten the recovery on Ken's d.HK (47 frames long) by cancelling the d.HK into Nata Otoshi Geri.

Note: Just outside of Nata Otoshi Geri range is the optimal range of Shiden Kakato Otoshi, so if people are trying to bait out a Nata Otoshi Geri, kick them with Shiden Kakato Otoshi instead.

Kama Barai Geri (Sweeping Scythe Kick)

COMMAND: HCF + MK

DESCRIPTION: 5/[2/5]/27 -8/-8 (1300)

FUNCTIONS: combo finisher

COMMENTS: The only time I "use" this move is when I mess up d.MK -> lv 2 Shouryuu Reppa. Because I buffered a HCF instead of a QCF, Negative Edge

activates this move. It combos off d.MK for a 3-hit combo. Not a bad move but Nata Otoshi Geri overshadows it. Can be cancelled to Inazuma Kakoto Wari on the seventh frame.

Oosoto Mawashi Geri (Greater Outer Spinning Kick)

COMMAND: HCF + HK

DESCRIPTION: 10/4/27 down/-7 (1400)

FUNCTIONS: combo finisher, knockdown attack

COMMENTS: Normally when hitting a close s.HP or s.HK one cancels into a HP Shouryuu Ken, but sometimes the completion of that combo sets you too close to a dangerous waking opponent (e.g., raged Zangief), which forces you to back off and lose momentum. In these cases, it is wise to sacrifice some damage and cancel to Oosoto Mawashi Geri instead to knock the opponent away for efficiency (no need to back off) and safety. Can be cancelled to Inazuma Kakoto Wari on the 14th frame.

Inazuma Kakoto Wari (Lightning Flash Heel Splitter)

COMMAND: HCF + K and hold K

DESCRIPTION: 26/3/23 -2/-2 (1000)

FUNCTIONS: Overhead attack

COMMENTS: Slow, but keep this option open when a match is very close. The nervousness in a close match might have the opponent blocking low more often than normal. Try d.LK x 3 -> HK Inazuma Kakoto Wari in those situations.

Tatsumaki Senpoo Kyaku (Tornado Whirlwind Kick)

COMMAND: QCB + K (available in the air)

DESCRIPTION: Air 4/varies/7 +13/+13 (?)**

LK 2/16/17 -3/-9 (?)

MK 2/>16/17 -3/-33 (?)

HK 2/>16/17 -3/-41 (?)

FUNCTIONS: air-to-air attack, run-away

COMMENTS: This move can be cancelled off a j.LK, j.MP, vertical j.HK & j.LK, which is useful against K and P-Groove. To get the most height and distance in the air, activate this move just before the peak of Ken's jump. Sometimes when retreating use the "reverse tiger knee" motion (D, DB, B, UB) for a parabolic arc. Not only does this look odd, it hits on the way up, and sends you a fair distance away. Avoid using this move randomly and avoid combos into this move with ground attacks, it is very punishable on block. The LK version can be used to cross up an opponent after a deep HP Shouryuu Ken. You can take advantage of the 2P glitch (see throw section for details) by using Tatsumaki Senpoo Kyaku to get behind the opponent after a throw into

the corner.

**Note: Tatsumaki Senpoo Kyaku does not hit continuously; actual frame data indicates breaks.

For example,

LK 2/[3]/7/[2]/2/[2]/17

MK 2/[3]/7/[2]/..2/[2]/17

HK 2/[3]/7/[2]/..2/[2]/2/[2]/2/17

I've lumped the entire hit duration as one number to facilitate reading.

A cool C-Groove combo to try on big characters (e.g., Geese):

j.MP -> Tatsumaki Senpoo Kyaku + d.HK -> lv 2 Shinryuu Ken + lv 1

Shinryuu Ken + HP Shouryuu Ken.

Ryusen Kyaku (Dragon Wing Kick)

COMMAND: RDP + K

DESCRIPTION: LK 21/17/24 down/-11 (1300, 1200)

 MK 29/12/24 down/-5 (1400)

 HK 34/10/24 down/-4 (1500)

FUNCTIONS: Overhead, knockdown attack.

COMMENTS: Occasional d.HK or close s.HK cancel to Ryusen Kyaku can surprise people especially if you frequently cancel the HKs into more traditional specials earlier in the match or round. Opponent cannot Safe Fall after being knockdown by this move. Note that the LK version hits faster than Ken's other overhead attacks. Do not overuse this move. When seen coming it is easily punished on reaction.

Zenpou Tenshin (Forward Rolling)

COMMAND: QCB + P

DESCRIPTION: LP 7/18/10

 MP 8/24/10

 HP 9/30/10

FUNCTIONS: cross up, advancing

COMMENTS: Primary use as a component of a C-Groove lv 2 cancel, but can occasionally be used to advance a short distance and to cross up a waking opponent.

3.2 SUPER MOVES:

Shouryuu Reppa (Rising Dragon Destroyer)

COMMAND: QCF x 2 + P

DESCRIPTION: ?

FUNCTIONS: C-Groove lv 2 cancel, damage

COMMENTS: This move has good horizontal range. d.LK x 2 -> Shouryuu Reppa always connects even at lv 1. For the best damage use in C- Groove to start a lv 2 cancel. Play with d.MK/d.HP -> Shouryuu Reppa (using various levels) and learn at which distances it will NOT connect. This will help you avoid having a d.MK/d.HP -> Shouryuu Reppa combo blocked, which will get you killed. Make sure when cancelling to QCF x 2 supers to start buffering at D position and not B position (a bad habit of mine) to avoid Negative Edge into Ken's Geri attacks.

Shinryuu Ken (Heavenly Dragon Fist)

COMMAND: QCF x 2 + K, tap K rapidly for additional hits

DESCRIPTION: ?

FUNCTIONS: Combo finisher, chip damage (lv1), anti-air, wake up

COMMENTS: Mostly used to finish combos in C and A-Groove. Can be anti- air but make sure you hit deep otherwise the damage is greatly reduced. Occasionally used as a wake upp attack and for chip damage. After lv 1 Shinryuu Ken, it is recommended that you vertical jump immediately be -cause for some reason it becomes ambiguous which way Ken will land, forcing your opponent to guess which way to block and can lead to a "free jump-in" (see Shouryuu Ken section for details). I mash by spreading my palm over the buttons and waving my hand back and forth in a controlled fashion. Wiggling the joystick back and forth will add more inputs.

Shippu Jinrai Kyaku (Fast as Lighting Kick)

COMMAND: QCB x 2 + K (level 3 only)

DESCRIPTION: ?

FUNCTIONS: Combo finisher, damage

COMMENTS: This move does heavy damage. For P, K, N, and S-Grooves, combo into this if it's available whenever a large opening presents itself.

3.3 REGULAR MOVES:

===== 3.3a THROWS =====

Seoi Nage (Shoulder Throw)

COMMAND: When close to opponent, F or B + HP

DESCRIPTION: 3/1/13 (1700)

FUNCTIONS: Counter for Guard, rolls, Just Defend (JD), Dodge, and Parry.

COMMENTS: A standard CvS2 throw. Useful after a whiff s.LP, tick or dash. Can be used to set up the 2P corner crossup glitch. The glitch in a nutshell is in CvS2 there is an inequality between the 1P and 2P sides. The 2P can cross up when opponent has his or her back to the wall (any wall), but the 1P cannot.

Jigoku Fuusha (Hell Windmill)

COMMAND: While in air and close to opponent, F or B + HK.

DESCRIPTION: All air throws in CvS2 are instant (2000)

FUNCTIONS: Counter for Air guard, air-JD, and air-Parry.

COMMENTS: This is a useful move. Some characters close jump-in attacks have a long start up (e.g., Rock, E. Honda) and can be air-thrown out of their attack. With good timing can be used as anti-cross up.

Jigoku Guruma (Hell Wheel)

COMMAND: When close to opponent, F or B + HK

DESCRIPTION: 5/1/13 (2200)

FUNCTIONS: Counter for Guard, rolls, Just Defend (JD), Dodge, and Parry.

COMMENTS: One of the most damaging "non-mash" normal throws in the game. Use this over the punch version whenever start up time is not an issue. Can be used to set up the 2P corner glitch.

===== 3.3b COMMAND NORMAL MOVES =====

Fumikomi Mae Geri (? Kick)

COMMAND: F + MK

DESCRIPTION: 28/5/20 -5/-5 (1000)

FUNCTIONS: Over-head attack.

COMMENTS: Slow, but keep this option open when a match is very close. The nervousness in a close match might have the opponent blocking low more often than normal.

Shiden Kakato Otoshi (? Kick)

COMMAND: F + HK

DESCRIPTION: 12/7/22 -3/-3 (1200)

FUNCTIONS: poking, whiff punisher, CCs

COMMENTS: This move is slower to hit than s.HK, but the excellent range makes up for it. When an opponent misses an attack such as a sweep from further out use this move to punish the recovery. It's also a good poke to follow a LP Hadou Ken or d.LK + s.LK -> Nata Otoshi Geri combo with to whittle away at the opponent's guard bar. Use also to punish Blanka's Rolling Attack after a HIGH block. Of course, its greatest utility is as the dominant attack in Ken's CC.

===== 3.3c NORMAL MOVES =====

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3.3c(i) STANDING:
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Far LP

DESCRIPTION: 2/4/6 +7/+7 (300)

FUNCTIONS: brake for run, bait, throw set up

COMMENTS: Ken's fastest move at 12 frames total. This speed makes it an ideal move to stop runs with, as it will minimize the chance of you getting hit out of your run; 12 frames is hard to punish on reaction. Because it is hard to punish, it is an ideal baiting move. Miss some of these outside of your opponent's optimal range and he or she might retaliate and miss, allowing you to counter by hitting their recovery. A classic SF trick was to s.LP over an opponent and then throw them. The s.LP sets them in block animation and for some reason freezes a lot of people.

Close LP

DESCRIPTION: 2/4/6 +7/+7 (400)

FUNCTIONS: brake for run, combo starter, throw set up

COMMENTS: Identical to the far version except for 100 more points of damage and different animation.

Note: Against Sagat you can start a combo with this move after a blocked Lv 1 and 3 Tiger Raid, but not a lv 2 Tiger Raid. You force the Sagat player to block after a lv 2 Tiger Raid, though.

Far MP

DESCRIPTION: 5/6/17 -1/-1 (900)

FUNCTIONS: whiff punisher

COMMENTS: Four frames faster than s.HK makes it an option for reacting to the recovery on closer range high hitting

moves (e.g., Geese s.HP).

Close MP

DESCRIPTION: 3/3/20 -3/-3 (700)

FUNCTIONS: ?

COMMENTS: Useless.

Far HP

DESCRIPTION: 5/4/26 -4/-4 (1300)

FUNCTIONS: front anti-air

COMMENTS: Primarily used for anti-air. It can't be cancelled into any special moves, but can be cancelled into super moves. s.LP + far s.HP -> Shippu Jinrai Kyaku is a cool combo.

Close HP

DESCRIPTION: 3/8/24 -8/-8 (1100, 900)

FUNCTIONS: anti-air, combo starter

COMMENTS: Can be cancelled into all special and super moves. This is a good anti-air/cross up move as it hits slightly over Ken's head level at full arc. It is fast hitting, so it can be used to bait counter hits for you when not used as anti-air. An example of an attack sequence useful for baiting a Counter Hit: meaty close s.HK, dash, close s.HP -> Nata Otoshi Geri. If the opponent tried to hit you with a normal move that is more than three frames you'll Counter Hit them. This sequence has the added bonus of Option Selecting a Tech throw for you, if the opponent tried to throw you.

Close and far LK

DESCRIPTION: 4/8/7 +2/+2 (500)

FUNCTIONS: meaty attack, poke, combo starter

COMMENTS: This is an outstanding poke that's often overlooked. It is extremely useful. It is 19 frames total making it pretty safe on whiff, cancelable, 8 active hit frames, has good priority, and give you +2; being mostly safe, if you are at a loss at what to do, a few s.LK is a never a bad choice. Many offensive patterns can begin with this move.
For example, try out:

close s.LK, throw

close s.LK -> Shouryuu Ken close

d.LK + s.LK -> Nata Otoshi Geri

close s.LK + d.LK + d.LK -> super

Far MK

DESCRIPTION: 8/8/12 +2/+2 (1000)

FUNCTIONS: front anti-air

COMMENTS: A fairly reliable front anti-air variant.

Close MK

DESCRIPTION: 3/8/11 +3/+3 (900)

FUNCTIONS: anti-cross up, meaty attack

COMMENTS: This is a useful attack. It can be used against cross-ups as the kick is directly over Ken's head. Also it is fast hitting at 3 frames and has a long hit duration at 8 hit frames making this a good meaty attack. It is cancelable to specials and supers and the +3 advantage is an added bonus. This move leaves you closer to the opponent than close s.HK does, which can lead to attack patterns without having to dash in. Some attack patterns to try out are: Meaty close s.MK (a), (b), (c)

- (a) Walk up throw
- (b) d.LK -> Nata Otoshi Geri
- (c) d.LK x 2 -> Shouryuu Reppa

Far HK

DESCRIPTION: 9/5/30 -11/-11 (1300)

FUNCTIONS: whiff punisher

COMMENTS: Don't let the -11 frighten you. As long as you don't miss, the superior range on this move makes it safe on block and makes it an excellent punisher for hitting the recovery on missed moves. However, be aware that this move is slow at 44 frames total making it susceptible to rolls and leaves you very vulnerable to jump ins if you miss or become predictable with it. When using as poke, use it meaty or set up with a high frame advantage move first (e.g., d.LP).

Close HK

DESCRIPTION: 4/9/13 +4/+4 (1400)

FUNCTIONS: meaty attack, combo starter

COMMENTS: This is an awesome normal attack that should be an integral part of your offence. This move is very fast for a hard attack at 26 frames total. It

is very damaging and is cancelable. It is the normal attack of choice when you want to do a meaty attack over a fallen opponent. A successful meaty close s.HK can lead to the useful attack patterns listed below: meaty close s.HK, (a), (b), (c), (d), (e), (f), (g), (h), (i)

- (a) dash, throw
- (b) small jump MK -> Nata Otoshi Geri
- (c) dash, d.LK x 2 -> Super
- (d) run, d.LP, run d.LP
- (e) dash, d.LK + s.LK -> Nata Otoshi Geri; then poke with Shiden Kakato Otoshi (optional)
- (f) + d.HK -> LK Tatsumaki Senpoo Kyaku, run, whiff s.LP, throw
- (g) + d.MK -> Shippu Jinrai Kyaku (Note: won't reach small characters)
- (h) + d.HK -> LP Zenpou Tenshin, then RC Nata Otoshi Geri dash, LP Shouryuu Ken

There are many more. Experiment yourself and come up with creative ones. The basic idea is to use efficiently the heavy frame advantage granted to you by the meaty s.HK to get close and start an attack sequence that either does good damage, guard damage, ends with a knockdown, or leaves you at frame advantage.

===== 3.3c(ii) CROUCHING =====

Far and close LP

DESCRIPTION: 3/4/6 +7/+7 (200)

FUNCTIONS: combo starter

COMMENTS: This is an excellent move that will see great amount of use. A quick rapid-fire attack that gives you +7 on hit or block allows you to link into many normal moves, which in turn lead to damaging combos. This move is fast hitting and the heavy frame advantage it confers makes it useful for baiting out Counter Hits. For example, do a d.LP pause slightly then link into another one. Your opponent might see the pause as an opportunity to strike but unknown to them they can't hit you before you can hit them, as you have frame advantage; thus, your attack will interrupt their attack scoring you a Counter Hit. Even if you should you mistimed the link, the small start up time of this move will "outrance" many other moves and still score you a Counter Hit on most occasions. The heavy frame advantage on d.LP makes it the ideal attack for Running Jab Rush down (e.g., opponent down, run, d.LP, run, d.LP, run d.MP).

Far and close MP

DESCRIPTION: 4/7/11 +4/+4 (800)

FUNCTIONS: meaty attack, poke

COMMENTS: This is a good move. Use it meaty over a waking opponent when you can't get close enough to use close s.HK. Because it is meaty, it is good for punishing the recovery frames of

rolls. Also work well in conjunction with Ken's dash. This move is fast at 22 frames making it a good move to whiff to build meter. It has good priority. For example, it will beat out Cammy's Spiral Arrow among other attacks.

Far and close HP

DESCRIPTION: 3/11/26 -13/-13 (1100, 700)

FUNCTIONS: anti-air, combo starter

COMMENTS: This can be used as a situational anti-air. When caught off guard and you can't react with a HP Shouryuu Ken, this move makes a reasonable substitute. This is an excellent combo starter, as it is damaging and confers good hit stun. Your best chance to connect this move is when the opponent leaves a large opening (e.g., missed HP Tiger Uppercut) or combo it off a crossup j.MK (e.g., cross up j.MK + d.LP + d.HP -> Shouryuu Reppa).

Far and close LK

DESCRIPTION: 3/4/8 +5/+5 (300)

FUNCTIONS: combo starter, tick

COMMENTS: Another rapid-fire attack that confers good frame advantage with the added bonus of hitting low. Cancel or link into d.LP then link to d.MK for a perfectly safe three hit combo. Short block stun by this move makes it a good tick. It's greatest utility is you can use it for hit confirmation, not by the animation of the move itself, but by knowing that if one d.LK connects, the second one will connect for sure, so it is safe to cancel into super off the second LK.

Far and close MK

DESCRIPTION: 4/6/17 -1/-1 (900)

FUNCTIONS: poke, whiff punisher, combo starter

COMMENTS: This is an outstanding normal move that will see a great deal of use. Its speed and property to cancel into specials and supers makes it an excellent move in response to blocked moves that leave the attacker at -5 or greater. Expert players can punish a blocked single hit Vega/M.Bison Double Knee Press with d.MK, for example. The -1 frame disadvantage is not punishable (except possibly by Zangief) coupled with its good range makes it an ideal poke. The fact that it is meaty makes it a good defence against rolls. It's range and speed makes it the whiff punishment of choice against low attacks.

Far and close HK

DESCRIPTION: 6/6/35 down/-15 (1300)

FUNCTIONS: knockdown, whiff punisher

COMMENTS: A double-edged sword. A useful foostie tool when used smartly, but when used poorly it will kill you fast. The recovery on this move is huge. If you miss, you are stuck for over 3/4 of a second completely vulnerable to jumps-ins, strikes, rolls, supers, etc.

Try to reduce the recovery time on this move by canceling it into Nata Otoshi Geri when using it by itself. The benefits of this move is that it scores a knockdown, which can be a huge momentum swing for Ken. d.HK can anti-air (taking advantage of lost trip guard), it is cancelable, fast hitting, and damaging.

===== 3.3c(iii) JUMPING =====

LP

DESCRIPTION: 3/22 (500)

FUNCTIONS: air-to-air, jump in, anti-air

COMMENTS: It can be used as an air-to-air or jump-in but Ken has better Options for the most part. Note though because of its fast start up time it can be a deceptive jump in, as you can press j.LP late in your jump and still score a hit; whereas, jump-ins with lengthier start up time would not get to the hit frames before you touch the ground. Vertical version can be used as anti-air but again Ken has better options.

MP

DESCRIPTION: ?

FUNCTIONS: jump-in, air-to-air

COMMENTS: A move to keep in mind against P and K Groove because it can cancel to mid-air Tatsumaki Senpoo Kyaku. If the P or K Groover is expecting one hit, the Tatsumaki Senpoo Kyaku will knock them down when both combatants are in the air. If you hit this cancel on a grounded opponent you can combo to a crouching attack. Vertical version can be used as anti-air but again Ken has better options.

HP

DESCRIPTION: 5/8 (1200)

FUNCTIONS: jump-in, air-to-air, anti-air

COMMENTS: A great jump-in to use when you're given a large opening like a poorly distanced projectile. Large hit stun allows you to combo to whatever you like. This move's hit area is a little higher up than j.HK. This extra height sometimes helps versus certain anti-air moves as sometimes the j.HP hit area contacts the opposing characters hit box before the opposition's anti-air hits. Reacting to opponents jump with an early j.HP is a solid

anti-air.

Towards and back LK

DESCRIPTION: 3/22 (600)

FUNCTIONS: jump-in, air-to-air, cross up

COMMENTS: A move to keep in mind against P and K Groove because like j.MP it can cancel to mid-air Tatsumaki Senpū Kyaku. If the P or K Groover is expecting one hit, the Tatsumaki Senpū Kyaku will knock them down if both combatants are airborne. If you hit this cancel on a grounded opponent you can combo to a crouching attack. This move has the added bonus of being able to cross up and it has long hit duration. Because of its fast start up time it can be a deceptive jump in, as you can press j.LK late in your jump and still score a hit; whereas, jump-ins with lengthier start up time would not get to the hit frames before you touch the ground.

Vertical LK

DESCRIPTION: ?

FUNCTIONS: anti-air

COMMENTS: It can be used as anti-air but Ken has better options. It can be cancelled to mid-air Tatsumaki senpū kyaku, so has some utility against P and K Groove.

Towards and back MK

DESCRIPTION: 6/7 (900)

FUNCTIONS: cross up, air-to-air

COMMENTS: Ken's j.MK is sometimes praised as being the best cross over attack in the game. The reason is when it is timed so that Ken is centered directly over the center of a character, it becomes very hard to tell, for both player, if the attack will hit from the front or the back. For the Ken user this is not a problem because after a j.MK the Ken player either presses d.LK or s.HK which will hit no matter what side Ken is on. However, for the defending player to guard correctly, it becomes almost a 50% guess. j.MK is also a high priority attack on its own. It is very good air-to-air and air-to-ground when pressed early, beating and/or trading with a lot of attacks. One of the best set-ups for a cross up j.MK is the Counter Attack and the MP Shouryū Ken. Both attacks use the same animation and leaves the opponent in perfect position for a meaty normal jump cross up.

Vertical MK

DESCRIPTION: ?

FUNCTIONS: anti-air

COMMENTS: It can be used as anti-air but Ken has better options.

Towards and back HK

DESCRIPTION: 6/7 (1300)

FUNCTIONS: jump-in, air-to-air, anti-air

COMMENTS: Jump in of choice when given a large opening like a poorly distanced projectile or on a stunned opponent. Large hit stun allows you to combo to whatever you like. Good hit duration and fairly horizontal hit box makes it good air-to-air attack. Can cross up large crouching opponents, such as E. Honda. Back j.HK is good against annoying moves like Vega/M. Bison's Head Press and a good anti-air against full A-Groove. Good move to small jump with also.

Vertical HK

DESCRIPTION: 3/8 (1400, 1300)

FUNCTIONS: anti-air, jump in

COMMENTS: Good anti-air and can be used after a deep HP Shouryuu Ken and lv 1 Shinryuu Ken to set up a "free jump-in" (see Shouryuu Ken section for details). Small jump vertical HK is an overhead on larger characters. This move can cancel into mid air Tatsumaki Senpoo Kyaku.

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4 COMBOS AND STRATEGIES:
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4.1 COMBOS:

This section is a short list of useful combos for Ken in competition. I encourage players to experiment and try to create combos for themselves. Discovery is part of the fun of fighting games. The frame data found in this guide is a good way to begin mapping out what combos work and what don't. All combos can be started off a cross up j.MK (except combo 5) and for combos 4 and 6 one can start with a d.LP if desired. Forgive the simple CC, I'm not an A-Groove user.

1) d.LK + d.LP + d.LK/s.LK -> Nata Otoshi Geri

This is arguably the safest combo in the game. Off the top of my head, I can't think of another combo that leaves you at +2 on block or hit. Along with giving you the initiative, this combo does significant guard damage on block and fair damage on hit. The only drawbacks are you need to be in close to start the combo and the Nata Otoshi Geri portion whiffs on a crouching Maki, Iori, and Athena. (Occasionally follow with a Ryusen Kyaku to keep the opponent on his or her toes).

2) close s.HK -> HP Shouryuu Ken/Oosoto Mawashi Geri

This combo is for damage. If you have no meter and get a guard break or a large opening, use the Shouryuu Ken variant. This variant has the added bonus of leaving you very close to the opponent after the combo. Continue pressure with a meaty attack, or crossup with LP Zempou Tenshin. Use the Oosoto Mawashi Geri variant when you don't want the opponent close to you.

3) d.LK x 2 -> Super of choice

This is the combo to use during in close pokes and empty jumps. The first d.LK serves as a check. If it hits, you know the second d.LK will hit and can safely cancel to super. In C-Groove, cancel to lv 2 Shouryuu Reppa and do a level 2 cancel for the most damage.

4) d.MK/d.HP -> Shouryuu Reppa/Shippu Jinrai Kyaku

Same function as combo 2, but you have meter this time. When possible, use Shippu Jinrai Kyaku variant for the most damage when not in C-Groove.

5) Small jump HK + LP Shouryuu Ken

Useful little combo for small jump Grooves. Scores a knockdown for subsequent pressure.

6) d.MK/d.HP/d.HK/d.MP -> Hadou Ken

Classic Hadou Ken combos. Still useful for pushing the opponent back, but depending on distance are not always safe; use with discretion. Do not use when opponent has a lv 3 or full A-Groove that can blow through Hadou Kens. Limit use against characters with strong rolls.

-C-Groove Cancels-

7) Combo 3 or 4 (with lv 2 Shouryuu Reppa) xx LP Zempou Tenshin (a), (b)

(a) MP Shouryuu Ken

(b) HP Shouryuu Ken OR lv 1 Shinryuu Ken This is a mid-screen C-Groove cancel.

Use route (a) when you want to follow the combo with a meaty ambiguous j.MK. The MP Shouryuu Ken sets you in perfect position this type of cross up. The suggested way to do an ambiguous cross up is to walk forward a little bit and then normal jump. If the cross up connects then use combo 2 (HP Shouryuu Ken variant). This will dizzy the opponent. Use route (b) when you want to get the most damage out of the combo by itself.

8) Combo 3 or 4 (with lv 2 Shouryuu Reppa) xx Nata Otoshi Geri + LP Shouryuu Ken + HP Shouryuu Ken OR lv 1 Shinryuu Ken

This is a corner variant of combo 7. Unlike the Zempou Tenshin, the Nata Otoshi Geri will build meter for you. If you are just short of a lv 1 SShinryuu Ken, this could fill up your bar. If you choose not to end with a super, the extra meter can be saved for another lv 2 super. Like combo 7, you can go for an ambiguous cross up after this combo.

9) Combo 3 or 4 (with lv 2 Shouryuu Reppa) xx LK Tatsumaki Senpoo Kyaku + lv 1 Shinryuu Ken

Included because should you miss the xx portion of combo 7 or 8, you have a second chance at completing a cancel with combo 9.

-A-Groove:CC-

10) [Activate] close s.HK -> s.HK x 2 -> Shiden Kakato Otoshi x n -> d.HK
->lv 1 Shinryuu Ken

4.2 Strategies

4.3 Versus Strategies:

-Objective-

Ken's objective is to deal as much damage as possible and work the guard bar with a solid ground game until a knockdown, Guard Crush, or some other opening (usually a hasty move by the opponent) occurs. When you cannot get close enough to start the ground game (e.g., opponent is running away), take the time to build meter with whiff Nata Otoshi Geri and d.MP. A solid ground game can be achieved when Ken successfully baits out the opponent's moves, often by positioning oneself just outside the optimal range of the opponent's best poke. By being at this range and the opponent attacks, the attack will miss giving you the opportunity to punish the recovery with s.HK. Part of the ground game is knowing which normal moves beat other moves (e.g., d.MP beats Spiral Arrow), when and how to defend when you are within the opponent's optimal range, and taking calculated risks. Another method to bait out attacks is to give the opponent a false opening, that looks like it can be punished, but actually cannot. Because the ground game requires you to be mid to close range to the opponent, this is where you will suffer the most damage. Some characters simply outrange you so badly that you must fight within their optimal range and those are often your hardest match ups to win. Keep in mind, however, Ken (unless Ken's your anchor, which in a game with Blanka and Sagat, he seldom is) does not need to win the match for you. Doing some significant damage and building meter are valuable as well. After a knockdown, go for the very tricky j.MK crossup and combo. Alternatively, a meaty close s.HK and its many follow ups to further work the guard bar. If a large opening presents itself (like a missed Tiger Uppercut), combo into super with d.LK x 2 , d.MK, or d.HP depending on distance. On defense, Ken is to anti-air almost all attacks with HP Shouryuu Ken and defend against pokes and attacks with high priority moves like s.LK, d.MP, RC Hadou Ken, RC Funky Kick, etc.

-Vs Blanka-

This is a match you'll encounter a lot. This is a tough fight for Ken, but there are a few things you can do to maximize your chance of winning this match. Stay on the ground, you simply can't beat Blanka air-to-air. Ken can't get past Blanka's towards j.HK, and vertical j.HP, for example. When on the ground, try stay out of the corner (if possible, runaway if you are in the corner) and then try to get close to Blanka by advancing with frequent s.LK and d.MP, occasional Shiden Kakato Otoshi and RC Hadou Ken. Blanka will try hit you with Amazon River Run (df.HP, slide), d.HP and d.HK as you are trying to get in. If you are outside the max range on Blanka's d.HP you can hit its recovery with Shiden Kakato Otoshi or s.HK. At closer range RC Hadou Kens stops Blanka d.HP and d.HK but are vulnerable to the slide and Blanka's RC moves. When using Hadou Ken further out, make sure you're far enough away to be safe against the slide, RC Rolling Attack, RC Surprise Forward, and high jump HK. Your d.MP and s.LK can beat the slide and both moves are relatively safe when missed, so use often. Note that the slide has significant recovery on block, but Blanka is usually pushed a safe distance away. Don't retaliate

unless you block it deep; then combo Blanka with something damaging. Anti-air ALL Blanka jump-ins, as this may be your best chance at a knockdown. Small jump HK is hard to anti-air, but it is worth it to try everytime. Try to anti-air cross up j.MK with the anti-cross up Shouryuu Ken

Most people end RC Surprise Forward, LP Rolling Attack, and whiff Electric Thunder with a throw, so get ready to Tech or Shouryuu Ken the throw attempt. If you block Blanka's HP Electric Thunder, Counter Attack it (Groove permitting); otherwise, do not retaliate, Blanka recovers 10 frames before you, just block. The Counter Attack lets you avoid chip damage and swings the momentum of the match to you, but make sure to press the attack after a Counter Attack as your guard bar is likely flashing at this point.

Blanka players will RC Electric Thunder frequently. It is often used as Anti-air, wake up, meaty, and after a Surprise Forward. On block Counter Attack it as above. Anti-air RC Electric Thunder cannot be countered, you Must pick your jumps carefully. Any wake up Electric Thunder (RC or not) can be countered by walking up to Blanka then take a step back to bait it into missing and then hit the recovery with d.HK. If you are certain it will be an RC one walk up and throw. Surprise Forward RC Electric Thunder can be thrown out of, just practice.

If you are knocked down, BEWARE of cross-up super. Sneaky Blanka players try to time the Direct Lightning super so its hit-box is behind you as you are waking. Tactical Recovery is helpful against this trick, but watch for it and block the right way. If they try the same trick with a Rolling Attack, wake up Shouryuu Ken it.

When outside of Blanka's sweep range try To get into the habit of always blocking high because this will allow you To punish any random Rolling Attack with Shiden Kakato Otoshi.

-Vs Cammy-

Cammy players will try to get inside and attack with her s.HP set and mix with throws and counter hits. Outside Cammy will pester you with Mostly s.HK, d.MK, and Spiral Arrow. Cammy's anti-air set is strong so keep jumps to a minimum. Unfortunately, the ground game is what Cammy excels in. There are a few tools Ken can use, though. d.MP and s.LK can both beat Spiral Arrow and some people can react to Spiral Arrow with a LP Shoryuiken. RC Hadouken is your best option against Cammy's s.HK, d.MK pokes. Cammy's jump attacks are not difficult to anti-air. The hardest are Cannon Strike (air QCB + K) and j.LK, so practice and HP Shouryuu Ken all of them.

Your best chance at getting in on Cammy other than a lucky d.HK or psychic Shouryuu Ken is making her miss her s.HK. If you predict and jump at Cammy as she is missing s.HK you can get a jump in combo. If s.HK misses, experienced players can dash or run and d.HK or d.MK into super. Counter Attack out of Cammy's close s.HP is another way to get a knockdown. Upon blocking close s.HP or s.HP do not retaliate because Cammy is At +10, +9 respectively. Watch closely how you block the Spiral Arrow, as with experience you can visibly tell whether it is safe to retaliate against it. If you block a Cannon Spike, you can hit it with s.HK. Train yourself to be ready to Tech throw when you block j.LK, close s.HP, s.HP, and see dashes.

-Vs Guile-

A decent Guile has very effective pressure strings that are very hard to get out of. Runaway air Tatsumaki Senpoo Kyaku isn't a reliable escape on a good Guile, he'll either Somersault Kick you or stop your ascension with his

F + HP (Backfist). I've had Guile players who sacrifice a lv 1 to Counter Attack me back in the corner just when I got a little momentum going. For this match up you have to take risks. Guile is +-0 on a blocked Sonic Boom, so it is worth it to try a psychic Shouryuu Ken after a blocked Sonic Boom once and a while. Try to jump at Guile if he does a predictable Sonic Boom. When jumping in try to hit with the tip of Ken's foot, it seems harder for Guile's anti-air to beat. If Guile is about to Guard Break you, risk using a Counter Attack to get out (Groove permitting) and try an offence. It might not work, but it is better than being Guard Crushed. Guile's d.MK is fast and has reach, but if it misses it can be hit with your d.MK or d.HK. If you block the first rotation of Guile's d.HK, your d.HK (with some timing) will beat the second rotation cleanly. Do NOT retaliate against Guile after blocking a d.MK, d.MP, and far s.HK; Guile is at +6, +5, and +4 respectively. Do NOT do Hadou Ken combos when Guile has full meter. Try to keep a mental note if Guile is charged or not and try to remove Guile's charge with crossups, air Tatsumaki Senpuku Kyaku behind Guile, etc.

If you are to fight Guile with Ken I strongly recommend P-Groove. Parry is effective against his anti-air (including RC Sonic Boom) and some of Guile's Guard Break strings. Small Jump is useful against Sonic Booms and getting in on Guile.

-Vs Hibiki-

It is very difficult for Ken to get in close on Hibiki. She outpokes you and can anti-air you every time. Instead rely on trying to get Hibiki to come to you. Space yourself a safe distance from Hibiki, preferentially out of her RC Distance Slash and RC Beckoning Slash (running slash) range and Hadou Ken. The Hibiki player might try to go through your Hadou Ken with a RC move, jump, roll, but fall short allowing you to punish. For instance, when you block a Beckoning Slash, hit her with d.MK.

Hibiki does not have very good jump ins, so at proper distances you can anti-air all her attacks. A blocked Distance Slash leaves Hibiki at about -17, Ken can't punish Hibiki with anything, but take the time to advance. Hibiki's roll is slow and it is easy to s.HK her or walk up and throw her out of it. Hibiki has a lot of recovery on her missed specials giving you time to dash, run, or even jump in on her. Once inside, attack aggressively and try to do attack sequences that leave you close to her as long as possible. If you can't get to a safe distance to bait attacks and subsequently get inside the fight is not in your favour. Your best tools are to RC Hadou Ken and poke with s.LK and d.MK in those situations.

Hibiki has a pretty good wake up game, so when you are knocked down pay careful attention to whether Hibiki is going for Piercing Moon Pounce (DP + K; overhead), throw, close s.HK low hit, or her bread and butter combo and block accordingly. Keep in mind that advanced Hibiki players have other tricks on wake up that are hard to block, so avoid being knockdown as much as possible.

Best to attack a waking Hibiki with a d.LK instead of the usual meaty s.HK or d.MP because some Hibiki players like to wake up with a RC Melding Being Blade (HCF + K; counter) and the d.LK can't be caught by it.

-Vs Ryu-

The Ryu player's goal is to bait out your pokes and hit them with Ryu's Hadou Ken. When you stop poking because your moves are being beat out, Ryu gets in with a Senpuku Kyaku (F + MK, hop kick) and begins Guard Crush with d.MP, s.HP attack patterns. The Ryu player's strategy is a risky one as one poorly spaced

Hadou Ken Will allow the opponent to roll, jump, super, etc and do great damage to Ryu. Ken should look for these openings and punish accordingly.

Ken has The stronger footsie game in this match up because of Ken's HK set. If Ryu misses a d.HK, d.MP or d.MK Ken can often get a hit in with s.HK. (Note: Ryu's s.HK can beat your s.HK set). Careful use of your own RC Hado Ken is useful to negate well spaced Ryu Hadou Kens. As usual try to anti-air as much as possible but be careful of Ryu's j.MK - it is an excellent cross up attack and is tricky to anti-air at the right angles. (People emphasize Ken's j.MK but Ryu's j.MK is not to be underestimated). Bait out wake up Shouryuu Kens with walk forward then back on a waking Ryu. Be Patient and don't be too button happy when you block Ryu's d.MP, d.LP sequences. Overall for this match stick to Ken's game plan and work the Guard Meter, go for meaties and j.MK cross up on knockdown and play strong footsies.

-Vs Sagat-

Here is yet another character you'll run into a lot. This is another hard match for Ken but I find it more favorable to fight Sagat than Blanka. As with Blanka, stay grounded and try to anti-air every jump in, as this is a great way to get a knockdown and it neutralizes empty jump lv 3 Tiger Raid BS. (What's the BS you ask? To block empty jump lv 3 Tiger Raid, you must be blocking low BEFORE the super flash, but due to the threat of a jump attack you will be standing when Sagat jumps. If he lands and activates super, you CANNOT block the super). Use Hadou Ken to neutralize Tiger Shot pressure and try to work your in (this is the hardest part, Sagat can keep you out effectively with s.LK, s.MK, s.HP. RC Hadou Ken helps here) way just outside of Sagat's d.HP range and to try to bait out (e.g., with a whiff s.LP) various Sagat pokes like d.HP, d.MK, d.HK. React to these, if possible, with s.HK or for experts, react with dash d.MK -> super or run in d.HK. If Sagat whiffs his pokes from further back you might be able to jump in. Beware of s.HP (Sagat's most potent punisher) when baiting moves. Try to crouch/block on reaction and punish the recovery on s.HP with s.MP and s.HK. Sagat's s.MK is quite slow and can be safely rolled through, if you see it coming. Don't try to roll through Sagat's d.HP. Aggressive running HP Sagats are tough to deal with. My only suggestion is to work on RCs and continue looking for whiff moves to punish.

-Vs Vega/M. Bison-

This is not such a bad match up for Ken, in my opinion. Vega's attacks do not out range Ken greatly, his jump is high (both good and bad for Ken), his pokes are not always safe and do not have the same dominating priority as Cammy or Sagat. That said, though, an A-Vega can kill you easily with one Custom Combo off one mistake, but overall I think Ken has enough tools to make this a fairly fair fight. You must be careful when using Hadou Ken against Vega. His high j.HK and Head Press can punish you easily if done from the wrong ranges. At the right ranges, though, you can HP Shouryuu Ken both attacks on reaction. His deep cross up j.HK can be beat by anti-cross up HP Shouryuu Ken and non deep ones by close s.MK. Blocked two hit Double Knee Press (leaves Vega at -7 frame disadvantage) can be punished every time by d.MK (4 frame attack). Practice punishing 2 hit Double Knee Press; a Vega player should NEVER be able to have a 2-hit Double Knee Press blocked and roll, activate, dodge, etc. afterwards. On the other hand, single hit Double Knee Press are very safe because of the range Vega is left at, but note that he is at -5 frame disadvantage. Ken has stronger footsies than Vega. If Vega is building meter with d.MK within your s.HK set range, punish it. Do not chase Vega recklessly when he runs away to build meter. A lot of Vega players run and then see you jump and then react with j.MP or j.HK to beat you in the air. Instead advance by walking a bit then blocking (to cover Vega's d.HK).

When you get close enough try to predict when Vega is going to jump over you to run to the other side and try to intercept the escape attempt with vertical d.HK, air Tatsu, etc. Vega's only true reversal move is his Vega Warp, so once you score a knockdown or get inside and attack with impunity with Ken's meaty attacks and j.MK cross-up.

=====
5 Miscellaneous
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5.1 GLOSSARY:

-Block Stun-

After blocking an attack, the time a character remains in the block animation. With a few exceptions, during block stun a character cannot perform any action except to continue blocking.

-Buffer-

To perform a portion of a special or super move command during the animation of another (usually normal) move. Sometimes this term is used incorrectly to refer to a cancel. Note: all moves can be buffered, but not all can be cancelled.

-Cancel-

To interrupt the hit frames of a move by completing the command of another move (usually a special or super move). In addition to complete removal of the recovery frames of the interrupted move, cancels result in two moves being executed in quick succession. Note: a move must be programmed to have the cancel property in order for it to be cancelled from.

-Combo-

A sequence of attacks that cannot be blocked if the first hit of the sequence connects.

-Counter Hit-

A successful interruption of an opponent's attack with one of your own. Counter Hits in CvS2 grant you damage (+20%) and frame advantage bonuses (+2 for light attacks, +3 for medium attacks, and +4 for hard attacks).

-Cross up-

Any attack or movement that switches sides with the opponent.

-Footsies-

All strategies a player can utilize when fighting within the opponent's optimal zone. Includes, cross-ups, spacing, baiting, mix-ups, priorities etc. For example, player A can't get inside to attack player B, so A attempts to bait the opposition into committing to an attack when the opposition is not in the best range to do so, making the attack miss. The player then counters the missed attack by hitting the recovery of it, ideally with a move that scores a knockdown.

-Frame-

One refresh of the scan lines on the monitor. In most modern games the monitor is refreshed 60 times per second; thus, 1 frame = 1/60th of a second.

-Frame Advantage-

After a move is blocked or hit, the number of frames the attacking player recovers before the opponent does. Often denoted with a "+" sign.

-Frame Disadvantage-

After a move is blocked or hit, the number of frames the attacking player recovers after the opponent does. Often denoted with a "-" sign.

-Hit box-

The contact areas surrounding a character. Often imagined as an invisible shifting box surrounding a character.

-Hit Stun-

After being hit, the amount of time a character remains in the hit animation. During hit stun a character is not permitted to perform any action.

-Link-

A class of combo where the move used to initiate the combo fully animates. A link combo results when the subsequent attack hits within the frame advantage conferred by initiating move.

-Meaty Attack-

An attack with a high number of hit frames. Often done on a waking opponent so the opponent rises into active hit frames; thus, countering any non-invincible attack. Also has benefit of conferring more frame advantage than usual for the attack.

-Neutral State-

The default state where the character is permitted to perform any action.

-Negative Edge-

In Capcom fighting games, the method of performing special/super moves by holding down the attack button then inputting the command and then letting go of the button.

-Option Select-

Utilizing a single command that has two properties to insure that the optimal property is selected by the computer. For example, in P-Groove tapping D then LK insures that you get a Parry if the opponent tried to hit you. If opponent didn't try to hit you, you get the d.LK.

-Poke-

A quick and safe (usually) mid to close range attack with the goal of applying pressure on the opponent.

-Poke String-

A sequence of pokes that have small gaps between them.

-Priority-

The relative likelihood that an attack will beat out another attack when the moves hit simultaneously.

-Rapid Fire Attack-

A light attack that can be cancelled into itself.

-Reversal-

Performing an action within the first two frames of returning to neutral state.

-Roll Cancel (RC)-

A glitch in CvS2 that confers the invincibility frames of a roll onto a special move if the special move is cancelled from the first few frames of a roll.

-Runaway-

Strategy of utilizing a character's mobility to keep a safe distance from the opponent.

Has various objectives: run down clock, frustrate opponent, escape from a dangerous situation, etc.

-Rush down-

Strategy of aggressive offense. Has the objective of overwhelming the opposition with attacks that leave little room for retaliation.

-Tick-

Any attack (usually a light one) that is used for spacing and timing a throw.

-Turtling-

Strategy of patient defense. Has the objective of taking a lead in life and then countering the opponent's attacks, while seldom initiating an attack.

-Whiff-

To attack and not make contact with the opposing character's hit box.

-Zoning-

The strategy of keeping your character in his or her optimal range where he or she can use an attack to hit the opponent, but the opponent cannot hit you.

5.2 Story:

This is just a section to add flavour to Ken as a character. Information for

this section is from Tiamat's faq. For those who are interested in the fiction behind the Street Fighter series, I recommend that you check out Udon's Street Fighter comic book series. In addition to terrific artistic renderings of the Street Fighter characters, this series incorporates many elements of the official Street Fighter storyline into its plot and characters. More information can be found at the book's official sites:

www.streetfightercomics.com

www.capcomcomics.com

And in the SF Comic book forum found at:

www.shoryuken.com

-Profile-

Name: Ken Masters

Date of Birth: 65-02-14

Height: 175 cm

Weight: 72 Kg

Blood Type: B

Fighting Style: Ansatsuken

Place of Birth: America

Hobby: Driving

Likes: Skateboarding, Pasta

Dislikes: Umeboshi, Soap Opera's

Special Skills: Cooking pasta

-Background-

Ken trained with Ryu since he was a child under the tutelage of Gouken. Ken was introduced to Gouken by his father because Ken's father felt Ken required discipline. After some years of training Ken left to compete in the US Martial Arts tournament, where he was victorious and became champion. It was during the tournament that Ken met his girlfriend Eliza. He returned home to Gouken afterwards but arrived at a bad time - Gouken was dealt a final blow by his brother Gouki. Some days later Ryu returned from the First Street Fighter tournament. Ken recounted the unfortunate events he had witnessed to him. After some time of mourning, Ken and Ryu were back to sparring and training, but Ken notices that Ryu seemed different: angry and distracted. After a contest between them, which Ken wins; Ken gives Ryu a red headband to serve as a reminder of this battle and their friendship.

Later, the two friends go their separate ways. Ken continued his training and at some point approached by Karin, who was seeking her rival, Sakura. Ken and Karin discussed the subject of rivalry, which inspires Ken to seek out Ryu. Ken journeyed to Thailand in hopes of finding Ryu and ran into Sakura, who also sought Ryu. The two continued their search together. After much searching the two stumbled across Vega, Sagat, and a brainwashed Ryu. Ryu battles Sagat and Vega fights with Ken and Sakura. After Ryu broke free from Vega's brainwashing, he joined Ken and Sakura in battle and forced Vega to flee. Ryu thanked Ken, Sakura, and Sagat for helping him break free from Vega's control. The experience inspires him to pursue the martial arts to the fullest. Ken, inspired by Ryu's conviction, continues to train himself.

Years later Ken participates in the World Warrior Tournament. After the tournament he and Eliza marry and later would have a son, Mel. Ken, later, in addition to spending time raising and training Mel, participated in the Third Street Fighter tournament where he defeated his own student, Sean, but

did not win the tournament. The next US Martial Arts tournament was up coming, but unlike Sean, Ken is not enthusiastic about it. He feels that the competition is not exciting enough. It is during this time he hears about an "Organization of Mystery" and the danger and uncertainty surrounding this new organization sparks his fighting spirit again. Ken would win the US Martial Arts tournament for the second time.

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Thanks for reading!

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