

Capcom vs. SNK Millenium Fight 2000 Pro (Import) Evil Ryu Character FAQ

by ReCharredSigh

Updated to v1.3 on Sep 4, 2001

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written by ReCharredSigh

e-mail me at peesigh@hotmail.com
(and title all your messages as "CVS Evil Ryu FAQ comments", else i will ignore them)

version 1.3 Man, it's incredible, this thing takes up 222 KBs!

August 4, 2001

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

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

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

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

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

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

James Chen(www.geocities.com/TimesSquare/Arcade/6645)

-Providing the awesome combo notation, and the awesome combo movies. He is America's Capcom Combomaster, no doubt about it! I also want to thank him for just being such a great help answering people's questions about CvS at Shoryuken.com.

Migs Rustia(www.geocities.com/mvcthesite/)

-I had to use your JChensor modified combo symbols yet again.

JChristopher(sirlordjoseph@icqmail.com)

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

Vash The Stampede(vashelstampede@aol.com)

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

Silent J(silent_j_@hotmail.com)

-Of course, my online capcom game chatting buddy. Check out his Yamazaki and Vega FAQ.

psx2000

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

mopreme and Kamui

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

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

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

kaseijin

-He gave me some of the speech translations as well. This guy's name is what Shoryuken.com forum name is.

Patrick Cauthen(CPUGaruda@excite.com)

-For correcting me on Ryu's storyline.

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A.Storyline

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Here's the ever-so-useless Capcom based Evil Ryu storyline! Note this is a direct paste of my CvS Ryu Faq version, after all, Ryu is Evil Ryu, just evil, and you knew that, right? Right?

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

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

Ryu and Ken departed, Ken for the U.S., where he eventually became the U.S. Karate Champ, and Ryu with his red sweatband from Ken and duffel bag, set out to challenge whoever could give him a good fight in Asia. When the Street Fighting Tournament came around, Ryu was able to defeat the champion(Sagat) with the Shoryuken, his most powerful attack, leaving a huge scar in his chest. This humiliating act caused Sagat to seek to kill Ryu in order to reclaim his title.

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

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

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

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B.Why Choose Evil Ryu
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Well, first of all, this is the first time you'll get to use Evil Ryu in an arcade SF style game without codes! That's cool. But what's even better is that they make Evil Ryu very distinctively different than Ryu in this game, a lot different! Anyways, Evil Ryu is one of the best characters in the game. His offense is top-notch, and his defense is great, though not as good as his offense. His main weakness is being a ratio 4 character, but I cover that later. And he is very cool to use and play as. What's more, using him well commands respect. Usually a lot of people are quick to jump on you when you're using a shoto(even if the shoto himself is really good, like Ryu). But people will actually be awed when you consistently win with Evil Ryu, cause he is totally handicapped teamwise. In other words, consistently winning with him means you have skill.

SPEED-Evil Ryu is Ryu with a steroid boost. He is overall much faster, and can swarm over opponents, plus, all his attacks have been boosted in speed. Rush that s\*\*t down!

POWER-Again, Evil Ryu is just Ryu boosted over in this area. Basically, if you get hit by Evil Ryu at all, it just hurts. His combo abilities have been jacked over, and he has the most powerful attack in the entire game. All his attacks, especially his super combos overpower the opponent in no time.

PRIORITY-Evil Ryu has the priority. His dragon punch is tops, and his hurricane kick can beat out many attacks. He also has really good pokes, and his Shun Goku Satsu can actually outbeat many attacks, as well as his Messatsu Gou Shoryu.

VITALITY-You have to look at it two ways. First of all, Evil Ryu can't have any teammates at all to help him. This is his main weakness, and a big one. This means overall team life for Evil Ryu is atrociously short, you must go for the quick kill to gain as much life back as possible(more on this later). But if you look at it per person, Evil Ryu has the longest lifebar in the game. He can take a full-blown Shin Shoryuken and suffer only around 40% damage, whereas a ratio 2 taking it full in the face would lose 60% life. Some ratio 1 attacks seem like block damage to him.

OFFENSE-Evil Ryu's offense is much better than Ryu's. He is a total combo maniac and his speed and power increase, as well as his increased mobility mean one thing; stay offensive. Well, at least, a lot more than Ryu. He is also a master at okizeme and wake-up games; in short, go for the quick kill.

DEFENSE-Despite opinion, I think Evil Ryu has worse defense than Ryu. Sure, Shun Goku Satsu outprioritizes everything, but it's mainly an offensive attack. And Messatsu Gou Shoryu is also more offensive than defensive. Not to mention because you shouldn't take too many hits with Evil Ryu, it's best to end the match as soon as possible, meaning go offensive. That said, Evil Ryu is good at defense, just not as good as Ryu. His shoryuken is invincible going up, and his teleports can bring him out of trouble. If your opponent whiffs an attack slightly in front of you, your Messatsu Gou Shoryu is a good move to punish it.

AIR DOMINANCE-I know, CvS is not a game of air-to-air like MVC2, but in the rare occasion that Evil Ryu meets his opponent in the air, his hurricane kick has high priority. Your J.Short also has insanely high priority. Enough said.

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C.What's the reasons to read this FAQ
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Why did I bother go to the trouble of writing such a massive FAQ combining ideas

from everyone from GameFAQs.com to Shoryuken.com? To be able to teach or at least aid you, the reader in order to master Evil Ryu to a certain degree of kick-@\$\$ness. Once you are done reading this FAQ, you will;

- Know how to pull off all of Evil Ryu's moves
- Know how to pull some of the most kick@\$\$ combos that Evil Ryu has(Yes, he does have some!) and if you're a newbie, how to pull off combos at all
- Know how you should beat all opponents(emphasize on the "should" part)
- And be able to do it all without abusing the fireball(emphasis on abuse, not use)

Do note though, that I will not tell you how to unlock Evil Ryu in this FAQ, there are other very nice FAQs for that, and besides, it's not that hard to figure out either.

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

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

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

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

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

Roll: Press both light attacks when standing/crouching

Notes: Nice job, Capcom! Considering that Capcom took out the air block system in this game, you though Guile would then be ranked #1, right? Wrong! The roll corrects that. During this move, Ryu tucks into a ball and rolls forward, then stands up. During the beginning of the roll and the end, Evil Ryu can be hit, but can't block, and during the roll itself, Evil Ryu can be thrown, but that's not the important stuff. What's important is that during the roll, Evil Ryu is invincible to ALL physical attack! This is very important to learn, because it will save you

from being corner trapped, and set up genuine combo opportunities! It will also become important to learn how to counter this, because that will enable Evil Ryu to corner the opponent and pressure them into getting hit. Evil Ryu has a moderate length and average speed for his roll, so it is good to use often, but not abuse.

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

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

Delayed Get Up: Hold both punches when knocked down

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

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

Notes: Evil Ryu goes into his horse stance and mutters "korosu"(I'll kill you). You of course, can be hit while the move is going on, and unless if the move actually builds up your meter, I can find no use for this for Evil Ryu, except to heckle your opponent. But if you like taunting, you can totally abuse it with Evil Ryu! This is cause his taunt starts and ends so quickly, it's almost incredible! The first time I did his taunt, I wondered if I really was taunting. If your opponent doesn't know about this, you can use this to bait them into attacking, and then counter.

Guard Crush: Aggressive attacking on a blocking opponent

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

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

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

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

Evil Ryu's normal attacks are, in general, meant to be used like the way they are. His attacks are way cooler than Ryu's, because you'll notice that Evil Ryu grits his teeth in an enraged fashion everytime he attacks, and occasionally, when you hear him grunt, he sounds totally pissed. His attacks also come out slightly faster than Ryu's.

#### -----Light Punch-----

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

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

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

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

Air: Occasionally, useful as a jump-in combo starter, but the Light Kick is generally better. It's a jab. You don't need to use this at all.

#### -----Heavy Punch-----

Standing: Evil Ryu lunges forward with his frontal hand and does a powerful straight punch. Whether this is better than Ryu's version is yet to be argued for. It does have much longer range, but it is slower coming out, and slower retracting, and if you want a long ranged standing poke, the roundhouse would be better. But if you are good at cancelling, it may be good to cancel this into the Shun Goku Satsu. Else, don't use this attack at all.

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

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

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

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

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

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

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

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

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

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

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

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

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

Crouching: Evil Ryu does a sweep kick. This has quickly becoming his best ground move in this game, because of the numerous damaging follow-ups you can do! The best one is to link into a light hurricane kick, and then go from there, since it either sets up another special, or 2 different super combos.

Crouching(down/back+Heavy Kick): Evil Ryu does a long-ranged low kick that has a semi-slow recovery. This is Evil Ryu's best poke, given that it reaches as far as the sweep, but comes out faster, besides comboing into any of Evil Ryu's attacks.

The main ones you want to concentrate on are the 3 different fireballs, or the hurricane kicks. This used to be Ryu's crouching forward.

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

Dive Kick(down+Heavy Kick): Evil Ryu pauses, then dives downward at a 60 degree angle with his leg sticking outward. This can only be done when Evil Ryu has reached the peak of his forward jump. This is a very useful attack for him. Not only can it combo into other attacks, but combined with the air roundhouse kick to cross the opponent up, one will have to figure out which way he is going to attack. Also, because of the sharp angle, Evil Ryu may sometimes be left in good positioning to begin a fireball game.

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

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C.Evil Ryu's Special Attacks
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Well, Evil Ryu's special attacks are all useful and have their times to be used. Because Evil Ryu is powerful, most of these attacks floor the opponent on contact. And compared to Ryu's special attacks, his come out faster and do more damage. They are also more combo-friendly.

\*\*\*\*Hadoken AKA Fireball\*\*\*\*

Motion down, down/for, for+any punch

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

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

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

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

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

Evil Ryu rears back, shouts "Hadoken" then thrusts his palms forward and throws a red fireball. Excellent speed, great damage, good size, and goes the entire screen.

Strength of punch determines speed. It comes out slower than the regular hadoken, but has a nice flame effect if it hits. Up close, it will floor the opponent.

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

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

Motion down, down/back, back+any kick

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

It has good priority and good damage, and can be done in the air. One huge difference between Ryu's and Evil Ryu's air version though, is that Evil Ryu's travels like the SF2:HF version, i.e. directly horizontally! This is bad, so never, ever use the air version abusively, only when close to the ground to get away, or air encounters. It is ok sometimes to use to charge meter, if you do the air hurricane kick near the ground away from the opponent.

Anywhere you can combo the fireball or play footsie, this move works great. Try not to pull this outta nowhere. With some luck, you can also use this to counter jump-ins. To do this, time the hurricane kick so that you kick the opponent behind you as he's landing. Just beware of the fact that the ground hurricane kick can be ducked, and then Ryu can be hit as he's recovering.

Compared to Ryu's hurricane kick, Evil Ryu's ground hurricane kick rules! This is cause the short version is very combo-friendly, and it sets up a ton of juggle combos or okizeme games! To give an example of what can connect next, another hurricane kick, a dragon punch, and even his Messatsu Gou Shoryu can be tagged onto that. This attack pretty much is key to Evil Ryu, the thing sets up so many possibilities! The roundhouse version, while it doesn't set up as many other attacks as easily, still leaves Evil Ryu in good positioning for okizeme games.

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

Motion for, down, down/for+any punch

Evil Ryu shouts Shoryuken and jumps, doing this spiraling uppercut. It always knocks down the opponent and does the most damage of his special attacks. Strength of punch determines height. Unlike Ryu's, Evil Ryu's attack can hit multiple times.

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

This attack is also beefed up compared to Ryu's. It can now juggle. It will connect after so many attacks. What's even better, you can link the Messatsu Gou Shoryu after this attack, if you feel like adding even more damage! Very important attack to Evil Ryu's arsenal, you will use it.

\*\*\*\*Ashura Warp AKA Teleport\*\*\*\*

Motion for, down, down/for or  
back, down, down/back  
+2 punch or 2 kick

Evil Ryu grunts, while doing his horse stance, then glides forward or backward on one leg, trailed by afterimages. The direction of the motion determines which way he will glide, and the punch version travels farther than the kick version. Pretty important addition to Evil Ryu. This is great for Evil Ryu's defense, as it enables him to get out of corner traps easily. It also enables him to position himself. Best way to think of this is like a slower, longer roll, except he can't be attacked at the beginning, only near the end, and he can't be thrown during the movement. Don't abuse this too much, but it can be followed after a knockdown to position for a okizeme game, or like I said, to escape traps. If you need to just run away when the timer is really close to being ended, this also works. Do note that if you teleport into the corner, Evil Ryu instantly stops once he touches the corner.

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D.Evil Ryu's Super Combos
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Evil Ryu's super combos are totally not the same as regular Ryu's. All of them do a lot more damage, and the ones that are combo-friendly are ten times more combo-friendly than Ryu's. You of course, will need to use Evil Ryu's super combos because they are all very great. Most of these super combos are meant to supplement his offense, not his defense. It kinda sucks how they got rid of his Shinkuu Tatsumaki Senpuukyaku (in previous games, Evil Ryu had this wonderful super combo); if Evil Ryu had this attack, his defense against footsie games would almost triple. But anyways, bottom line, use the super combos! Without them, Evil Ryu's just playing at 50% of his full potential.

If you are using a Capcom groove Evil Ryu, press the light attack for the super combo to get a level 1 super combo, hard for a level 2 super combo, and both for a level 3 super combo. This doesn't apply to the Shun Goku Satsu, which always needs to use up 3 levels. The higher the cost of level, the stronger the attack. In SNK groove, as long as the lifebar isn't flashing, the super combo will always be level 1. When it does flash, level 1s can be done without meter, or level 3s can be done with a charged meter.

\*\*\*\*Shinkuu Hadoken\*\*\*\*

Motion (for, down/for, down, down/back, back)twice+any/both punch(es)  
Evil Ryu rears back like he is going to throw a hadoken, but an electric ball gathers in his hands, and he shouts "Shinkuu...Hadoken" then thrusts his hands forward to shoot a beefed up version of his red fireball. The fireball will always knock down, but will not burn the opponent.

Everyone knows it, Evil Ryu's Shinkuu Hadoken, while not his most powerful attack, is definitely his most useful one. Fast startup and recovery, and the fireball itself can do up to around 40% damage on a ratio 2 character. The fireball moves at a pretty fast pace across the screen, and can nullify regular projectiles. It is really useless to nullify super combo projectiles with this, since it can only do up to 5 hits, whereas some characters have super combo projectiles that do 8 hits. This attack combos off of close to any light/medium/heavy attack he has. You want to use this whenever your opponent is far away and either whiffed their attack, or threw a regular projectile at you. If you decide to do this attack in the corner, the opponent can be juggled. The fireball though, is a bad idea for a wake-up attack or a counterattack, because Evil Ryu isn't invincible and well-timed attacks can keep him from throwing the fireball, while wasting whatever meter he needed to use it. Keep this move ready for punishing whiffed moves that

are semi-far away, and you'll never go wrong.

Compared to Ryu's attack, this attack actually is pretty much the same thing, but the fireball is slightly larger and faster, because the projectile is his red fireball. It is harder to get out for some people due to the fact that the motions have changed. Otherwise, it may be better for Evil Ryu than Ryu, cause he has more options to follow up with in the corner after this connects, like hurricane kicks, dragon punches, or even do that AND add a Messatsu Gou Shoryu!

\*\*\*\*Messatsu Gou Shoryu\*\*\*\*

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

Evil Ryu crouches down, and gathers his energy, then dashes forward, performing a jab shoryuken, and then a fierce shoryuken, grunting with each dragon punch. At level 3, he adds another jab shoryuken just before the whole combo. This always knocks down. Basically, the higher the level, the more hits are added, and the further the horizontal range of the attack.

First of all, despite what you may think, unless if you are going for a level 3 version, this pretty much has good priority, but not great priority. I've actually traded hits with light kicks during the startup of this attack. This may not apply to level 2 though. Anyways, also be sure you don't whiff this attack, the recovery is pretty bad. Those things aside, this attack does more damage than the previously mentioned super combo, is easier to combo, comes out faster, and has better priority.

It is a good mistake punisher if the opponent is just slightly away and missed an attack. It can do up to 50% damage on a ratio 2 character. And it works wonders in juggle combos, more on this later. At level 3, the attack is invincible at startup, and can go through a number of attacks. While you are not invincible at levels 1 and 2, you can override any projectile at any level, although timing is a LOT more stricter at weaker levels(at level 1, you almost need to do it right as you're about to get hit). I think that combowise you will be using this over the Shinkuu Hadoken a lot more. Basically, save this super combo for up-close uses. A weird tidbit is that this attack has less range than Ken's Shoryureppa, but that the reduced range helps make juggle combos more consistent.

\*\*\*\*Shun Goku Satsu AKA The Raging Demon!\*\*\*\*

Tap light punch twice, for, light kick+heavy punch

Evil Ryu lifts his frontal leg up and grunts "Korosu"(I'll kill you) and then glides forward much like his Ashura Warp fashion. He then grabs the opponent, and the screen goes black, while only the hits of Evil Ryu beating his opponent 15 times can be seen and heard. Then, the screen flashes back with Evil Ryu on top of his fallen opponent saying "Are you scared?" in japanese. If you manage to K.O. the opponent with this attack, a scream is heard, and a white kanji saying Metsu(destroy) can be seen in the black background, while Evil Ryu says "I've mastered my fists" in japanese.

Those of us Dark Shotokan fans related this attack to a slow, unblockable grab that took massive life. It took massive amounts of skill to connect such an attack in a serious match. Well, this still unblockable throw has been beefed so much in this game, you'd think you were doing Cyber Akuma's Raging Demon! First of all, the damage is beefed incredibly. This is the most powerful attack in the entire game, if you connect this on a ratio 2 character, they lose 70% of their life, period. 2nd of all, the gliding speed of Evil Ryu is now much, much faster. If you start this attack at about a jab's range from your opponent, he will be on top of them before they can jump away. 3rd, this attack can now cancel normal attacks! Beforehand, if people saw Evil Ryu start jabbing really quickly while standing, they almost knew he was going to do the Raging Demon, and they would jump away. But now, you can do something like stick out a standing roundhouse to get the opponent to crouch, and immediately cancel it into a Raging Demon, and boom, they get hit. 4th of all(this is the most amazing), the attack is now INVINCIBLE AT STARTUP! And the invincibility seems a lot longer than most other level 3 super combos. I've actually grabbed Ken out of his Shoryureppa, and Geese outta his Raising Storm! Bottom line is, this move is to Evil Ryu what the



Before you dive into the combos section, if you are a newbie, then read this little tidbit of information to help you pull off combos right. Know how to use all 4 buttons and the joystick well to your advantage. Here is the methods I will suggest you hold the joystick to further enhance your game, in other words, pick one:

1) THUMB AND FINGERTIPS

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

2) ENGULFING

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

3) IN-BETWEEN

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

4) SITUATIONAL

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

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

- Light Punch: Index finger
- Light Kick: Index finger/Left side of thumb
- Heavy Punch: Middle finger
- Heavy Kick: Middle finger

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

- , is used to indicate normal move chaining
- > indicates Special Move cancellation
- \/ indicates that you cancel the current move with a Super Jump
- \/ indicates that you land after the last move and continue on the ground
- S. stands for standing
- C. stands for crouching
- DN. stands for holding down on the controller while attacking during a jump
- UP. stands for holding up on the controller while attacking during a jump
- T. stands for holding towards on the controller (direction you are facing)
- J. stands for jumping
- SJ. stands for Super Jumping
- D. stands for Dashing before performing the move
- AD. stands for Air Dashing
- F. stands for Flying
- (OTG) means this will hit opponent off the ground
- (FS) means that the move you just did initiated the Flying Screen
- AC - Air Combo
- AC Finisher - A move that will end an air combo by initiating the FS
- [air] This move can be done on the ground or in the air
- [air only] This move can be done only while jumping]
- P any punch can be used
- Jab the light punch button must be used
- Fierce the heavy punch button must be used

Short the light kick button must be used

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

Roundhouse the heavy kick button must be used

2P both punch buttons must be used

2K both kick buttons must be pushed

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### B.How To Do Combos

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

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

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

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

Juggle Combos: Ok, CvS's juggle combo system is really complex. But it can be simplified to this: an attack will only juggle, or hit the opponent out of the air if 1)it has "juggle potential" and 2)the number of "juggle potential" hits still exceed the number of times the opponent has already been hit in the air.

Ok. If you still don't get that, read JChensor's great FAQ explaining this at Shoryuken.com. With juggle combos, you must have a good idea of how soon to pull off the move in order to get it to juggle. This concept is very important for Evil Ryu, because he has 4 attacks that either set up juggles or juggle by themselves.

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

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### C.Essential Combos

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

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

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

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

Dive Kick--> There are not many places where you can go for this, because this attack seems to be a bit trickier to lead into combos. But it is possible. The way to do it is to time the attack so that it touches the opponent at their lowest hittable part possible, so that you land while the opponent is still reeling. At this distance, you usually can only follow up with middle or heavy kicks, but hey, at least it's something. If you corner the opponent though you could probably combo into a light kick afterward. The best way to see if you can combo an attack afterward is to look and see where you hit the opponent. If you hit them by their lower leg(below the knee), you're good. If you hit above that, it's better to try for a Raging Demon setup(see Shun Goku Satsu setups).

Universal combo:

1)C.Short-->Any special attack/super combo('cept for the Raging Demon)
This is, IMO, the combo you must learn. Anything connects after a C.Short, yet this attack will not push them too far away. If you are tagging on a super combo, be sure to start the motions of the super combo as soon as you start hitting Short.

Hadoken/Shakunetsu Hadoken combos:

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

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

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

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

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

Tatsumaki Senpuukyaku combos(as a general rule, a light hurricane kick can be followed by a dragon punch, another light hurricane kick(if after a sweep), or a Messatsu Gou Shoryu, you can also follow the 1st hurricane kick with another light version or a light dragon punch, and then do the super combo):

1)C.Forward-->Tatsumaki Senpuukyaku

Just make sure that the opponent isn't crouching, else the hurricane kick will not hit.

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

3)C.Fierce-->Tatsumaki Senpuukyaku

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

5)J.Short-->Air Tatsumaki Senpuukyaku

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

6)C.Short,C.Short,C.Roundhouse-->Tatsumaki Senpuukyaku,Tatsumaki Senpuukyaku

This should in fact be in fact your Evil Ryu bread and butter combo. Both hurricane kicks must be the light kick version. Sure, there are more damaging possibilities with this combo. But this sets up so many other attacks, it's unbelievable. You can go for the Messatsu Gou Shoryu, or you can start your okizeme game, given that his hurricane kicks place the opponent right next to Evil Ryu. Of course, skip the 1st light attack if you're farther from the opponent. If you are really good at comboing, you can even add another C.Short before the entire combo.

Shoryuken combos(a light dragon punch can always be followed by a Messatsu Gou Shoryu):

1)C.Fierce-->Shoryuken

Easily the most useable shoryuken combo. Simple as that.

2)C.Jab-->Shoryuken

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

4)C.Roundhouse-->Shoryuken

5)C.Short,C.Roundhouse-->Tatsumaki Senpuukyaku,Shoryuken

The hurricane kick must be the light version.

6)C.Forward-->Tatsumaki Senpuukyaku,Shoryuken

The hurricane kick must be the light version. It may be possible to add a C.Short just before the C.Forward. Or to substitute a light attack in place of the Forward kick. Difference between this combo and the previous one is that the dragon punch will hit twice.

7)C.Short,S.Fierce(close)-->Tatsumaki Senpuukyaku,Shoryuken

This is a special juggle combo I discovered today. Normally a light hurricane kick is required to perform a juggle combo for Evil Ryu, or he wouldn't be able to follow up. However, in this case, the heavy hurricane kick must be used, since the 2-hit link before it pushes the opponent too far for the light hurricane kick to connect. And because Evil Ryu is doing the heavy hurricane kick from a distance, it is quite possible for him to recover first(just barely) and combo in a dragon punch! Being that the hurricane kick will hit twice, it does more damage than attempting the shoryuken combos #5 or #6.

Shinkuu Hadoken combos(if near the corner, the Shinkuu Hadoken can be followed with a hurricane kick, a dragon punch, or if those attacks were done with the light version, they can also link into the Messatsu Gou Shoryu, or the super combo can be done directly after the fireball super combo, plus, the light hurricane kick can be followed with the light dragon punch, which is then followed by the Messatsu Gou Shoryu!):

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

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

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

3)C.Forward-->Shinkuu Hadoken

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

Messatsu Gou Shoryu combos(this super combo can juggle after a sweep, a light hurricane kick(or a heavy one from far away), a light dragon punch, and the Shinkuu Hadoken if in the corner):

1)C.Roundhouse-->Messatsu Gou Shoryu

Very easy to do for a beginner, and it does pretty easy damage. You can add up to 2 C.Shorts before the sweep, if you like.

2)C.Short,S.Fierce(close)-->Messatsu Gou Shoryu

If you aren't trying to add juggle hits before the super combo, you should just combo the "SC" from the ground to get the maximum number of super combo hits, this super combo does that nicely. In fact, this simple combo at level 3 does more damage than the Raging Demon! Anyways, a variation is to use a C.Forward in place of the S.Fierce, or another C.Short. BTW, no matter how fast I try to cancel, the level 1 super combo won't combo, the range is just too short it whiffs long enough for the opponent to block.

3)C.Short,C.Short,C.Roundhouse-->Tatsumaki Senpuukyaku,Tatsumaki Senpuukyaku, Messatsu Gou Shoryu

This is the Evil Ryu bread and butter combo with the super combo added on at the end, and both hurricane kicks must be the light version. Note that you can substitute the 2nd hurricane kick for a light dragon punch, but you must have really good timing and be able to chain the 1st 3 hits of the combo really quickly or you'll miss. And when you do use a dragon punch, you can't go for the level 1 super combo, it'll whiff(maybe even the level 2?). But if you are next to the corner, by all means substitute a dragon punch in place of the 2nd hurricane kick, you'll always be able to connect it.

4)C.Short,C.Roundhouse-->Tatsumaki Senpuukyaku,Shoryuken,Messatsu Gou Shoryu Shoryuken combo #5, with a super combo, and the shoryuken must of course be the light version, just like the hurricane kick. As long as you are close enough, the level 1 super combo can connect.

5)C.Forward-->Tatsumaki Senpuukyaku,Shoryuken,Messatsu Gou Shoryu Shoryuken combo #6, with a super combo, using a light shoryuken and a light hurricane kick. As long as you are close enough, the level 1 super combo can connect.

Shun Goku Satsu setups(notice the word setups, NOT combos):

Because the Raging Demon is not a throw, you can't combo it. But here are a few ways to connect it. Note that I'm not going to list all possibilities, cause some ways to land the super combo are by countering the opponent's movements or attacks, which I cover later in the strategies.

1)Combo into a sweep. Shun Goku Satsu the rising opponent.

This is probably the most used tactic. The trick is to time the Raging Demon so that it starts just when the opponent is about to have fully gotten up.

2)Do Evil Ryu's bread and butter combo. Shun Goku Satsu the rising opponent.

This is another way to do it. Again, time it to come out just as the opponent is almost fully gotten up.

3)Light teleport behind fallen opponent, Shun Goku Satsu the rising opponent.

In this case, you can do the Raging Demon before they fully get up, cause they have to turn around first.

4)Perform a normal attack, and then cancel it into the Shun Goku Satsu before it connects.

Now, depending on your skill, you can use different types of normal attacks for this. You want to not hit them with the normal attack, if you do, the Shun

Goku Satsu can be jumped away from. For novices, the overhead punch works quite well, since it gives you a long time to cancel, and it works great against people conditioned to block your overhead or try to counter it with a ground based attack. Intermediates should fool around with the standing heavy punch, since it telegraphs well, but has some startup time to get down. Experts should try to master cancelling the standing roundhouse, sweep, or standing jab. If you can condition your opponent to crouch or block the 2 different roundhouses, then cancelling right before impact totally screws them over. And being able to cancel the jab before it even comes out eliminates the telltale sign of the Raging Demon coming out. Actually, if you can cancel the overhead punch very, very quickly, it's also acceptable, since even if you screw up, you have a much less chance of accidentally hitting them and then cancelling.

5) Perform a jump-in (J.Short, cross up roundhouse or early dive kick). Wait til the opponent comes out of hit stun, and then cancel the standing jab into the Shun Goku Satsu.

I heard of this trick in tourneys for throws, and it really does do wonders. Usually opponents immediately block after failed jumping combos, or try to hit back, which is where the beauty of this tactic comes in. It works even better using the dive kick or J.Short, cause the hit stun is so short, you could almost do the attack right away like you were comboing it. This tactic though is reserved for experts who can pull the Raging Demon out without the telltale jabbing sign. You can also use a J.Jab in place of the J.Short, and use that J.Jab as the 1st input of the Raging Demon!

6) Dizzy an opponent. Shun Goku Satsu the dizzied opponent.

This is probably the only way to combo the opponent into the Raging Demon and have the combometer show it. It's also probably close to impossible, since it's that hard getting opponents to get dizzied by Evil Ryu, since it requires 2 jump-in combos 1 right after the other. But hey, this is a real combo, unlike the other setups above, if that makes you feel happier.

7) Taunt, and then Shun Goku Satsu right as you come out.

Are you going "eh?" right now? I wouldn't be surprised. This one's mainly for show. I guess this is semi-effective considering how Evil Ryu's taunt recovers quite quickly, setting up bait, but that's no excuse to throw out a taunt, Raging Demon up close. It's also hard considering how you need to reach all the way up to press that start button and then quickly reach back to do the motions. But it is effective in keeping that jab from coming out. Otherwise, this is mainly a show-off setup. Getting it to connect with this is as rare as a blue moon. I suggest that if you ever dizzy the opponent, then you should try this setup for show. Watch your opponent either get pissed off, or panic and start mashing as they see you go "Korosu", "Ko-ro-suuuuuuuu...." as they can only watch their dizzied character take insult AND hits. ;)

8) Perform an evasive maneuver. Then Shun Goku Satsu right as you come out.

Ok, this one deserves some explanation. By evasive maneuver, I mean one of Evil Ryu's movement techniques. So that would either mean dash, teleport, or roll, and do the Raging Demon as you come out of the animation. It hides your jabbing. Now, each movement has a different purpose to be used. First of all, if you knock your opponent down with a dragon punch, or are a dash-distance from a turtler, simply close the gap with a forward dash, and then pull out the super combo. You can also backdash against a jump-in so it whiffs, and immediately pull out the Raging Demon. This technique is kinda not that effective (especially compared to SF3 where it is much effective how dashes are faster in that game), cause since you are putting distance between you and your opponent before you do the Raging Demon, you leave a higher chance that the invincibility runs out faster. But if you can't master Raging Demon-ing jumping opponents yet, this may be good against immediate opponents. For the teleport, use it to close in, and if your opponent doesn't budge, just pull it out as you come out. Or if your opponent

tries to follow you and attack you as you come out of the teleport, this works too. Now the roll. If you sense your opponent pulling out a move that you can dodge and quickly punish(jump-in, projectile, etc), roll, and Raging Demon as you come out. Makes for a good evasive-offensive maneuver. I have to admit, these types of techniques aren't so effective as the others, cause anyone who lets you complete a roll, dash or teleport towards them when you could launch a level 3 super combo as you come out may be the scrub type. But hey, these techniques may work, so if you ever get close using these attacks, why not try them?

9)Perform a hop kick. Do the Shin Goku Satsu as you come out.

Well, why this is so good is that first of all, the hop kick can't be combo'd, so if you perform any attack afterward, it is almost sure to connect on a non-stunned opponent, so you could almost buffer the Raging Demon right afterward. Next, this attack moves you closer, so you have a better chance of connecting the super combo. 3rd, because it is the hop kick, it will avoid low attacks, while possibly hitting the opponent as that is done. So basically, as long as you can pull out this attack without being hit back(that means either you hit, got it blocked, or the opponent ducked it), you can Raging Demon right as you come out and you will be able to connect it. This beautiful type of setup can't be done with Akuma, so utilize it well while you're using Evil Ryu, which shouldn't be too hard, since he already uses his hop kick to stay at a certain range for his ground game.

10)Get the opponent to crouch. Then Shun Goku Satsu them.

Ok, this is kinda covered in the above setups, but I wanted to put it down as a separate case, because the japanese utilized this type of throw setup amazingly well. Basically, if you go into a crouch, you have to deal with 1 extra frame in order to jump(you need to get into a standing position first). So if the opponent crouches at all, afraid of getting combo'd by your juggle combos, immediately pull out the Raging Demon. You have that extra frame on your side, making it that much harder to avoid the Raging Demon, especially when the opponent is up close to you. Which leads to an amusing side bonus; your S.Jab will whiff in this case, so it doesn't matter if you miss the jabs, they won't touch the opponent, just concentrate on speed in this setup. Now how you set them up to blocking low isn't that hard; get up close and mix up some C.Short and the occasional S.Jabx2 here and there to blur the distinction between attacking and whiffing. And then when they stop getting jumpy and block low continuously(this is when they've finally think you're not thinking about that Raging Demon), *boom*!

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D.Harder Combos

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Hah, harder combos, that's kinda funny, cause I covered a ton of lengthy Evil Ryu combos in the previous section. Ok, I meant either lengthier, not applicable in a serious match, or just that, harder.

Shinkuu Hadoken combos:

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

Damn! How does JChensor do that? Anyways, the J.Roundhouse must be a cross-up, and then you must chain the attacks one after the other as soon as the animations end for each. The light attacks are chained really quickly, but then you must pause slightly before chaining the C.Forward after the C.Short. The Shinkuu Hadoken will barely do any damage, but this is clearly a very hard combo to get off, and one of the hardest combos for Evil Ryu so far! And it doesn't help that Evil Ryu's motion for the Shinkuu Hadoken has changed!

2) J.Fierce\S.Fierce(close)-->Shinkuu Hadoken, Tatsumaki Senpuukyaku, Shoryuken
This combo can only be done if the opponent is cornered. Anyways, the hurricane kick must be the light version(although sometimes I'll use the heavy version for show, or skip right to the dragon punch).

Messatsu Gou Shoryu combos:

1) J.Roundhouse\C.Short,C.Jab,C.Short,C.Roundhouse-->Tatsumaki Senpuukyaku, Tatsumaki Senpuukyaku, Messatsu Gou Shoryu

This one was done by JChensor. It's pretty hard to get this one down, but the damage is well worth it(and the style points), like 80%. Anyways, the J.Roundhouse must be a cross-up, and while JChensor used a level 2 super combo, you can go for any version.

2) J.Fierce\C.Fierce-->Shinkuu Hadoken, Shoryuken, Messatsu Gou Shoryu

This one can only be done in the corner, and the dragon punch must be a light version. You can add a light hurricane kick before the shoryuken, or even substitute for it if you want. I think this combo works best if you are using SNK Evil Ryu, so that the Shinkuu Hadoken can be a level 3, and the Messatsu Gou Shoryu can be a level 1. If the shoryuken only hits 1 time, you can add another one. Based off of JChensor's combo videos.

3) Shakunetsu Hadoken, D.SJ.Roundhouse\S.Jab,S.Jab,C.Fierce-->Shinkuu Hadoken, Tatsumaki Senpuukyaku, Shoryuken, Messatsu Gou Shoryu

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

4) Tatsumaki Senpuukyaku, Shoryuken, Messatsu Gou Shoryu

You may be wondering why this is in here, since it seems like an easy combo to pull off. Well, in this case, you must use the heavy hurricane kick! To do this combo right, you need to be 2 full dashes away from your opponent when you start the hurricane kick, so that you recover before the opponent touches the ground. Then add the light dragon punch, and it's all easy from there. You can substitute the dragon punch for a light hurricane kick if you want. This combo looks even cooler if you do it when the opponent is cornered, cause then you'll switch sides after the shoryuken! This is what I call the Akuma-wannabe combo, since the CPU Akuma does this combo all the time(without the super combo).

5) Shoryuken, Shoryuken, Shoryuken, Messatsu Gou Shoryu

This is purely inapplicable, cause you need to corner your opponent and catch them at the tip of their jump with just the tip of the light dragon punch so you only get 1 hit. Then follow up with 2 more light dragon punches, each hitting at the tip for only 1 hit. You can also substitute the 2nd and 3rd shoryukens for light hurricane kicks if you want. What's more, you can decide to screw around and wait til the opponent falls further to get a 2-hit shoryuken instead, although that means 1 less shoryuken to stick into the combo. Overall, a very flashy, but inapplicable combo.

6) J.Roundhouse\\//\J.Short-->Air Tatsumaki Senpuukyaku\Messatsu Gou Shoryu

This is really hard to get down. The minute you land from the jump in, immediately jump towards the opponent and do the light kick cancel into a heavy hurricane kick. You will hit the opponent 3 times and land on the opposite side. And yeah, concerning the difficulty, this was taken off of JChensor's combo vids. Insanely hard to get off(I think it's Evil Ryu's hardest combo), but considering that the hurricane kick hits 3 times, this combo may well be worth it.

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

GENERAL TIPS

- Don't (on purposely) kill your opponent with block damage. I mean, if you know your special attack that you throw will K.O. the opponent and you know the opponent is going to block and not in any sort of recovery, then don't do it. I hate K.O.s by block damage. You can easily tell if you won by block damage because the opponent will sort of sway back and forth slightly, then collapse on the ground instead of giving a cry of pain and falling to the ground. This tip isn't really one to help you win more, but to gain more respect, winning by block damage makes you look like you are desperate to win.
- If you are comboing the opponent, go nuts. Evil Ryu can chain nearly everything he's got together, and it will hurt like hell itself. The only thing that should hold you back from going completely overboard is whether you are using Capcom Groove and want to conserve some meter to use in a Shun Goku Satsu.
- Only throw to counter rollers. Throws do solid damage in this game, but winning solely by throws seems low-skill, unless if the opponent was rolling every 2 seconds. Throwing is also legit if the opponent was blocking, though.
- Go offensive as much as possible. Evil Ryu is a lot more offensive than Ryu, and it shows, by his reduced defense and increased mobility, and combobility. Look to end the round as soon as possible, so you gain as much life back before the next round.
- Evil Ryu has a move for every situation. Therefore, if you haven't already, go back to the move lists and see what type of move is best suited for what occasion.
- Take a note of what groove your opponent is using (boy, that sounds funny). If they are using Capcom, remember that they can do a super combo at any time, so they will generally not waste their super combo, beware of this. If they are using SNK, expect them to be more defensive, and yes, they will attempt to charge up a lot, so go aggressive on them to ensure they don't ever get the chance to charge. They will become extremely predictable when in Desperation Mode (red lifebar) because you know they will go all out trying to super combo your ass. Whenever your SNK Groove opponent has a meter charged, just run away til it goes away, then resume aggressive attacking. Of course, you can

ignore all that red lifebar SNK crud if you just do a combo ending in the Shin Shoryuken when they have about 50% life left. ;)

-Your style of play should depend on your fighting groove. With that said, I decided to split this general strat section into 2 parts; Capcom and SNK. If you want more elaboration about the 2 grooves, check out the "Capcom or SNK?" section as well.

CAPCOM GROOVE

-Relax and play pure defense, or pure offense as you see fit(although I would hope you go offensive, as this suits Evil Ryu's style better). In this mode, Evil Ryu naturally gains meter if he gets hit, does a special attack, or connects with a normal attack. You're the one who dictates which way the flow of the fight goes.

-Your main super combo should be the Shun Goku Satsu. That's the main reason to use Capcom Groove. The fact that you can have it ready to go at the beginning of a round, or whip it out at any time as long as you have meter to do it gives you a huge advantage. The only exception is if you've landed the deadly Evil Ryu bread-and-butter combo and want to tag on a level 2 Messatsu Gou Shoryu (2's probably best, don't bother with 1 or 3). Or if you sense a level 1 or 2 super combo will K.O. the opponent. Messatsu Gou Shoryu should be reserved to combos. It can also be used for interrupting, but I suggest to go easy on it. Shinkuu Hadoken should be reserved for countering an opponent from mid to long range.

-Pull off your super combos only when you know they will K.O. or connect. You don't get free meter like in SNK Groove.

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

SNK GROOVE

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

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

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

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

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

-Your main super combo should be the Shinkuu Hadoken. Face it; you are not going to want to die halfway as part of your strategy, so scratch that Shun Goku Satsu. It still is nice, but it still will not come into play unless you are near dead. The Messatsu Gou Shoryu does more damage than the Shinkuu Hadoken, but it is better

used in a combo, and is not nearly as abusive as the other super combo because if it is blocked, you will pay for it. The Shinkuu Hadoken, however, is primed for punishing projectile throwing people, and jumping people. And if you hit it in the corner, you can follow up with a Tatsumaki Senpuukyaku, Shoryuken juggle combo.

-When your lifebar is flashing, charge the meter so that it almost maxes. Then stand full screen and repeatedly toss Shinkuu Hadokens. If they keep blocking, toss them as the 2nd blocked hit is occurring. Eventually they will get close to being Guard Crushed, and in that case, throw 2 more, then charge and throw a level 3 Shinkuu Hadoken to guard crush them. If they decide somewhere between then to jump at you, charge and Shoryuken, Messatsu Gou Shoryu combo them(or if you are good, hit them with the Raging Demon so they go through you and land). If the jump is too short of reaching you, then charge and throw a level 3 Shinkuu Hadoken.

-I also suggest when Evil Ryu's life is flashing, that you get about a sweep's distance from the opponent and proceed to do the fireball game, except you substitute the Shinkuu Hadoken for the Hadoken and the Messatsu Gou Shoryu for the Shoryuken. But before that, charge the meter til it is near MAX. If the opponent never bites and jumps or rolls, then chances are they will keep getting closer to being guard crushed. When you sense they will be guard crushed, poke with a few jabs til they are. From here, you can either charge and then cancel and overhead punch into the Shun Goku Satsu to catch them just as they finish reeling, or go into the bread-and-butter combo and end with the Messatsu Gou Shoryu.

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

a.Defense

As usual, offensive characters rely on either jumps, or dashes/rolls to get to Evil Ryu and kill him. But you're lucky, his defense is really good.

Assuming that your opponent is attempting to dash/roll/walk towards you, here's what you can do.

1)--> Air Tatsumaki Senpuukyaku,Air Tatsumaki Senpuukyaku, etc.

If you're wondering why the heck I put that in, think about this: Motion down, down/back,back,up/back+kick. This causes a jump back and immediately a backwards hurricane kick. This is main geared towards Capcom Groove, because you repeatedly jump back while charging up meter and deciding what to do next. Just don't get carried away with abusing this, because this move isn't as good as Ryu's. This should be substituted for the Extra Meter Charge of SNK Groove. I think you should never do the heavy version, as your hangtime is much too long and way too easily punishable. But the light version is acceptable. Remember never to do this more than three times in a row, because, like I said, it's not as abusable as Ryu's air hurricane kick.

2)--> Extra Meter Charge

This is for the SNK Groove people. If you don't know what to do, just sit back and charge your meter til it is near full. Use this to bait your opponent into attacking you, while you decide how to defend.

3)--> Ashura Warp

This evasion movement really benefits Evil Ryu. What's even better is that you can do this regardless of whether your opponent is crossing you up, and it'll still come out, since it can be done in both directions. Use it to escape corner traps, crossups, traps of any sort, or if you think you are losing momentum on your side, do this and you'll reset momentum back to zero. IMO it is

much better to use the longer version of the teleport if you want to remain in a defensive fighting style. But it is better to use the shorter teleport if you want to try to switch to a offensive style. I'll leave it up to you to decide whether to teleport behind or away from the opponent. One thing's for sure though, don't short teleport towards your opponent if you are very close to them. This movement is also useful if you think you want to just run away from the opponent.

4)--> C.Short

The high speed and priority of this attack ensures that you can beat many attacks that come towards you. You of course, can combo into many things afterward. I won't list them all, just skip to the combos/offense section to figure them out. Also useful for countering throw attempts.

5)--> C.Forward

Even better than the C.Short, this attack sacrifices speed for even more priority and range. And yes, you can combo afterward, just like the C.Short. You can throw this attack by itself or comboed after the C.Short. Useful for countering throw attempts.

6)--> C.Roundhouse

Now you have even less priority than the two above kicks, but insane range. Cancel your sweep into...

6.1)--> Tatsumaki Senpuukyaku,Tatsumaki Senpuukyaku

Of course, doing the double hurricane kick combo is one of the options you should always consider when you sweep the opponent. I'll leave it up to you to decide whether to go for the Messatsu Gou Shoryu juggle or the okizeme games.

6.1a)--> Extra Meter Charge

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

6.1b)--> Shinkuu Hadoken

If your life bar is flashing in SNK Groove, that means your level 1s are free, so fire one on the downed opponent as they get up before you get away.

6.2)--> Jab Hadoken

Only for tick damage and to push them slightly away. Don't abuse it, or you will pay for the fireball's recovery time.

7)--> T.Short

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

8)--> Tatsumaki Senpuukyaku

I think you can counter some projectiles with this. Make sure you only attempt to use this if the opponent is standing, or in the middle of a dash/roll, else you will pay for the recovery time. Of course, you connect it at all, and you can go for your typical juggles or okizeme games.

8.1)--> Extra Meter Charge

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

8.1a)--> Jab Hadoken

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

9)--> Shoryuken

Useful as ever, and great as a wake-up move too. Always use the jab version, and make sure you let the opponent get as close as possible before attacking, since your shoryuken is very short-ranged. Use it to counter normal attacks, and even projectiles (in this case, use the fierce version). Great for the fact that you only need 1 hit to knock them down and away. Of course, if the jab version hits, you have the luxury of choosing to link the Messatsu Gou Shoryu.

9.1)--> Extra Meter Charge

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

9.1a)--> Jab Hadoken

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

10)--> Messatsu Gou Shoryu

IMO, this option isn't as useful as you think for beating pokes, since you need to use the level 3 version if you want consistent results of beating out their footsie game (and if you're using Capcom Groove, you should be saving those 3 levels for a juggle combo or a Raging Demon). But for the sake of informing you of a possible option, I'll put it here. If you really like countering with the Messatsu Gou Shoryu, it's much better to counter with a shoryuken, and then link the super combo onto it. I think the only place you should use this is if your vulnerable opponent is slightly in range for nothing else but a level 2 Messatsu Gou Shoryu and the opponent is around the 40% life mark.

10.1)--> Extra Meter Charge

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

10.1a)--> Jab Hadoken

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

11)--> Shun Goku Satsu

High reward for a high risk, high priority attack. Only do this if you can consistently cancel a normal attack into the super combo so that it doesn't hit. If you are right next to the opponent and you see an opening, go for this immediately. Another good place to do this attack is if you're blocking an attack that has a lot of block stun or takes a long time to completely block and places your opponent right next to you right after it. Buffer this during the block stun (don't worry about getting hit when tapping in the commands, you're in block stun, so if the 1st hit is blocked, any followup hits that would normally combo also will connect in block stun) so that it comes out right as you're done blocking. Boom, you've got them. And right after connecting the Raging Demon in any circumstance, if they are still alive, you can begin your okizeme games.

11.1)--> Extra Meter Charge

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

11.1a)--> Shinkuu Hadoken

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

11.2)--> Jab Hadoken

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

12)--> Shinkuu Hadoken

3.2)--> Jab Hadoken

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

4)--> C.Fierce

Alternative to the shoryuken if you can predict the opponent dead on. If it hits, you have to follow with a dash and then begin Evil Ryu's offensive confusing pokes.

5)--> Shun Goku Satsu

Yeah, true, I could have put the Messatsu Gou Shoryu. But that attack always loses hits if done on an airborne opponent and in that specific case, adding a shoryuken beforehand makes the money's worth a lot better. But anyways, if you can get this super combo out with almost no delay, the jumping opponent will go right through you, land, and get grabbed. It's beautiful if you can do it, but only if you've mastered cancelling into the Raging Demon.

5.1)--> Extra Meter Charge

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

5.1a)--> Shinkuu Hadoken

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

5.2)--> Jab Hadoken

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

6)--> Roll under jumping opponent, then throw.

Cheesy yes? True, true. But it's an effective old skool SF technique that works. Useful if your opponent's jump carries them right above you. Try not to do this more than twice per round, it screams of cheapness.

7)--> Shinkuu Hadoken

Only one instance where you should use this; and that is to counter your opponent's jump if their jump is short of you(i.e. Mai's, Ryo's, Iori's, etc).

7.1)--> Extra Meter Charge

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

7.1a)--> Jab Hadoken

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

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The one last thing to cover in defense is getting up from a knockdown with the opponent right above you.

1)--> Delayed Get Up

If your opponent was aiming to set a trap for you, like Raging Demon you as you get up, jack up their timing with this, but mix this up with your regular get ups, else he'll catch onto your pattern.

2)--> Ashura Warp

If you are just darn tired of your opponent's okizeme games against you, just do this as you are getting up, and you will not have to deal with them at all. Not to mention you go through everything in the game. And use the longer teleport. This in fact pretty much resets the momentum of the game.

3)--> Throw

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

4)--> Shoryuken

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

5)--> Messatsu Gou Shoryu

It is better reserved for higher levels, and only if you are 100% sure that you will hit them out of a poke. Try to reserve this only if you know it will K.O. them.

6)--> Shun Goku Satsu

One of the best opportunities to land a Raging Demon is if the opponent is right next to you as you get up. If they are so intent on poking at you once you get up, just do this. Doing the Raging Demon as you get up is particularly nasty because unless if the opponent was watching/hearing you tap out the commands, the super combo looks instant, with no whiffing jab animation. But even if you can't land this attack, another option is to fake the Raging Demon by tapping out the commands but leaving out the heavy punch. That may get your opponents to back off and give you some breathing room and thinking time as you get up. And of course, simple advice, DON'T WHIFF THIS ATTACK PLEASE! Only use it if you are sure it will connect, else it will be a damn waste.

b.Offense

Evil Ryu's offense is much more pumped up than Ryu's, like I've been emphasizing this entire time. Basically, with that increased speed and combobility, you know he is dangerous. You still have to sometimes play defensively offensive by tricking your opponents to make a mistake so you punish them, but mistakes against an offensive Evil Ryu are much more dangerous, given the painful returns. Still, don't blindly attack the opponent. I won't list combos here, but you should know what links into what. This section is really just telling you how to play a good footsie game with Evil Ryu. And one more thing; only dash and walk for ground movement; after knockdowns, dash, anywhere else, walk.

You have a couple of ways of getting in close:

1)--> Ashura Warp

If you are full screen, this is one way to get in. Use only the short teleport, so that you end up about a sweep's distance from the opponent, good positioning to begin a fireball game.

2)--> Roll

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

3)--> T.Short

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

4)--> Jump-in attack

You have the option of doing a cross-up J.Roundhouse or a J.Fierce.

Cross-ups are trickier to land in, but are harder to defend. But don't rely too much on jump-ins for starters, due to some characters' anti-air special attacks/super combos. Another option open to Evil Ryu is to use his dive kick, especially if the opponent was expecting a cross up attack, since the distances are similar. Note that it is very hard to combo right after the attack, but use it to set up your next offense.

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

1)--> T.Short

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

2)--> Fierce Hadoken

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

3)--> Fierce Shakunetsu Hadoken

This move is distinctively different from his regular fireball, especially for Evil Ryu. For Ryu it wouldn't matter. But for Evil Ryu, his red fireball, while it comes out slower, it much larger, and harder to jump over. So while I don't think you should use this attack exclusively, it should still play a good role, given how you can probably use this slightly outside of sweep range and still have good success nailing jumpers with it. But use it in the same way as the fierce hadoken, just at a slightly larger range.

4)--> C.Forward

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

5)--> C.Short

This is an important move to use if: 1:you are on top of the opponent, as it is fast, guarenteeing you many interrupts. 2:you want to whiff something safe. 3:you want to throw this out regardless to keep them thinking of how to block this while you think of your own strategy. 3:Ryu's cross-up trap. Read the wake-up offensive strats for Ryu below for more on this. 4:if you want to combo into your bread and butter combo, this also plays a large part. And of course, if you land the combo, you can choose between a okizeme game or to add a super combo.

6)--> S.Jab

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

7)--> C.Roundhouse

If you sense that the opponent(at its max range of course) whiffed something, just do this. Fairly ok to throw out if the opponent screws up doing something, but it's still not like Kim's sweep. If it is blocked, cancel into the Fierce Hadoken. And of course, if it connects, combo into the double hurricane kicks.

8)--> S.Roundhouse

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

9)--> S.Short

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

10)--> Jab Shoryuken

Use this by the "Alex Valle Psychic DP" concept; set them up into doing something you want, then nail 'em for it. This also has a psychological edge, as most likely your opponent will be thinking something like "I just got nailed for sticking out a C.Short!" and will just sit there, which is basically a prime time to walk up and combo/throw. Not to mention you can choose to link into the super combo.

11)--> Messatsu Gou Shoryu

If you do this attack at level 3, given at the startup you will beat out pretty much all pokes. Try not to use it at level 1. It's best used at level 2, but only if you think it will K.O. the opponent. It should turn momentum back to you, but don't try to use this a lot, it should be considered to be used once per match(not round) though.

12)--> Shun Goku Satsu

This attack is easily set up if you just have a solid fireball game. Why? The Shun Goku Satsu can grab people out of rolls. So when you jab during your fireball game, if the opponent rolls on reaction, finish the command, and it's curtains for your opponent. Other times, if you sense any hint of hesitation in your opponent's defense, do this NOW! And if you can condition your opponent to throw out an attack that leaves them on the ground, not in the air, do this on reaction and you will win. Look in the combos section for more ways to set up this attack.

13)--> J.Roundhouse

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

13)--> J.Short

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

14)--> Dive kick

An option that Evil Ryu can go for, this is particularly insidious if you have the distancing right. That's cause at a certain distance you can either go for this attack or the cross-up Roundhouse, and they'll have to guess between you hitting in front(dive kick) or behind(roundhouse). Another thing to try; if your opponent is particularly slow at reacting, jump way over them, then dive kick down, or get the positioning so your dive kick crosses them up. Also note that since it is harder to combo off of this attack, you can try to go for the Raging Demon instead if you end up hitting the opponent early, not late. Done right, you will land and go right into the Raging Demon just as they finish reeling. That's beautiful.

14)--> Throw

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

15)--> S.Roundhouse(close)

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

16)--> T.Jab

Not to be used that much. But if your opponent really is slow on reaction and continues crouching low, then do this, they will get hit. I will tell you though, you can cancel this attack into the Raging Demon! For people who don't know this tactic, the overhead punch either gets them blocking high or attempting to interrupt your overhead punch. Cancel and watch their surprise as they are grabbed and mauled.

17)--> short Ashura Warp

Sometimes, just for confusion, against the more turtlish opponents, you may just want to teleport back out or behind them to confuse them, or to try to get them to hit you. Otherwise, don't use this too much. And if you sense yourself losing the tide, you can also use the long teleport, get yourself out of there to rethink and gain time.

18)--> Taunt

No, I'm not stupid. Because Evil Ryu's taunt is so friggin fast in recovery and startup, at about sweep range, if your opponent was expecting something else or turtles so much, hit the taunt button. People who don't know about this taunt's

getting hit, and slow speed when performing attacks.

- Intensity of super combo dependent on amount of life remaining. If the character has 33% life left(it will look more like 25%), their lifebar will flash red. In this stage, a charged super combo will be a level 3. In all other cases, the super combo will be a level 1 intensity.
- Quantity of super combo also dependent on life remaining. If the character has 33% life left, they can execute level 1 super combos nonstop without charging. If they have more life, they need to charge in order to perform a super combo at all.
- Meter slowly drains after being charged full. Once it is empty, it will need to be recharged in order to do a super combo(unless down to less than 33% life). Using a super combo while it is still draining will completely drain the bar.

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

My opinion is while Evil Ryu can excel at both grooves, he does do better in Capcom Groove. The main reason ties down to the Shun Goku Satsu. If you want to use this super combo(and I'm pretty darn sure you do), then it's best to use Capcom Groove. Of course, you can't have a partner go before Evil Ryu, so you're wondering why Capcom Groove? Well, haven't you heard of the idea that the threat of the super combo is just about as powerful as the super combo? Once the Raging Demon is ready to go, you can use the threat of it to play mind games with your opponent, which obviously tricks them into making mistakes. Only use SNK Groove if you want to abuse his other super combos. A problem with SNK Groove is that its main advantage doesn't come into play until the character has 33% life left. SNK players also tend to concentrate too much on charging the meter and wasting the super combos, which leads to a good offensive player owning them. Part of what makes Capcom Groove better, despite the potentially less usage of super combos is that sometimes the "threat of a super combo is as useful as the super combo itself." Less usage=more cautious usage=more unpredictability. What does this mean? This means that due to the less potential gaining of super meter, that you can only use the Shun Goku Satsu once in a game. And that in turn makes you more cautious, and sets up a gameplan about how to connect it in your head, instead of "I'm just gonna keep throwing it out until the opponent gets hit by it." Setting up a gameplan for the super combo can mean only one thing; you need to confuse your opponent in order to do it. And that further means, because you are attempting to play the confusing game with your opponent(which looks very similar to the footsie game) and then "psychic DPing" your opponent out of a move with the Shun Goku Satsu, you can easily win a crowd over by doing that, because it really looks cool! Not to mention you will want to use the Messatsu Gou Shoryu in a combo, where the level 2 version is best suited for this case, and of course, only Capcom Groove lets you use a level 2 super combo. And Capcom Groove's style reflects Evil Ryu's, as his inclination is stay offensive, thus gaining meter quite quickly.

Now this is not to say that SNK Groove sucks. But if you want to use it, forget using the Shun Goku Satsu, and stick to using his other 2 super combos. SNK Groove Evil Ryu is much better for playing fireball games due to the ability to abuse the Shinkuu Hadoken. He is also better for guard crushing in this groove. But above all, remember not to get "super-happy," this is the main reason why SNK players lose a lot. Your opponent will attempt to toy with you the notion

that "I've got to fire off the super combo before the meter runs out" mentality, and thus make you lose. If you can learn to get over this, and not get all jumpy when you can use a super combo(unless if you are at 33% life) then SNK Groove may suit your Evil Ryu better.

Here's something to note: the amount of damage you inflict is due to your ability to perform super combos;

Capcom Groove:

No super combo potential: regular damage(100%)

Level 1: 106% damage

Level 2: 112% damage

Level 3: 118% damage

Note: performing a level 1 super combo when 3 levels are stored will do 12% more damage than a level 1 super combo in SNK Groove(level 1 super combo done at level 2), and likewise, performing a level 1 super combo when 2 levels are stored will do 6% more damage than a level 1 super combo in SNK Groove.

SNK Groove:

No super combo potential: regular damage(100%)

Level 1: 120% damage

Less than 33% life: 105% damage

Level 3: 120% damage

Note: level 3 super combos in SNK Groove are 5% more powerful than a level 3 super combo in Capcom Groove(level 3 super combo done when less than 33% life) and likewise, level 1 super combos when less than 33% life do 5% more damage than a level 1 Capcom Groove super combo.

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

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\*a.General Patterns\*

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Basically, the computer ATTEMPTS to play the characters like they should be played. I said that because in general, the computer will play the fighters like the style they should be used. In other words, the computer will play Ryu by occasionally sitting back, then occasionally jumping in to do a combo. Whereas CPU Ken is played rather aggressively repeatedly doing dragon punches to get in. There are of course, some exceptions, the CPU Zangief doesn't do jack and just sits there waiting to be comboed. Basically, the computer will usually resort to a very specific pattern with each different type of opponent, it's not too hard to learn them. If they play in SNK Groove, expect them to sometimes go haywire

firing off super combos one after the other when in the red lifebar. Only thing I don't like about the Groove System is that you get more points for counterattacking than landing a good combo. Or basically, doing a good combo earns you nearly 0 points it seems. Considering how sorry the cpu opponent is, you should learn to improve your game through it. 3 ways to beat the cpu opponent:

Easy, scrub way:

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

Intermediate way:

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

Expert way:

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

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

b.Geese:SNK Boss

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

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

Geese: You are either very lucky or very strong to have come this far.

Geese: Well you better hope you are strong, because your luck just ran out.

Geese: Now let only the strong survive!

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

his dive attacks or get up close and do 2-3light attacks into the Psycho Impact or the Knee Press Nightmare. If you stand still too long, he rolls forward and attempts to throw you.

Easiest way to defeat this opponent is to utilize the shoryuken. Hit Bison out of his dive attacks with them. He will also be bait as he does his Psycho Impact or the Knee Press Nightmare. Don't sit too still though. Occasionally jump in with the dive kick or lure him to move with a jab hadoken. Sometimes, meet him in the air with your air hurricane kick. Of course, once you get his life down to 50%, start crouching into the corner, and wait for Bison to do the Psycho Impact. Once he does, it's Shun Goku Satsu time!

d.Akuma:The ultimate Boss

If you managed to earn 85,000 Groove Points before you got to Bison(Akuma will not appear on Geese's stage, although Capcom or SNK fighters can fight against Akuma on the Shadowloo stage), you will fight Akuma.

The stage is set in Shadowloo like before(sometimes you will fight Akuma in a jungle). Except you notice as Bison uncrosses his arms and prepares to fight you, Akuma drops down from above and does his fist strike (that split apart Ayer's Rock) on Bison, cutting him in two, with a nice slice effect. Bison then sways back and forth and collapses to the floor, while Akuma mutters "Shoosh(pathetic)" doing a horse stance.

Akuma: I want to know...

Akuma: Whether you are a worthy match for me.

Akuma: You must prove yourself at the risk of your life and soul!

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

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

e.SNK Ending

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

Geese: What? You are weak and stupid.
(Geese is down on one knee, wincing and clutching his stomach)
Geese: You best me, but you won't finish me off?
Geese: This is the code of the street fighters? How touching.
(Zooms to shot of Geese's eye)
Geese: But...
(Wood splinters, with Geese raising both his hands)
Geese: Hah hah hah!
Geese: I will never accept that!
(Picture of Geese outside his building with wood splinters)
Geese: The next time we meet, I will!
Geese: Hahahahahha...
(Geese free-falls down the building backward)
(Far shot of building exploding in the middle)

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

Woman: This is News Combo 7.

(Picture of Capcom Vs. SNK logo)

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

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

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

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

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

(Picture of the building, with camera shaking)

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

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

(Picture of Geese Howard)

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

Woman: New weather forecast...

(Fades to white)

f.Capcom Ending

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

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

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

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

(Pic of Bison smiling)

Bison: That will do for today.

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

(Lava begins seeping into Shadowloo)

Bison: Hahahahahaha....

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

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

Woman: This is News Combo 7.

|life, their main objective is to whittle down your Evil Ryu so that the next
|will kill you. By all means go for the K.O. as soon as possible to ensure that
|you gain as much life back before continuing the fight, but remember not to
|necessarily do blind attacking, as that always leads to you losing more life than
|necessary.

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1.Benimaru

Of all things, let's first start with this guy's ratio. He's a ratio 1 character so that means that he dies quickly. However, he actually can do the damage of a ratio 2 character, so beware. He seems to be rather quick in movement and has good priority in many normals. Expect the Lightning Fist to be used a lot, but remember that it has some delay in startup, especially the fierce version, and that up close, it is possible to duck it, even the super combo version. The Shinkuu Katategoma is slow in startup and recovery, but can be cancelled. Expect a lot of Drill Kicks, so keep a shoryuken ready, or a C.Fierce if you prefer. If you want, during the block stun of this move, buffer in a Raging Demon and kill him. The Dennei Spark is extremely fast, so it can counter some of your vulnerable attacks, but has an EXTREMELY long recovery if blocked, you are usually free to tag on a Hadoken right after blocking it to punish him, or even Raging Demon him if he ends up right next to you. Lastly, if your opponent keeps trying to execute level 1 Blast Flashes and repeatedly gets hit, he may be trying to use the Benimaru glitch to his advantage. What it does is after he gets hit out of the Blast Flash, Benimaru can now use the Blast Flash in 1 frame. However, in order to reuse the Blast Flash, he needs to whiff a Shinkuu Katategoma or Drill Kick, so be ready with a Shinkuu Hadoken. Benimaru seems to have problems with defense, so stay offensive. Also remember that Benimaru will stay in the sky a lot, cause he has a really good jump, so know how to deal with his air time.

The EX version is much more deadlier. You need to beware that Benimaru can anti-air you out of the sky because he can do upward Lightning Fists or Blast Flashes. Pretty much expect the same as above, only that now Benimaru has special throws, so don't ever stay still. Beware of his glitch too. You should play well-rounded against this Benimaru. Beware of the jump attack, throw trap, when you see any jump attack and you block it, immediately go for a jumping towards short. And also don't forget to use your teleports if you think they may help you.

2.Blanka

He is ratio 1, but does ratio 2 damage. Blanka is in short, underestimated. Many of his attacks have long range and come out quickly, helping him poke. His rolls CAN go through projectiles, but since you'll never pull them out when he's grounded, you won't have a problem with that, as anything well-timed can knock Blanka out of a roll. Just don't get too carried away with your fireball game, make sure you fake him out so you can shoryuken him out of his roll. His Direct Lightning also shares the projectile-invincibility characteristic, so opt for a shoryuken (or Messatsu Gou Shoryu if you prefer) to silence him. One thing though; save for his Direct Lightning, all of Blanka's rolls don't knock the opponent down if they are grounded; so sometimes if they execute a roll and it doesn't knock you down, punish Blanka. 2 last notes; beware of his Surprise Forward, as it is a faster roll, and his 2 lightning attacks are good for jumpers, but bad for projectiles. Play slightly defensive, but if Blanka hunkers down and proceeds to just charge, it's time you go offensive with cross-ups and confusing tactics to ruin his charge in order to block. You can also destroy his charge by teleporting past him, which won't present you with combo opportunities, but make it so he has to recharge again. If he makes you block a "heavy" attack,

beware of a throw, as that follow up ensures Blanka gains a lot of meter.

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

3.Cammy

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

EX Cammy is less offensive and more defensive. In place of the Spiral Arrow (a huge minus for Cammy's offense) she gets the Reverse Shaft Breaker, and gets a Cannon Strike, but it has a startup, as she is seen pausing in the air, so it's a good time for a shoryuken. The Reverse Shaft Breaker is what makes or breaks EX Cammy. You shouldn't jump onto Cammy for this reason, and beware of poking EX Cammy. However, she still either has long recovery, or long startup, so in this case, proceed to play slightly more defensive, so that Cammy will have to initiate the first attack, not you. But if you want, go offensive, in fact, if you want, use the fireball game a lot, since she has no effective way of countering it. Her roll is so slow that you can pretty much throw a fireball, then throw her as she's rolling. Lure her into a blocked anti-air, and combo away.

4.Dhalsim

Dhalsim dies quickly, is weak, and on top of that, extremely slow. But you'd be surprised to find that he still possesses one of the highest threats in the game. It is due to his dominance of range. His normal attacks all reach the other side of the screen near instantly, and coupled with his slow Yoga Fire and teleport, he can pin you on the other side of the screen and slowly take life away. Ok, first of all, you must go on the offense fully 100% in order to win. But never attempt to close the gap with jump-ins; Dhalsim has the Yoga Vulcan and Yoga Blast to handle that. Instead, roll/teleport past his Yoga Fire and aim to slowly advance up to Dhalsim. He'll try to push you back with his limbs, but bam, shoryuken comes out and he's down some. Then attempt to cross him up as he gets up, he will only be able to defend by teleporting(his B.Fierce attack will be too slow to come out to beat you since you attacked first), by which you anticipate and hadoken him as he comes out, or if he appeared in front of you, just

combo him. His only(reliable) way of attacking you up close would reside in throwing or his Yoga Stream; all other attacks come out too slow to be useful. Make sure to not get caught in his Yoga Noogie throw, as it can build up large amounts of meter due to the glitch(like Blanka's). His Yoga Stream hits low, so either block low, teleport, jump-in attack and do a Raging Demon setup, or counter with a Mesatsu Gou Shoryu(level 2 or above). If you're right on top of Dhalsim, expect him to teleport, so of course, anticipate and counter. I think it is safe to say play offense and confuse a lot, and you will win.

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

5.King

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

With EX King, you can forget about her Silent Flash; it's not there. You can also forget about the Double Strike as a normal attack, but remember; now it is a super combo, which while doing OK damage, will override even your level 3 Shinkuu Hadoken, although it is still slow as heck, so use the opportunity to jump it into a combo. She now has a Moshu Kyaku, which enables her to move forward quickly and safely, until you realize you can shoryuken her out of that. She still has great anti-air, so beware of that. All in all, play just about the same against this King, as she hasn't really gotten any worse.

6.Sakura

Sakura still shares the same characteristics as before; low stamina, low power, high speed. She can no longer play range because her Hadoshou is now like a Dan-type projectile no matter what, so she will attempt to play up in your face. She has a special type of jump in similar to a dive kick, so when you see her pause slightly in the air, just pull out a shoryuken. She has terrible defense, as her Kououken can't leave the ground high enough, but it is high in juggle possibilities, so beware combos. Once you start blocking it, key in the Raging Demon, so you catch her right out of the blocking, and boom, match is over. Her Oukakyaku is rather safe for her to repeatedly throw out against you(unless if you try to Raging Demon her right out as soon as you block it, heh), but if she

adds the 3rd hit, and it's blocked, she is vulnerable, but just remember that the 3rd hit will either come out high or low, depending on how your opponent is trying to confuse you, so just be prepared for that. Her Shinkuu Hadoken is laughable; slow, weak, and shrinks in size and damage as it travels the screen. In some cases, I have been able to get hit by it, and still recover to block the remaining hits, due to the slow speed. The perfect opportunity to do a jump-in combo. If your opponent really knows how to use it, he would combo into it by the Kououken. But you should beware the Haru Ichiban. While not invincible, it has the fastest startup of any super combo, and the fastest recovery, not to mention it does good damage. But like I said, it's not invincible, so earn your Finest K.O. when she does this with your Shun Goku Satsu! Play mostly offensive, and lastly, do watch out for her throws, as like Blanka, she can glitch to gain major meter. Opt to go for a LOT of cross ups because she can't defend against them at all. Beware of her taunt, because it can damage you physically and mentally. ;)

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

7.Vice

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

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

8.Yuri

She has much to master before she can be like her brother. Anyways, her Tiger Flame Punch is like a Dan's imitation of a fireball, you know what to do. Her Yuri Super Upper is an anti-air uppercut that goes slightly more forward than most anti-air, but if she still whiffs/gets it blocked, punish away. Her Rai

Oh Ken is an overhead, but it is slow, so punish accordingly. Might want to beware the 100 Blows, since Yuri dashes across the screen rather quickly. Her Haoh Sho Koh Ken is what makes her dangerous though; it is a rather large, fast super fireball. Just block it, unless if you think you're already high in a super jump towards her and proceed with a jump-in, Raging Demon trap. Her other super combo, the Scalding Steam Blast is rather fast in startup. Might even be slightly invincible on startup. Anyways, best thing to do is block all the hits, then retaliate with a bread and butter combo ending in the Messatsu Gou Shoryu. I recommend just staying in Yuri's face playing offensive, or trying the cross-ups, because Yuri has almost no defense.

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

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|Ratio 2 characters take an average amount of damage. Here is where the bulk
|of your concerns lie, since most of the characters in the game are situated
|in here. Don't try to let time run out as much as possible, just play normally
|(normally for Evil Ryu is slightly faster-paced compared to other characters).
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9.Balrog

This is Balrog, the boxer, so you obviously know what to expect. An extremely mad rushing offensive opponent with almost no defense. Basically, your opponent is going to try all those different types of rushing punches. You can duck the standing ones(esp. the uppercut) to some extent, but know that Balrog will also mix it up with some of the low rushes. The best way around all this? The shoryuken. Then, the Turn Punch. If Balrog gets around to charging this attack until about 50% of the game time has elapsed before releasing it, he can drain about 40% of your life. This is extremely bad for Evil Ryu since there is no one to back him up. Luckily, the move still has a slow startup, so you know what to do. His super combos are basically like his rushing punches, except much faster, so beware of going too offensive on Balrog. And lastly, do beware his Buffalo Head Butt, because of it, Balrog can defend against jumpers easily. What you want to do is play defensive/offensive, in other words, play defensive until Balrog shows an opening in his aggressive attacks, and then combo him. Don't play aggressive on him when you know he can let a super combo loose. He is still a charge character, so once he attempts a "charging" attack, go for a cross-up, and you will stuff not only his offensive game, but his defensive one as well(because he can't charge fast enough for the headbutt, and he's gonna get crossed up, which ruins his charge for his super combos). You can also long teleport past him to destroy his charge.

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

10.Chun-Li

Well, Chun-Li is fast, high priority, extreme combobility, and air dominance. One thing you will notice though is that she is weak, and needs to be almost on top of Evil Ryu in order to win. If she is in the air, expect a lot of head stomps or wall jumps. So keep your shoryuken handy. If she is on the ground, never turtle. She still has huge throwing range, and many anti-turtle attacks. Now, lets start tackling down her attacks. Her Kikoken is a poor excuse of a projectile; if she throws one from far away, take it as an oppurtunity to start a jump-in combo. Her Spinning Bird Kick has good priority, but has a slow startup, and like your hurricane kick, which means not only can you duck it, but Chun-Li is vulnerable as she's landing. You can even hadoken her as a counter to this move. Her Lightning Kick isn't as good as you think, as the only safe way to land it is in a combo, otherwise, a nice jump-in combo will counter it. Her Tenshou Kyaku is the main reason you don't jump onto Chun-Li; it has nice priority. However, it can't be comboed, and if she misses/gets it blocked, you can easily punish her as she's coming down. Of course, all of her super combos have very high priority the higher the level. They are all very combo-friendly; if they are linked into combos, there's not much you can do, as all of Chun-Li's super combos do high amounts of damage, especially in combos. Both the Kikoshou and the Setretsu Kyaku have fast recoveries; the best way to beat the 2nd super combo is to block and Raging Demon(Chun-Li will be right next to you, this is a huge oppurtunity to knock her out for good), the 1st one can be prioritized a lot easier with a shoryuken or even Messatsu Gou Shoryu if you do it right, otherwise, don't bother. The Hazan Tenshou Kyaku has extremely high anti-air priorities, but again, if you block it, you are free to do whatever you want with Chun-Li, as she spends eternity in the skies. Mainly play defensive against Chun-Li, but don't ever stay still, and try not to get into the air. Also, avoid being stuck down into the corner, because then Chun-Li can unleash her massively damaging corner juggle combos, if you do, teleport out. You want to play offensive when you sense Chun-Li has just performed an attack that "let go of her charge", especially by crossing her up, or doing a long teleport will do the trick.

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

11.E.Honda

E.Honda can do a lot of damage very quickly. He has a nice pressure game and can grapple Evil Ryu should you hesitate too much. E.Honda, on the other hand, is slow, and his main strength lies in his roll and his special attacks games. He can't play footsie, or more correctly, doesn't depend on it. Not to mention his

combos are limited and poor in variety. So expect a lot of rolls to occur. Whenever you see them, just throw him right out of it. Just don't get too aggressive on these; he has the fastest roll in the game, it's not uncommon for Honda's opponents to whiff their throw attempts on him. His 100 Hands are great for his pressure game, and don't really have any ending delays, so just make sure you never give him the opportunity to use them by playing offensively. Lesse, his Sumo Torpedo if you are good at it can be punished with projectiles. His Super Hyakkan Otoshi is invincible to projectiles when E.Honda is rising, and maybe some other attacks, and it is an overhead. As he comes down from it, use your shoryuken. You don't want to sit still or throwing out rash moves up close against E.Honda, because he has 2 great grabs, one a special attack, the other a level 3 super combo. His Onimusou is the same as his Sumo Torpedo, only it can be invincible at level 3 startup. And if I am right, he can also glitch just like Blanka to build meter. How to deal with him... well, you certainly don't want to be pressured to death by him, so go with playing offensively against him. Also try to cross him up and do add overheads and hop kicks to your repertoire in fighting him in order to destroy his charge. You can also use your teleport to do this. Beware of the jump attack, throw trap, when you see any jump attack and you block it, immediately go for a jumping towards short(or a teleport, if you want).

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

12.Guile

Guile easily makes for one of CvS' best opponents. His ability to guard crush the opponent is easily the best, and he is nearly unbeatable, having close to no weakness. The key to all of it is the sonic boom of his. It is the fastest recovery and startup of all regular projectiles, and that means you can't abuse your hadoken against him. His flash kick too is invincible at startup, and has more range than your dragon punch, which explains why it looks like the flash kick can beat out your shoryuken so many times. What else...oh yeah, his J.Short has extremely short range, but has so much priority and cross-up power, only super combos will stop it. Other things; his sobat is like your overhead and hop kick rolled into one, and all his kicks have huge range. His Total Wipeout also starts up and ends quickly, and his Somersault Strike has great juggle potential and can anti-air. Ok, here's how you beat Guile; keep the pressure on. You should be constantly be playing your offense. The biggest mistake against Guile is to play defensive, especially in the corner, so also, make sure to NEVER get caught in the corner, Guile will just kill you. Teleport out if you must. Instead, you should carefully advance towards Guile, but not roll or jump, as that's what Guile players want you to do in order to counterattack you. Once you can get close enough, then start confusing. His Sonic Boom plays a major role in his attacks, but your Hop Kick, Hurricane Kick, Dragon Punch, Ashura Warp, and Shun Goku Satsu can all go right through it, so keep this in mind. Many of these attacks are also great for keeping Guile from implementing his footsie game, so use them. Believe it or not, you can determine how much of a novice your Guile opponent is by how many times they go for a flash kick. If they go for it a lot, then they aren't so good. Lastly, his Total Wipeout has near zero recovery. This means that Guile will pull this out in order to gain momentum back to him. A common mistake for Evil Ryu players to do in this case is think, "I'll block his Total Wipeout then shoryuken him." This usually results in them being flash kicked out of the shoryuken. No rather, go for the Shun Goku Satsu right after you block the attack. You will run right past any counterattack he was planning and since he is right next to you, you will almost grab him instantly. This will be one of the main places where you can turn the tide. His

Somersault Strike is invincible at level 3, so watch out for that. But then again, if it's blocked, hit him. Masters won't use the sonic boom as extensively as other attacks to trap you, but novices will always keep charging, and since charging takes about 2 seconds, you have some advantage there, in fact, against these types of people, you can try to long teleport past them a lot to destroy their charge. Easily one of Evil Ryu's toughest matches, so keep calm, stay offensive, and be ready to Shun Goku Satsu him whenever he makes a mistake. If you start losing initiative, teleport right out, and start anew.

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

13.Iori

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

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

14.Ken

What to say? Ken is pretty much the opposite shoto of Ryu. He is fast, but slightly weaker. Ken in short has a better offense due to his speed, even if Ryu has a larger assortment of tools to work with. But anyways, why am I comparing Ken to Ryu? I should be comparing him to Evil Ryu. So Evil Ryu is still stronger than Ken, and has better offense, but Ken still has better speed. I also think in terms of defense, Evil Ryu has it better, although this mainly is dependent on the player's ability to cancel a Raging Demon almost instantly, else, Ken probably has it better due to his Shinryuken. Do NOT get

abusive with the roll; a good Ken player will shoryuken you out of it; for the same token, beware of your fireball games with Ken. Try not to roll or jump unless necessary. That said, if you want to blow meter, throw out a Shinkuu Hadoken to beat out Ken's fireball. If you are close enough, go for the Shun Goku Satsu instead, if you can cancel a jab, or make the Ken player think you were trying to bait them with a fake fireball attempt, so they try to fireball you out for trying. If Ken decides to chuck fireballs like a scrub, you can jump if you are about a super jump's distance away go for the combo. His hurricane kick is actually a pitfall; it doesn't knock down, and there is that small chance that you can actually hit him before he recovers, even if he combos into it and all the hits get you. Just to be safe, go for a bread and butter combo attempt. Another alternative is to Shun Goku Satsu him right as you come out of hit or standing block stun. His Dragon Punch has a farther arc than Evil Ryu's. However, sometimes if combos, the fierce version won't knock Evil Ryu down! Again, your bread and butter combo can be used. His new 2-hit somersault kick is slow, so you can shoryuken him out of it. Beware of his overhead. His super combos are all fast(except for the Shippu Jinrai Kyaku), but if blocked, all of them can be punished. Other than that, if he combos you, expect an exhibition. What to say? He's faster, and while you have better offense, you should be playing defensively, and tempt him to make a mistake. Once momentum starts building on your side, then you can afford to start getting in there.

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

15.Kim

This guy's pokes are incredible. They are fast, long-ranged, high in priority. With that said, this guy can be played like a turtle, or up in your face. Add the overhead and you have one heck of an opponent. Crescent Moon Slice will be used to get up in your face; even if you block, Kim's still got the initiative(block high it is an overhead). Shoryuken-ing it is tough, but if you can go for it, go for it. Flying Kick recovers fast and does good block damage, but it does have some startup; if you see it coming, don't hesitate to use the shoryuken. His Flying Slice is a good anti-air, but like all of them, if blocked, combo away. His Spirit of Conquest Kick shouldn't be a problem; it has slow startup. Phoenix Flatterer is incredible; don't be too projectile-happy if he can use it. However, at higher levels, you can block and retaliate. Don't try this at level 1; the recovery is way too fast, but you should be able to either throw him or better yet, Shun Goku Satsu him(or do the bread and butter combo into a level 2 Messatsu Gou Shoryu if it's at a higher level, it's up to you). This works very well, esp. when pitted against those SNK scrubs who abuse this move. His Super Phoenix Kick can beat out your dragon punch. But if blocked, a Shinkuu Hadoken can be thrown. As for how to play against him, realize that Kim is an up-close type of character. It is better to play defensively against him, using your fireball pokes, but don't get too predictable esp. when he can do his Phoenix Flatterer. His C.Fierce can be used as an anti-air, beware of jumping onto him. Either play him extremely up-close and extremely carefully, or farther than his sweep's range. Also beware of mind games in him crossing up and/or cancelling into the Flying Kick or the Super Phoenix Kick. You can of course, avoid dealing with the crossups by the teleport.

EX-Kim doesn't have the Flying Slice or the Super Phoenix Kick, so that ruins part of his offensive and defensive capabilities. He does combo a bit harder, due to his Phoenix Kick Tornado. The thing has a semi slow startup(compared to most super combos anyhow) but has invincibility if timed right, making it great for anti-air purposes. It also enables him to do some pretty flashy combos. However, against

this Kim, you can afford to do more crossups(no Flying Slice) or use the shoryuken whenever he jumps, since he doesn't have the Super Phoenix Kick. BTW, you can also duck the Phoenix Kick Tornado, which should be kept in mind.

16.Kyo

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

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

17.Mai

Mai is more of an offensive fighter due to her fast dash, roll, and just overall her speed. She is very fast and in addition has that "hynotic bounce in her step," sorry I just had to say that. :) Her Kacho Sen is a bad projectile because it has a slow recovery; you know what to do. The Ryu En Bu can nullify projectiles, beware of that. It also has a slow recovery, you know what to do. The Flying Squirrel Dance would never be used offensively, it is a slow startup, if you ever see it coming, throw out your shoryuken. Mai may even try triangle jumping beforehand to get away from you. In that case, use a fireball. Her Deadly Ninja Bees does good damage, range and even slightly invincible at startup. However, block it, and you can do to Mai whatever you want. The Crimson Firebird Diver isn't as highly prioritized as you think, but is fast, so beware of it, but it does have some startup and recovery. Beware of her Super Deadly Ninja Bees though. At all levels it has no recovery, as long as it is blocked. At level 1 it does the highest damage for that level's worth, like around 1/3 of a ratio 2's life. At level 3, it starts out amazingly fast and has insanely high invincibility. In any level, it is easily comboed. If you can dodge it, do it, and then combo Mai. Mai's footsie game isn't as good as you think, but do beware her C.Jab, C.Roundhouse, and T.Fierce. The T.Fierce can only beat out jump-ins that aren't directly on top of Mai. In short, play offensively against Mai, and go for the crossups. Mai has a weak defense against cross-ups. She also has a fast roll, so be prepared to throw. Watch out for her crossup ability and the ability to make you block the wrong way by doing J.Roundhouse-->Crimson Firebird Diver when crossing you up. If you find her being too offensive on you, you can afford to teleport out of there to get yourself some breathing room.

EX Mai can actually play distance. She has the Sun Fire Samba in place of the Flying Squirrel Dance, which can counter jumpers and rollers, it is like Blanka's Direct Lightning, so just sweep her. In place of her Crimson Firebird Diver, she has the Swan's Fandango, which is an excellent super combo, since it covers a huge

amount of space. It does however, have a huge recovery, if you sense it super jump or long teleport past her and proceed to combo. In short, play a little more rounded against this Mai, because she has more options open to her, but still lacks good defensive measures.

18.Morrigan

Morrigan is NOT really good in this game at all. First of all, she is fast, and combos like heck, but has the main weakness of being that weak. She needs to combo 3 of her normal attacks to do as much damage as the equivalent of 1/2 of one of Evil Ryu's Fierces. That said, she is fast. The Soul Fist is large and can be thrown diagonally downward in the air, but has a HUGE startup. Take your opportunity to dodge it and combo. Soul Fist has good priority, but isn't invincible and has a huge recovery, you know what to do. When she attempts to poke at you, if you turtle too long, she may take the opportunity to land the Vector Drain on you, as it is unblockable, but it has really small range, so don't ever stay still. Valkarie Turn, while invincible no matter what at startup, has insanely slow startup and needs to get the positioning right in order to hit all the hits and still combo afterward. Just jump up and around, teleport, or shoryuken her. Don't stand still and block it, you will take a lot of guard crush meter. But if you feel like it, you can possibly block it, and Shun Goku Satsu her just as she recovers, just make sure you've got the positioning right. Cardinal Blade is your main super combo to beware; combo-friendly, invincible at higher levels, great anti-air. But it still has a slow recovery. At level 3, Darkness Illusion is the main one to beware; it cancels off of anything Morrigan does, does the most damage, and is invincible during the whole glide. But if you should block it, she bounces right off and is vulnerable to some hadokens. She also has some good pokes with her Fierces. But I honestly think Morrigan does such little damage, even less than Cammy it seems at some times. Play offensively against Morrigan, and don't give her the opportunity to combo you. If you do this, she'll panic, get back, and try to Soul Fist you, which obviously is a bad idea, giving you initiative.

19.Nakoruru

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

have a huge startup(bird/healing) or recovery(healing). And remember this; the Kumai Mamahaha is an overhead, and the Anna Mutsube hits low.

20.Raiden

Hah, do you really need strats against this guy? He's powerful, but slow(and corny and downright annoying I might add). Anyways, being a grappler you shouldn't sit still too long, or you'll get nailed by one of his throws. Other than that, most his other attacks should have a slow startup or slow recovery, I'll leave it up to you to figure it out. Just take into consideration how skilled your opponent is and I'll leave it up to you to figure out how to fight him. Do note that he is slightly wider and taller than the average person, so try some extended combos on him if you have the time. Beware of the jump attack, throw trap, when you see any jump attack and you block it, immediately go for a jumping towards short, or teleport out. Any blocked attacks that leave him right next to you are prime oppurtunities for you to Shun Goku Satsu him.

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

21.Ryo

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

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

22.Ryu

You are essentially facing yourself. Ryu is probably nothing like Evil Ryu. You are stronger than him, faster than him, and have a higher lifebar. You also have more attacks to use, more mobility, and have a much better offense. However, Ryu has a much better defense than you do. And while you are still overall stronger than him, he is still very strong, simple combos can take out about 50% of your lifebar. And of course, being Ryu, I have to say that he really has no real weakness. Most of his attacks that are specials or super combos knock the opponent down on 1 hit. That said, his hurricane kick is slower than yours, and of course, if you duck it, you can just sweep him into a combo. But unlike you, his hurricane kick done in the air is much better than yours, as it follows his arc, and so can be used as an effective, fast jump-in or a way to move quickly across the screen. But if you see it, just go right for the shoryuken or hadoken. His shoryuken is just like yours in terms of priority, vertical, and horizontal range, except he can't combo as well into and out of it. Don't ever get too jump/roll happy against Ryu because

of this single attack. And of course beware if he does it in the corner and connects it (if you don't know why, go read the combos section of my CvS Ryu FAQ). Of course, like yours, if he screws up using it, you are free to do whatever you want. His fireballs, while slower in speed (plus the red fireball comes out slower and is smaller than Evil Ryu's), are just as useful in a fireball game. His Shinkuu Hadoken is comparable to yours, except slightly smaller in height. If he keeps using it up close (and I mean closer than sweep range), stuff it with light attacks. Of course, like yours, it can override projectiles, so beware of fireball games. In footsie games, his Shinkuu Tatsumaki Senpuukyaku can beat out ALL low attacks, and even your Shun Goku Satsu! But after you block it, you can immediately go for a Shun Goku Satsu, and you'll have a good chance of hitting him. Or, if you time it well, the Messatsu Gou Shoryu can beat out this super combo. But what you have to beware most is the Shin Shoryuken. It's combobility is incredible in this game, and its power is simply unmatched. If you get hit by a light attack, don't be surprised if you find it linking into this super combo, and losing 50% life. If you block it though, go for any punishment you choose, and try not to stay completely on top of Ryu, because this attack still requires pretty close range in order to maximize the damage it does. Other than that, his normal attacks are pretty similar to yours, so you'd expect the hop kick to be thrown every once in a while to get close. But as for how to play against him is to play offensive, and play the fireball game, look for the opportunity to screw him up and land a devastating combo or the Shun Goku Satsu.

Do I have to cover EX Ryu here? He's basically you! I'll cover him later.

23.Terry

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

EX Terry is a LOT better than Terry, mainly cause his anti-air doesn't require charging, enabling him to mix it up more. The power wave is even more pitiful in this case though. Otherwise, expect the same things; dangerous wake-up game, powerful footsie game. I will say this; if the 1st hit of the Power Dunk is blocked or whiffs, immediately go for your anti-air. You should mix it up more against this Terry, but all in all, like I said, expect the same stuff, only mixed up more.

24.Zangief

Um, if you played SF enough, you should know about this guy; powerful but slow, and has a huge throwing range, besides tonsa damaging throws. So beware. He's obviously gonna try to be offensive on you to land a throw, or trick you to throw

out a move, and then throw you through the poke. Anyways, that doesn't mean he's got bad defense either. He can throw jumpers, and/or Lariat them. So I suggest playing kickback with a good fireball game, and fake them into jumping onto you or trying to roll past the fireball. Then get your free damage. You'll also get your breaks when you see him do his Lariats, since they can be hit low. Beware of the jump attack, throw trap, when you see any jump attack and you block it, immediately go for a jumping towards short. Or teleport out. And one last thing, don't ever sit still.

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

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|Ratio 3 characters can take a beating and deal one out. They are pretty tough,
|and so this time you must aim to try play them at normal pace. You should still
|try to attempt to kill them off as soon as possible, given you are a ratio 4
|character, but you don't have to be as fast-paced as against the ratio 1 and 2s.
+-----

25.Geese

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

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

26.M.Bison

Bison has finally been beefed up to the way he should be. Note that he still isn't overpowered like the SF2 days, but he is still much better. He has power, good speed, and good movement. Psycho Vanish is an overhead, but can be seen coming. In place of his Psycho Crusher, he has this 2-hit dash. If you can anticipate it coming, then shoryuken him, but if you can just see it in time to

block, don't try to counter with anything but the Shun Goku Satsu. If I am right, you can block and counter his Double Knee Press, but I may be wrong. Else, if you doubt that, try to interrupt it at the beginning with a shoryuken. Your main problems though will stem from his Head Press, because it can go over your fireball and is an overhead. Note that if he goes for the followup hit afterward, hit him out with a shoryuken. And the Somersault Skull Diver isn't any better either, if you see it coming, use the shoryuken. If you ever block the level 1/2 Knee Press Nightmare, try a throw. Against the level 3 version, a fireball is better. Heartbreak Despair is just like a Psycho Crusher, so treat it like it. You might want to go jump happy against Bison, since he has no effective anti-air to combat your jump-ins. Either do that or lure him to use his diving attacks and then use your shoryuken. Try cross up attacks, since about 90% of his specials require that back, for motion. Or, attempt long teleports.

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

27.Rugal

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

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

28.Sagat

King of keep-away, and insanely powerful. Do I need to explain how the atypical Sagat player will play? He will use his fast and powerful Tiger Shots to keep you at bay, and fake you out into jumping, that's when he Tiger Uppercuts you. But when you get close, both his super combos are invincible at startup. But of course, if you block them, you should be able to punish Sagat. A tough match.

Of course, your main job is to get in as close as possible. Roll/super jump the low tiger shot, but duck/roll the high one. Or, time a short teleport. Once you get in as close as possible, begin a footsie game. Try cross ups, I think done right they may beat out Sagat's fireball game. And make sure your footsie game is quite careful, cause he can always use his high-priority super combos to put himself back on top, controlling initiative. Last thing to beware of is his roundhouse attacks which have insanely far range. In fact, beware all his long-ranged attacks.

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

29.Yamazaki

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

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

30.Vega

This guy is fast, powerful, and darned tall. If you can't interrupt Rolling Crystal Flash, just block it. Sky High Claw can be dragon punched, if you know which wall and which level he's flying at you. In fact, just shoryuken him if he goes for the wall, but not immediately, wait until he's close enough. Scarlet Terror though is his anti-air. And don't forget his backflips, if you can anticipate them, hit em out of them. His dive super combos are nothing to worry, Vega needs to jump onto the opposite wall, by which the super start up is a dead giveaway. Scarlet Mirage should be feared though, since it has good priority. But if blocked, go for the counter. Red Impact can be blocked. All in all, this guy's not going to sit back, he's most likely going to try to confuse you, so you've got to play defensive and look for the breaks to shoryuken him. And if his pressuring on you is overwhelming you, teleport away to give

yourself room to breathe.

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

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|Ratio 4 characters; heh, matches against these guys are so short! That's cause
|Evil Ryu is a ratio 4 character himself, so matches like these pit high power,
|high speed, and high endurance against...itself. These matches are strictly
|1 on 1 matches, so this is the place where you take your time and play as slow
|or as fast as you want to.
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31.Akuma

Finally, Evil Ryu vs. Akuma, the match that everyone wants to see. Your vitality and his are equal. Akuma is faster than you, and his juggle ability rivals yours. In many cases, Akuma and Evil Ryu are equal in abilities, and it mainly depends on the player for who wins. Although some say Akuma is better, I think it's Evil Ryu. Anyways, Akuma is slightly better than Evil Ryu when it comes to air abilities. His hurricane kick follows his arc, AND can juggle! So that means he has better jump-in abilities than you, but if you can anticipate it, shoryuken him out of it. On the ground, his hurricane kick is easier to combo into, but all in all, similar to yours, if you manage to duck it, immediately go for your combo. He has an air fireball, but it really is pathetic. It starts up slow, and aims downward at a really sharp angle. So if you ever see Akuma jump straight up when up close or does this wavy motion in the air, roll immediately, unlike Nakoruru, once Akuma commits to jumping, he can't cancel it, so get in close and combo him on his way down. His regular fireball is just like yours, but his red fireball starts up WAAAY slower, but can nullify some of your projectiles, so beware of that. His shoryuken actually has more horizontal range than yours, so beware that he can beat out things easier than you can. But combowise it's about the same in terms of what can be linked afterward. And of course, if blocked or whiffed, here is another prime combo opportunity. He has a teleport just like yours, btw. It's nothing different, if you know where he's going with it, try to hit him with a hadoken just as he comes out. Compared to your Shinkuu Hadoken, his Messatsu Gou Hado does the same amount of damage against a ratio 2 character, but can nullify projectiles up to 8 hits! And it also whips out much faster than it used to. But the Shinkuu Hadoken should still be slightly faster. Actually, Akuma's super fireball's travelling speed is dependent on the used up meter (higher levels = faster speed), but in any case, yours is faster. Anyways, if he uses this up close, it has poor priority, so if you're brave, you can stuff it with a light attack. Messatsu Gou Shoryu is just like yours, having good priority, good combobility. And of course, if you block it, go ahead and combo him. His Tenma Gou Zankyu is a rather fast, huge and hard to avoid red air fireball, but like the air fireball, it has a huge steep angle, and it leaves Akuma way in the air, so you can throw out a hadoken as he lands. And his Shun Goku Satsu, is just like yours, only yours has slightly longer invincibility at startup and goes slightly further. But anyways, his normal attacks are like yours, only faster, and he doesn't have the hop kick. How you beat him is how you would play against yourself; beware of wake-up games, and don't try to roll/jump past everything that much. And of course, don't keep doing the same thing over and over to the point where you are predictable. To mess up his Raging Demon okizeme games against you, try delayed get-ups, and then hit him with a combo or your Raging Demon. Your heavy hurricane kick can override this attack, but only if you do it as late as possible. Play well-rounded, and if you sense the opponent tapping out buttons

I created this section solely for DC owners who don't have any creative costumes for Evil Ryu, and want to know some that are created and look great. There's also one in SBacon's CvS FAQ, so check out that one too.

SF2:CE EVIL Ryu

28 28 28	28 28 28
22 14 14	22 14 14
20 12 10	20 12 10
16 08 08	16 08 08
10 02 00	10 02 00
06 02 00	06 02 00
00 00 31	00 20 00
00 00 26	00 15 00
16 00 00	16 00 00
08 08 08	08 08 08
06 04 04	06 04 04
04 04 04	04 04 04
00 00 00	00 00 00
00 00 00	00 00 00
00 00 00	00 00 00

This was created by me, and I still think this is the most phattest Evil Ryu karate gi ever! It's basically a dark gray gi with a dark blue band. It's pretty cool to look at, the funny thing though is that the coloring system colors Evil Ryu's eyes the same as his headband, but you won't notice that, unless you pause the game and look carefully. BTW, the one on the right uses a dark green headband in place of the dark blue headband which I just like using for fun.

SSF2T EVIL Ryu

28 28 28
24 16 16
22 14 12
18 10 10
14 06 04
10 06 02
30 00 00
22 00 00
16 00 00
28 30 25
22 28 22
17 24 27
14 19 21
00 00 00
00 00 00

This one is the light blue, red headband outfit that Ryu had in SSF2T. It looks pretty cool for Evil Ryu too as well.

SF3:DI EVIL Ryu

28 28 28
22 14 14
20 12 10
16 08 08
12 04 02
08 04 01
30 00 00
22 00 00
16 00 00
00 19 00
00 15 00
00 11 00
00 07 00

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Version 0.1 July 9, 2001.
Started writing this FAQ. Ended up finishing normal attacks.

Version 0.2 July 10, 2001.
Added special attacks and super combos.

Version 0.3 July 11, 2001.
Added the combos. And the Misc stuff.

Version 0.4 July 12, 2001.
Covered up to the vs. part(humans).

Version 0.5 July 13, 2001.
Touched up on a few things that I didn't add before, like a new defensive tip to landing the Raging Demon covered in the general tactics section.

Version 0.6 July 14, 2001.
Added some of the vs. strats, up to the ratio 1s.

Version 0.7 July 15, 2001.
Added more vs. strats, up to Iori.

Version 0.8 July 16, 2001.
Added more vs. strats, all the way up to Ryo.

Version 0.9 July 17, 2001.
Added more vs. strats, actually I'm done.

Version 1.0 July 18, 2001.
Added 1 more costume.

Version 1.1 July 19, 2001.
Added 1 new shoryuken combo.

Version 1.2 July 20, 2001.
Added a little tidbit about Akuma's Messatsu Gou Hado to his vs. section.
Added some tidbits about the Dive Kick to the combos section, and a new Shun Goku Satsu setup.

Version 1.3 August 4, 2001.
Added something about the "white flash" in the general moves. Also, some more Shun Goku Satsu setups.

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*****
| 888   III N N   CCC L   OOO   SSS   III N N   GGG |
| 8   8   I NN N   C   C L   O   O SS  S   I NN N G   |
| 888   I  N NN   C   L   O   O  SS   I  N NN G GG|
| 8   8   I  N N   C   C L   O   O S  SS   I  N  N G  G|
| 888 o III N N   CCC LLL OOO   SSS   III N N   GGG |
*****

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Beware, some of the below words may hurt some of your egos, especially you guys that have fragile ones. You have been warned.

