

# Marvel vs. Capcom: Clash of Super Heroes Ryu Character FAQ

by JChristopher

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MARVEL VS. CAPCOM FAQ for the PSX  
by Joseph Christopher <sirlordjoseph@icqmail.com>  
version 1.3  
Dec. 8, 1999

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I didn't believe there will come a time when I'll have to write something like this just to remind some people of what they all should be knowing by heart :( Anyway, here goes...

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\* This society does not care if you're the dumbest vegetable on earth, if you do something wrong, someone will make you pay the price! ;)

\* Nobody, and I mean NOBODY uses Ryu in an MVC game without using a fireball at least ten times per match, and this just sickens me. There will only be two kinds of Ryu opponents if you use this strategy: One that wouldn't be able to do anything about it and consider you cheap, and another that would be able to punish you with a combo that ends with a super before you could even say the "-douken!" part. I wrote this faq to offer a different strategy, one that would not make use of ANY of his infamous MVC specials, namely the MVC versions of the Hadouken, Shoryuken, and the Tatsumaki Senpuku Kyaku. Many of you, at this point, would be asking, "Why then, should I bother using Ryu?" and I reply:

1. Ryu's Shinkuu Hadouken crosses out the Mech Zangief types from those who have a possibility to beat you.
2. Ryu's Shinkuu Tatsumaki crosses out the Wolverine types from those who have a possibility to beat you.
3. Ryu can change his fighting style to that of Ken and Akuma, giving him the ability to do THEIR supers.
4. Ryu can be a great confuser.
5. Ryu can make you look totally COOL if you win using him WITHOUT the specials.

Why read this guide:

- I. Legend
- II. General Moves
- III. Normal Moves
- IV. Supers
- V. Combos
- VI. Vs. Computer
- VII. Vs. Human
- VIII. Ending
- IX. Credits
- X. Revision History
- XI. Final Words

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U - up  
D - down  
B - back  
F - forward  
+ - at the same time  
P - any punch  
K - any kick  
L - low  
M - medium  
H - high  
/ - or

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dash - F,F / B,B (goes in direction you choose)  
super jump - D,U / D,UF / D,UB (goes in direction you choose)  
guard push - LP+MP+HP (while blocking)  
taunt - press select  
call helper- MP+MK  
tag super - D,DF,F+HP+HK  
team work - D,DB,B+HP+HK

\* let me explain a few things about some of the general moves:  
\* first of all, in the PSX version, you'll have to choose only ONE partner, either one of the conventional characters ("partner heroes") or one of the helpers ("special heroes").

call helper - your helper is the character you choose after you have chosen the special heroes option. He/she basically, when called, just enters the screen, does an attack, and leaves. Fighters available in the character select screen are not available as helpers and vice versa. In the PSX version, choosing a helper does not require much effort since the cursor is at your command. Beware of the time limit though, and be sure of who you'll choose before you enter that menu. Oh, and even the secret helpers are no secret no more---just press down on Iceman to select Shadow and down on Colossus to select Sentinel. One last reminder, helpers in the PSX version are no longer limited to a certain number of strikes so, in my opinion, rammers will RULE.

tag super - common to crossover fans, this move needs at least two levels of super charged up. It will allow both fighters to execute their respective supers at the same time, though the resting one, in the PSX version, will no longer be left behind as if they already "tagged"

team work - a clone of your opponent enters the screen, and after that you can control both your fighters at the same time! (they'll both respond to your controls.) What's more, your super gauge

is set to infinite. Yeah! This state is timed though, so use it wisely. The length of time you stay in this state is determined by the amount of super you have charged up when you did it. Oh and I did say you can choose a helper as a partner right? Well if you do, and use this move, he/she'll just enter the screen, do his/her thing, exit, and repeat the whole process over and over while you do YOUR thing and until the time runs out---again one of the reasons why rammers would RULE. (cause they'll be the ones repeating their entrances most before time runs out).

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- 1. LP - Ryu's jabs, like any other shoto's, are one of the few that live up to the name; a simple, weak, but quick punch.
  - a) standing - he throws a punch that's just as useful as any normal or small sized player's jab in the game. Used to confuse high-blocking opponents to continue blocking high when you decide to do a D+LK-> HP-> air combo.
  - b) crouching - well, he just crouches and does basically the same attack as his standing LP. This time you use it to confuse opponents to block low when you decide to do an overhead.
  - c) jumping - still as useless as it was during the earlier SF games. You can use it to start an air combo, but other than that I don't see any reason to do it.
  
- 2. MP - it's his basic combo filler. Has its varieties, but still mainly used to increase the number of hits of your every combo.
  - a) standing - Ryu does a side uppercut that's just so dam useless except for combos but what did I just say about MPs?
  - b) crouching - another combo filler but this time you can also use it as a poker since the D+MK is too slow and the D+LP/D+LK is too short.
  - c) jumping - the best combo filler in my opinion but can only be used as such. You do a hit uppercut that launches the opponent a little higher in mid-air during an air combo and can be followed up with a Shinkuu Hadouken---nice!
  
- 3) HP - tons of uses and therefore is the most important in Ryu's array of normal moves. Besides being a good combo ender, also has high priority and does some pretty respectable damage.
  - a) standing - a straight forward punch to the, well, it depends on your opponent's height cause height differences in MVC vary

too greatly. You can also follow this move up with a Shinkuu Hadouken---cool!

- b) crouching - this is what every MVC character has---a launcher. From a kneeling position, Ryu sends forth a powerful uppercut (of course, not as powerful as the Shoryuken but a hundred times more useful) that looks much like uppercuts in the Mortal Kombat series.
  - c) jumping - now this is the high priority move I was talking about. You just punch downward, (diagonally forward, not straight down) and hit hard, giving you enough time to follow it up with ANY move---normal, special, or super if you use it as a jump-in combo starter. You can super jump and charge your super bar by repeatedly doing this move as an alternative to the multitude of fireballs you were probably thinking. If an opponent's air-borne, you can also super jump and do it as you propell yourself to give him a knock down surprise.
- 4) LK - at some point may be better than the LPs but not always. I'll show you why...
- a) standing - useless, actually. You just deliver a kick to the shin Comes out slower than the standing LP so can't be used as a poker but can still serve as a combo filler.
  - b) crouching - ahh...yes, the short kick that used to rule during the SFII series. I think you can do about 5-7 hit combos with this move before but not any more. It's a good combo starter, that's what it is. And it can also be a good confuser.
  - c) jumping - it can counter a few things the opponent has in mind because of its priority but I think the jumping HP is much, much better
- 5) MK - just like the MPs, a basic combo filler that has its varieties but is mainly used to increase the number of hits of your every combo.
- a) standing - Ryu does a high side kick that's just so dam useless except for combos but what did I just say about MKs?
- \* Ken version is a high kick that makes use of the front side of his foot to hit. A little slower than the original standing HK but reaches further and looks cooler.
- b) crouching - a long-reaching low kick that used to be famous for being forever linked to the fireball---and that impression, by writing this faq, I hope to change.
  - c) jumping - remember how flying kicks look like in the movies? Well, this move looks just like that---one leg is folded while the other is extended horizontally with a little downward tilt. Don't use this move because the jumping HK version looks identical yet does more damage and the U+MK is a better combo filler.
  - d) up - you do an axe kick that hits on the way up, but not on the way



Has two variants: in the first one, when you do it up close, Ryu delivers a hard hitting punch to the midsection, followed by a two hit Shoryuken with the other hand. Large amounts of energy, much like Chunli's Kikoshou, burst from his punches but sadly they don't damage the opponent, just emphasize on the power that is Ryu. The second form, by the way, is a multi hitting Shoryuken that's activated if you don't do the super real close. If your opponent's in the corner and he/she's got no air dash, you'll surely connect with this move.

KEN MODE: (accessed by the code: D,DB,B+MP)

1) Shoryureppa - D,DF,F+2P

One of the main reasons to consider accessing this mode, it's composed of three Shoryukens, the last one inflicting the most damage. Best comboed from a dash-in D+LK-> D+MK which, in turn, is very easy to connect if you have well confused your opponent with different ways of attacking. Akuma mode also has this super but his dash is quite slow and a little harder to use to catch his opponent off guard.

2) Shinryuken - D,DF,F+2K

If you liked the second variant of the Shin Shoryuken, you'll love this: the true Dragon Punch! One Shoryuken that spins so fast it carries Ryu a little higher in the air than usual. Tap the K buttons rapidly to increase the number of hits.

3) Shipuujinrai Kyaku - D,DB,B+2K

Good combo ender but I really prefer the Shoryureppa. Looks cool, though. It's made up of a bunch of HKs (Ken mode's) finished off by a rising Tatsumaki---imagine that!

AKUMA MODE: (accessed by the code: D,DB,B+HP)

1) Messatsu Gou Hadou - D,DB,B+2P

Ryu summons all his chi and pours it all out on his opponent in the form of a beam of pure energy. Don't even think of accessing the Akuma mode just for this super alone. Rather use Ryu mode's version. It's just as damaging, but the Shinkuu lasts longer and can still hit opponents who super jumped a little too early for it.

2) Tenma Gou Zankuu - UB/U/UF,D,DF,F+2P

One of the main reasons to consider accessing this mode, it's composed of a multitude of fireballs that rain on an unsuspecting opponent. A good chipper and should also be abused in match-ups that involve characters who can't block like Mech Zangief.

3) Messatsu Goushoryuu - D,DF,F+2P

It's composed of three Shoryukens, the last one inflicting the most damage. Best comboed from a dash-in D+LK-> D+MK which, in turn, is very easy to connect if you have well confused your opponent with different ways of attacking. Ken mode also has this super and I'd prefer that one because Ken mode's dash-in D+LK-> D+MK combo is a little easier to connect.





3. Tenma Gou Zankuu after jump-in
4. D+LK-> D+MK-> Messatsu Gou Shoryuu

\* Akuma can link his Messatsu Gou Shoryuu to his Messatsu Gou Hadou and vice versa! What's more, during a team work move, the Messatsu Gou Hadou done after the Messatsu Gou Shoryuu can be re-linked to the said move and vice versa until the timer ends for MAJOR number of hits!

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I added these only for the fun of it, they really aren't practical unless you want to finish off an opponent by adding as many hits as possible. (not to mention these combos make use of Ryu's specials, which I DEFINITELY advise against!) Remember that the more hits, the less damage a super will bring and these combos incidentally rely on the PSX's super-linking features. By the way, all these combos require you to first be in the mode stated, have the opponent cornered, and be charged up to three super bars.

#### 1. Ryu Mode: 45-50 hits

Jump-> MK-> HP-> D+LP-> Hadouken-> Shin Shoryuken->  
Shinkuu Tatsumaki Senpoo Kyaku-> Shinkuu Hadouken

notes: cancel the Hadouken to the Shin Shoryuken  
cancel the second hit of the Shin Shoryuken into the Shinkuu  
Tatsumaki Senpoo Kyaku  
cancel the last hit of the Shinkuu Tatsumaki Senpoo Kyaku into  
an air Shinkuu Hadouken

#### 2. Akuma Mode: 35-40 hits

Jump-> MK-> Tatsumaki Senpoo Kyaku-> D+LK-> D+MK-> Gou Hadouken->  
Messatsu Gou Shoryuu-> Messatsu Gou Hadou-> Messatsu Gou Shoryuu

notes: cancel the Gou Hadouken to the Messatsu Gou Shoryuu  
cancel the eight hit or the second uppercut of the Messatsu Gou  
Shoryuu into the Messatsu Gou Hadou  
cancel the fifteenth to twentieth hit of the Messatsu Gou Hadou  
into the Messatsu Gou Shoryuu

#### 3. Ken Mode: 40-45 hits

Jump-> MK-> Tatsumaki Senpoo Kyaku-> LK-> HP-> Shipuujinrai Kyaku->  
Shoryureppa-> Shinryuken-> LK-> MK(two-hit)

notes: cancel the seventh hit of the Shipuujinrai Kyaku into the Shoryureppa  
cancel the eight hit or the second uppercut of the Shoryureppa  
into the Shinryuken  
the LK-> MK(two-hit) is done as the opponent falls back to the  
ground and is an off the ground combo

#### 4. Ryu Mode: 30-35 hits

Jump-> MK-> HP-> D+LP-> Hadouken-> Shin Shoryuken-> Ken Mode->  
D+LK-> D+HP-> Shinryuken-> LK-> MK(two-hit)

notes: cancel the Hadouken to the Shin Shoryuken

cancel the second hit of the Shin Shoryuken into the Ken Mode  
the D+LK-> D+HP-> Shinryuken is done as the opponent falls back  
to the ground and is an off the ground combo  
the LK-> MK(two-hit) is done as the opponent falls back to the  
ground and is an off the ground combo  
this combo is composed of the least number of hits in this section  
but in my opinion is THE flashiest!!!

5. Akuma Mode: 35-40 hits

Jump-> MK-> Tatsumaki Senpoo Kyaku-> D+LK-> D+MK-> Gou Hadouken->  
Messatsu Gou Shoryuu-> Ken Mode-> D+LK-> D+HP-> Shinryuken->  
LK-> MK(two-hit)

notes: cancel the Gou Hadouken to the Messatsu Gou Shoryuu  
cancel the eighth hit or the second uppercut of the Messatsu Gou  
Shoryuu into the Ken Mode  
the LK-> MK(two-hit) is done as the opponent falls back to the  
ground and is an off the ground combo

6. Double Ryu: 75-80 hits

Jump-> MK-> HP-> LK-> HP-> Hadouken-> Shinkuu Hadouken-> Tag Super

notes: cancel the Hadouken into the Shinkuu Hadouken  
cancel the Shinkuu Hadouken into the Tag Super (Double Shinkuu Hadouken)  
reaching 75+ hits is possible if and ONLY IF you mash the buttons  
effectively.

7. Ryu vs. Ryu: 99+ hits

Jump-> MK-> HP-> LK-> HP-> Team Work Super-> Shinkuu Hadouken

notes: the Shinkuu Hadouken would make the second Ryu change modes if he  
landed behind the opponent so just change back to Ryu mode and  
execute another Shinkuu Hadouken before your teammate finishes  
his. Then control the first Ryu(while the second is busy) and  
execute a third Shinkuu Hadouken just before the second one ends.  
Repeat this strategy over and over until super time runs out.  
as long as your opponent has a beam super, you can still reach  
99+ hits with this combo. Otherwise, hits may be lessened but  
strategies remain the same.

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Well, pull off all the combos I just taught you! If you block all day, computer opponents will most likely do a dumb attack that'd leave them open for a combo that ends in a super! If, however, they walk forward for no reason, they're planning to throw you so do what you want to counter that! Simple enough?

Oh, yeah, how to beat Onslaught:

First, cool-looking form: all you have to do is block low and release a multitude of crouching MPs whenever he's finished doing a special move.

Second, cheap@\$\$ form: jump and HP his face until you're all charged up for a super then Shinkuu Hadouken his face and make his neck crack! Block right after your every move to avoid his eye beams.

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\*This section is my main reason for writing an MVC Ryu faq so I hope you find it worthy to follow. I'll be starting with general strategies then move on to specific techniques for each character...enjoy!

\*Well, there won't be any universal rules for fighting against humans cause no two humans think identically. There are, however, general rules that could apply to at most 80% of your encounters with human challengers.

\*Ryu is an honorable man. Everyone, at least in the Capcom world, respect him. Do not tarnish this image simply by using him to win in a cheap way. I know most Ryu players wouldn't care, but I just had to add this strategy for those who, like me, love to use Ryu but hate to be called a cheap@\$\$ If you follow these strictly, anyone who calls you a cheap@\$\$ even before he saw you fight will take back what he said and moreso applaud you for a well-played game.

\*Dam, I've been talking too much already! On with the strategies! (finally)

1. Use Psylocke as a helper - You may replace her, but make sure the replacement pretty much does the same thing---RAM the opponnet! You can always do a Shinkuu Hadouken for major damage afterwards.
2. Play a mix-up game - Ryu can't just combo and hope that his opponent opens up somewhere during his moves because he can only do short combos and they don't even confuse that much. Here's what you can do:

Dash-> D+LK, after that,...

- a) D+HP - only if he doesn't block. Launches him in mid-air.
  - a.1) U-> LP-> LK-> MP-> Shinkuu Hadouken
  - a.2) Dash-> D+HP - will confuse him into blocking the wrong way when he falls back to the ground
    - a.2.1) Dash-> D+HP - will again confuse him into blocking the wrong way when he falls back to the ground
    - a.2.2) D+HP - will confuse him into blocking the wrong way when he falls back to the ground in case he's already got the hang of your strategy.

a.2.3) U-> LP-> LK-> MP-> Shinkuu Hadouken

a.3) Shin Shoryuken

b) D+MK - may be done even if he blocks or doesn't block. Added combo filler.

b.1) D+HK-> Shinkuu Tatsumaki Senpoo Kyaku - only if he doesn't block or when he blocks in corner.

b.2) F+MP - an overhead to confuse your opponents while blocking low

b.3) throw - used to confuse opponents who block all day. Not to be used much as it can be considered cheap if you win almost entirely by it.

b.4) Dash-> D+LK - only if blocked. Repeat mix-up game.

c) F+MP - remove the D+MK part to further confuse. It's an overhead done to confuse your opponents while blocking low.

d) walk forward - make him guess what you'll be doing next and if you predict right, either:

d.1) throw - remove the D+MK part to further confuse. It's used to confuse opponents who block all day. Not to be used much as it can be considered cheap if you win almost entirely by it.

d.2) D+LK - start the whole strategy all over again for those who are already keen observers and can retaliate when they see a throw coming. Adding this to your options would give 'em a sure fire headache.

e) summon Psylocke/any rammer - only when guard pushed because your opponent will usually dash afterwards. Connect with a Shinkuu Hadouken for major damage.

### 3. Abuse the priority of your Jumping HP

Whenever you just don't know what to do, or whenever every attack of yours ends up being countered, pull yourself together while buying time using a ton of HPs while repeatedly super jumping. Not only will your supers get charged up in no time, you'll also be quite sure it'll take some time before he could think of a way to stop you, and by that time you've already thought of a way to stop HIM!

### 4. Know which super to use

Don't always rely on the Shinkuu Hadouken to retaliate on the mistakes of an opponent. It's slow execution time can make you regret doing it because most likely the opponent can still save his own hide by blocking. Use the Shinkuu Hadouken only if your opponent did a super that's so far from you and have 1% chance of ever landing a hit. The Shinkuu Hadouken is also applicable in times when you have super jumped from the opponent's beam super and landed behind him/her. Otherwise, on situations that enabled you to block a super or better yet a tag move, use the Shinkuu Tatsumaki Senpoo Kyaku which definitely comes out faster. Use the Shin Shoryuken whenever you detect a dashing super

come your way.

#### 5. Character-specific strategies:

Captain America - if there's anyone who could match your air HP priority, it's him. His jumping HP does a lot more damage, reaches further, and all that without having to sacrifice execution time. Don't be the first one to super jump, as he would most likely meet you in the air with the accursed HP. Stay on the ground, dash forward and back and lure him to miss a standing HP cause that's when you pour out your Shinkuu Hadouken. Use a confuser's strategy and counter his dashing supers with a Shin Shoryuken to the face!

Captain Commando - ahh...this captain must be dealt with in a rather opposite manner than the first one. With this captain, ALWAYS super jump and air block to avoid getting hit by the heavily damaging Captain Corridor or the Captain Sword super. Being able to block these would mean a free Shinkuu Hadouken for you. DON'T use a confuser's game with this captain because he'll just Captain Corridor you out of it.

Chunli - two problems: avoiding her launcher when you're air-borne and avoiding her low combo to Lightning K super when you're on dry land. Two solutions: never be the first to super jump and if you ever will, hit the HP button rapidly during the whole air trip. Second, use Ken Mode. His dash to low combo to Shoryureppa will match Chunli's, and so we're back to a fair match. It's just a matter of "sleight of wrist" now...

Gambit - just avoid his cheappy infinite and you'll be fine. That's the only thing he can do to beat you so if you've mastered the art of avoiding it, and everything he can do set you up for it, (like a launcher, a ramming helper, or a throw in the corner) then you'll be fine. He can be a good confuser but has his options limited to low attacks and throws so show-off YOUR confusing skills and win! He may use a rain of Kinetic Cards as a chip away strategy but that can easily be countered: Just dash right below him, super jump, and meet him in mid-air with a U+MP-> Shinkuu Hadouken combo.

Hulk - Block, block, block! Eventually he'll grow impatient and hit you. Then attack, attack, attack! He'll be wide open after just about ANYTHING he does so it's time to combo a dashing D+LK-> D+MK-> Messatsu Goushoryuu. Yep, that's right; use Akuma Mode. Why not Ken? Because you'll need the Tenma Gou Zankuu to chip away some nice damage in case it turns out your opponent is a lot more patient than you are. Hulk is big, but Akuma makes bigger look dumber rather than stronger.

Jin - obviously cannot even dream of having Hulk's reach, but would definitely be faster. Other than that, Jin would have all of Hulk's advantages and disadvantages as well. He'll pack power with his attacks, especially if he's all yellow! That doesn't give him much of an upperhand, though, as his attacks have a lame recovery time and could easily be punished by an aerial combo to Shinkuu Hadouken. Use the same strategies you would on a Hulk user, but use the Ryu Mode because it's his supers that can retaliate on Jin's

Megaman - two words: Keep Away. No, that's not how to beat him, I told you never to use Ryu's specials! That's the NES freak's cheap strategy! Let him use his X buster all he wants, while you constantly super jump and HP all the way. There'll be four kinds of Megaman users, and only two will you find challenging. The first one just hammers away with a stream of X busters that's easy to jump over and punish with a combo. The second one will always charge up his X buster and use it as part of an air combo. Just dash back and forth to confuse him into giving up that hold then welcome his fireball with a dash back to Shinkuu Hadouken! The third Megaman user would be using a rammer as a helper, slide kick you, and hope that you'll retaliate with a combo as he summons his helper afterwards. He'll surely get hit, but you'll be punished by his helper as well, giving him enough time for a Hyper Megaman super. Just don't counter the slide kick and wait for him to run out of helpers, THEN attack! The fourth, most challenging one would be a Megaman that X busters low, then X busters high, then low, then high, then you lose your sanity---WRONG!! Fight on! Block his low X busters and dash forward when he does the high one. Eventually you'd be near him. Time to use your confusing skills. If he manages to escape, which would only be possible via super jump, wait for him on the ground and then juggle with my D+HP strategy! By the way, don't worry about his supers, just block and Shinkuu Hadouken afterwards.

Morrigan - will fight like you do, being a good confuser and all that. She will, however, have her options limited to low attacks and throws so show-off YOUR confusing skills and win! If she does something you won't, namely raining you with air fireballs, Dash in and bury your hand in her...uh...midsection with a Shinryuken. Now, you know what mode you'd be using to gain access to that super, don't you?

Ryu - If he's using strategies found in this faq, then may the best confuser win! If he's not, you're in for a cheap fireball game. Again, you'd be needing your invaluable jumping HP to charge up your super and Shinkuu Hadouken his fireball wherever he may be.

Spiderman - Even his Maximum Spider has a high chance of getting countered by a Shinkuu Tatsumaki Senpoo Kyaku in progress so abuse that fact to your advantage. Master the art of rolling and you'll be avoiding his Crawler Assaults forever! His Ultimate Web Throw will be his only super that could counter a Shinkuu Tatsumaki Senpoo Kyaku but you can easily detect that. If he uses an air combo that knocks you down and falls right behind you as you get up, do the aforementioned super and make him savor the taste of a shotokan foot.

Strider Hiryu - I don't believe I'm hearing myself say this, but I advise you to STAY in the corner when pitted against this teleport master. That way he wouldn't be able to use an Ouroboros-and-teleport-behind-you strategy. But with you in the corner, he'll try two things: combo you like crazy, wherein the guard push feature would prove most useful, and chip away some nice damage with his robo dog, which you should super jump to avoid and charge up your super meter. Use your helper whenever he jumps for you then Shinkuu Hadouken afterwards. If he doesn't have a single super charged

up yet, hell, forget all I've just said about him and engage in a confuser's game instead.

Venom - Another big guy, another sucker for the Tenma Gou Zankuu. Akuma mode will keep Venom users blocking until they find an open spot to use their Venom fang on. Of course, you wouldn't give them this open spot, would you? Just super jump and HP all the way and as you land, choose from two landing sites: as far away from him as possible to be able to continue super jumping and charging up your meter, or a little behind him so your HP could out prioritize ANYTHING he whips up and give you an opportunity to do a LK-> HP-> Messatsu Gou Hadou combo of if he doesn't block or a D+LK-> D+MK-> Messatsu Gou Shoryuu if he just blocks high. If he's able to block all of it, engage in a confuser's game but beware, he may not have an overhead but his throw allows him to combo you afterwards so get ready for that.

War Machine - Not as big as the likes of the Hulk, but I'd be considering his physique as above average and would serve as a good receiver of your Tenma Gou Zankuu. Just use Akuma Mode, block his ground combos, D+LK to combo his throw attempts, and do a sudden super jump to Tenma Gou Zankuu if he abuses his mid-air smart bombs. If he's dumb enough not to include his War Destroyer super in a combo, dash and combo to super him one moment after all his missiles are launched from his armor. I guarantee you the missiles will drop where you WERE before you dashed but you have to time it right, though. The Proton Cannon, if not done as an ender to a helper attack, would be easily detected and therefore super jumped from and punished with what else but a Tenma Gou Zankuu. If your opponent doesn't make flaws like this, then you better stick to your good 'ol jumping HP to do the trick.

Wolverine - until recently have I thought that Wolvie users (including me, once) were just plain good at it but now I know Wolvie was just too advantaged to be defeated by a mere above average player. I hate to be called cheap, so now I have stopped using Wolverine, and started taking him as a challenge to defeat with my Ryu. There'll be two things any "challenging" Wolvie user would do: stomp you like crazy until you open up for a combo to super, or dash in like crazy also until you open up for a combo to super! With the first strategy you'll again have to utilize the priority that's in your HP. You can also opt to surprise him with a ramming helper as he stomps you to get a clear opportunity for a Shinkuu Hadouken. For the second strategy, you'll have to assess yourself. If you think you can pretty much predict what he's doing, then combo him if he tries to throw and use the guard push otherwise. If he doesn't give up and still dashes in like crazy, smile and surprise him with a Shinkuu Tatumaki Senpoo Kyaku to turn his healing factor off for good!

Zangief - what have I been saying about big oafs like him? They're suckers for the Tenma Gou Zankuu! Just charge up the way I've been telling you since the beginning of this section and guard push all his attacks so that he couldn't link them to a grapple or worse, SUPER grapple! He'll be using blocks much, so you'll just have to play a risky confuser's game with him. Remember that in a confuser's game, you'll have to succeed over him in a LOT of times before you can be at an advantage. One successful

confuser from him and you're back to where you started, a draw. Whenever you're charged up and can't land a combo, just chip away with your Tenma Gou Zankuu.

#### 6. Strategies on secret characters:

Golden War Machine - Not as big as the likes of the Hulk, but I'd be considering his physique as above average and would serve as a good receiver of your Tenma Gou Zankuu. Just use Akuma Mode, block his ground combos, super jump from his throw attempts, and do a sudden super jump to Tenma Gou Zankuu if he abuses his mid-air smart bombs. If he's dumb enough not to include his War Destroyer super in a combo, dash and combo to super him one moment after all his missiles are launched from his armor. I guarantee you the missiles will drop where you WERE before you dashed but you have to time it right, though. The Proton Cannon, if not done as an ender to a helper attack, would be easily detected and therefore super jumped from and punished with what else but a Tenma Gou Zankuu. If your opponent doesn't make flaws like this, then you better stick to your good 'ol jumping HP to do the trick. Added note: You CAN use Ryu Mode with this version of War Machine if you like. Just meet him in the air with a Shinkuu Hadouken!

Morrigan's Lilith Mode - as with her "older" counterpart, she'll be best dealt with in Ken Mode. This time she can't use a rain of fireballs to annoy you because she'll only have short range ones but still Ken Mode is your best best because of his dash to D+LK-> D+MK-> Shoryureppa combo which you should do often.

Orange Hulk - Block, block, block! Eventually he'll grow impatient and hit you. Then attack, attack, attack! He'll be wide open after just about ANYTHING he does so it's time to combo a dashing D+LK-> D+MK-> Messatsu Goushoryuu. Yep, that's right; use Akuma Mode. Why not Ken? Because you'll need the Tenma Gou Zankuu to chip away some nice damage in case it turns out your opponent is a lot more patient than you are. Orange Hulk is big, but Akuma makes bigger look dumber rather than stronger. Added note: You CAN use Ryu Mode with this version of the Hulk. Orange Hulk users are more aggressive and can easily be lured into a Shinkuu Tatsumaki Senpū Kyaku.

Roll - She's so cute, I wouldn't dare land a jab on her face, but, sadly, MVC is survival of the fittest and Roll, as many would say, is not "fit". I'd choose her over Megaman anytime but I must admit I find the always-give-you-a-stupid-look boy much harder to defeat. Refer to my Megaman strategies for dealing with her and adjust them according to these added notes: One, Roll's X buster CAN chip some block damage but it would need a down to forward motion so it'll come out slow. Two, you can low block against her Hyper Roll and you wouldn't get a bruise. And three, all her other supers are easy to block and Shinkuu Hadouken afterwards.

Shadow Lady - Chunli minus the ability to combo a super but plus the





Ms. AsianCuteness for inspiring me in just about everything I do!

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- v1.3 - added another flashy combo
- v1.2 - added flashy combos section
- v1.1 - added the starting in Akuma or Ken mode trick  
 (which, quite proudly, I discovered on my own! Haha! I discovered  
 my own trick! It's quite simple, but still, yes!)

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Please feel free to email me if there's something about Ryu I left out or if you just want to comment on my work. Thank you. If ever I revise this faq and add something you feel came from one of your emails to me, email me again and remind me bout it so I can give you credit. Thanks again.

Hey, wanna start as Ken or Akuma mode without having to use a super bar?  
\* I'm sure this'll work though not so sure if you HAVE to do all of these...

1. Highlight Ryu
2. Hold start for Akuma mode, and select for Ken mode
3. Hit a button to be able to choose Ryu
4. Continue holding start or select until the round starts
5. You'll be in Akuma or Ken mode even BEFORE the match begins!

\* If you'd like to choose Ryu in Akuma or Ken mode only as a helper, or if you'd like to choose a double Ryu and the "reserved" Ryu is in another mode, then hold start or select only AFTER you have selected "Partner Heroes".

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And just in case you read the last part of this faq before the first, allow me restate my legal notice...

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