

"DEDICATE YOURSELF, AND ANYTHING IS POSSIBLE! HUMAN POTENTIAL IS TRULY LIMITLESS...."

Bic

REAL NAME

OGGUPATION Fighter

Ryu

ABIUMES

Utilizes a unique fighting style based on Ansatsuken, with elements of karate, judo, and taekwondo blended in. He is also able to utilize his spiritual energy.

WEAPOILS

None

PROFILE

Ryu's name gained great recognition among martial artists after he defeated the Muay Thai king in a fight. However, instead of claiming his fame, Ryu began to wander the globe, hoping to become a true warrior. He continues his journey, engaging in battles with fighters he meets along the way.

FIRST APPEARANCE

Street Fighter (1987)

POWER GRID



*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

















Vitality	1,000,000	
Chain Combo Archetype	Marvel Seri	ies
X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	135%	105%
Level 2 (2 teammates remaining)	160%	110%
Level 3 (1 teammate remaining)	185%	115%

Your goal with Ryu is to set up an offense centered on his improved Collarbone Breaker attack.

Ryu's Collarbone Breaker lends itself to a strong mix-up that you can exploit when your opponent becomes afraid of this attack.

- Collarbone Breaker is an overhead attack that can chain directly into a launcher
- You can exploit this to land low-hitting crouching **()** attacks on rivals attempting to guard the overhead
- Competitors who become focused on blocking correctly can be thrown, which leads into OTG-capable Air Shinku Hadouken
- You can cross up your opponent with Ryu's Tatsumaki Senpukyaku L, adding yet another mix-up option that must be guarded

How do you close on an adversary so you can apply Ryu's mix-ups?

- Jump with air 🔿 + 🕄 (option-select throw) canceled into air Tatsumaki Senpukyaku L to cover both the air and ground
- If your opponent is focused on trying to stop the air Tatsumaki Senpukyaku L, use the opportunity to wave dash toward the opposing character
- Force rivals to guard crossover assists in order to reestablish positioning and apply mix-ups
- Keep opponents away with Hadoken, then suddenly attack once the opposing character gets within mid range

TUNING SINCE ORIGINAL MVC3

Ryu received a large amount of new special attacks and hyper combos, but most of these can be difficult to utilize effectively. Collarbone Breaker can now be chained into (S) and is special and hyper-cancelable, which has vastly improved Ryu's offense. The Hado Kakusei and Shin Tatsumaki Senpukyaku attacks now give him better combos and damage output.

- Forward and backward dashes are now cancelable after 4 frames—this previously was 11 frames
- Collarbone Breaker (\Rightarrow \Leftrightarrow M) now chains into (S), is also special and hyper combo-cancelable
- New special attack Ren Hadoken: $\clubsuit \Rightarrow \Rightarrow \oplus$ (mash) fires a stream of up to five short-ranged fireballs
- New special attack Baku Hadoken: $\clubsuit \cong \Rightarrow \oplus$ (hold) fires a single fireball so fast that it's nearly invisible, also wall bounces the enemy
- New special attack Hado Shoryuken: $\Rightarrow \clubsuit \cong \odot$ powered up Shoryuken with increased invulnerability and adds additional blue flame hits
- New hyper combo Hado Kakusei: 🖊 🗣 🕬 15% speed boost and altered hyper combos
- New hyper combo Shin Hadoken: ♥ ☜ ♥ ☜☜ during Hado Kakusei, ricochets off of walls
- New hyper combo Shin Tatsumaki Senpukyaku: 🕈 🖊 🗢 🕬 🕬 during Hado Kakusei, creates massive cyclone
- Shinku Hadoken now can be mashed for additional damage
- Shinku Tatsumaki Senpukyaku now can be mashed for additional damage

Attack Set Standing Dasie Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing 🕒	1	50,000	400	5/5	3/3	10/8	+3/+5	+1/+3	Chain-cancelable into 🕒 attacks
2	Standing M	1	75,000	600	8/7	3/3	21/18	-3/-1	-5/-3	—
3	Standing 🔒	1	90,000	760	10/9	3/3	21/18	+4/+7	+2/+5	—







Grouching Dasie Allacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching 🕒	1	45,000	360	5/5	2/2	11/9	+3/+5	+1/+3	Low attack, chain-cancelable into 🕒 attacks
2	Crouching M	1	68,000	544	8/7	3/3	19/17	-1/+1	-3/-1	Low attack
3	Crouching 🕒	1	80,000	640	10/9	4/4	26/23	_	-4/-1	Low attack, hard knockdown







Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	(while standing or crouching)	1	100,000	800	9/8	5/5	22/19	_	-1/+2	Launcher, not special- or hyper combo- cancelable



All Daste Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air 🕒	1	55,000	440	6/6	13/13	5/4	+9/+11	+7/+7	Overhead attack
2	Air M	2	108,000	960	9/8	4/4	19/16	+19/+19	+17/+14	Overhead attack
3	Air 🔒	1	90,000	720	9/8	4/4	23/20	+23/+22	+21/+20	Overhead attack







Air Special Attacks—Aying Screen and Air Exchange

Air S causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air S behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus 😉, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air S	1	95,000	760	9/8	8/7	19/17	+20	+18	Overhead attack, causes hard knockdown if used in launcher combo, not special- or hyper combo-cancelable
2	Air 🗘 🔸 🕒 (during launcher combo)	1	60,000	480	8/7	7/7	17/14	_	_	Tags in next available ally while lofting opponent upward
3	Air⇔ or <> + ⑤ (during launcher combo)	1	50,000	400	11/10	5/5	21/17	_	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air 🖓 🛨 🕒 (during launcher combo)	1	50,000	400	9/8	8/7	18/17	_	_	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar





Command Attacks

attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Collarbone Breaker	<> + M	2	63,000	560	23/21	4/4	22/19	-3/-1	-5/-1	Overhead attack
2	Roundhouse Kick	🖒 + 🔒	1	95,000	760	13/12	3/3	21/18	+4/+7	+2/+5	—
				× F			1				



Throws

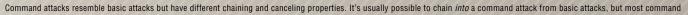
Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
4	🖒 + 🔒 (ground)	1	80,000	800	1	1	Hard knockdown
I	🗢 🕈 🔒 (ground)	1	80,000	800	1	1	Hard knockdown
n	└> + (]) (air)	1	80,000	800	1	1	Hard knockdown
2	<> + 🔒 (air)	1	80,000	800	1	1	Hard knockdown













As a Partner—Crossover Assists

Screen	Туре	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Ryu— $lpha$	Shinku Tatsumaki Senpukyaku	Shoryuken H	1	150,000	1200	27/25	14/14	132/125	102/88	Knocks down opponent
2	Ryu— eta	Shinku Hadoken	Hadoken L	1	100,000	800	34/31	—	128/123	98/86	Projectile has 5 low priority durability points
3	Ryu— $oldsymbol{\gamma}$	Shinku Tatsumaki Senpukyaku	Tatsumaki Senpukyaku H	3	143,500	1280	37/34	17(6)6/ 15(6)6	115/108	85/72	Knocks down adversary







Ryu—γ is great for offensive support and combos. Fast and long ranged, it keeps an opponent in hitstun and guardstun for a considerable amount of time. Furthermore, it only has three hits, so it does not cause a large amount of damage scaling in combos. It is similar to the popular Akuma—β crossover assist, with the trade-off of inflicting more hitstun, but lacking the ability to nullify projectile

Ryu— eta uses Hadoken L, which is a decent assist to have in general. This assist is more suited to increasing your zoning ability (or negating your competitor's zoning), but possesses substantially less combo utility than Ryu— γ

Ryu— α lacks the invincibility that the normal version of Shoryuken possesses. This makes it difficult to use effectively as a defensive move. It sends an adversary flying very high, also making its combo utility negligible.

You can permanently speed up all of Ryu's assists with Hado Kakusei. This makes Ryu— γ Tatsumaki Senpukyaku more potent due to the decreased startup, but it gives you less time to react to a successful hit.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	∯ ∰ ¢> + PI®P2	1	50,000	500 - (-1 hyper meter bar)	2	3	23	—	0
Notes									



out for 4 seconds

Special Moves

Scree	n Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
	Hadoken L	∱ শ্র ⇔ + (1	100,000	800	10/9	_	35/31	-2/+2	-4/0	Projectile has 5 low priority durability points
1	Hadoken M	∯ € <⊃ € M	1	100,000	800	10/9	—	39/34	-6/-1	-8/-3	Projectile has 5 low priority durability points
	Hadoken H	⊕ფ⇔+ 🕄	1	100,000	800	10/9	—	43/38	-10/-5	-12/-7	Projectile has 5 low priority durability points
2	Air Hadoken	(in air) ♂ �� ⇔ + 🚥	1	100,000	800	14/13	—	38/33	-8/-2	-9/-4	Projectile has 5 low priority durability points
3	Ren Hadoken (rapid fire)	ি হা ⇔ + ⑤ (rapidly press)	1~5	50,000~ 204,600	400~ 2000	21/19	_	42/36	-9/-3	-11/-5	Can be mashed to fire up to 5 projectiles, projectile remains active for 21 frames each projectile has 5 low priority durability points
3	Air Ren Hadoken (rapid fire)	(in air) ♀♀♀►€ (rapidly press)	1~5	50,000~ 204,600	400~ 2000	21/19	_	43/37	-1/+3	-3/+1	Can be mashed to fire up to 5 projectiles, projectile remains active for 21 frames each projectile has 5 low priority durability points
	Baku Hadoken	॑॑॑॑	1	150,000	1200	53/48	_	37/33	_	-8/-4	Causes wall bounce, projectile has 5 low priority durability points
4	Air Baku Hadoken	(in air) ♂ �� + ⑤ (charge)	1	150,000	1200	53/48	_	33/29	_	+12/+13	Causes wall bounce, projectile has 5 low priority durability points
	Shoryuken L	⇔ি হ ে •	1	100,000	800	3/3	14/14	25/20	-7/-2	-13/-8	Invincible from frames 1-2
5	Shoryuken M	⇔∿∜ ≌ • M	1	120,000	960	3/3	14/14	33/27	-9/-4	-21/-15	Invincible from frames 1-5
	Shoryuken H	⇔ি∿ হা + 🕄	1	150,000	1200	3/3	14/14	47/40	-19/-12	-35/-28	Invincible from frames 1-9

Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
6	Hado Shoryuken	¢₽₽\$\$	4	203,000	1760	28/25	14/14	34/28	+16/+22	-22/-16	Invincible from frames 1-30, projectile hits 3 times and has 1 low priority durability point
	Tatsumaki Senpukyaku L	ৢৢ৻ঽ৾৾৾৵ৼৢ৾৾৾ঀ	1	90,000	720	13/12	6	23/19	_	-3/+1	Knocks down opponent
7	Tatsumaki Senpukyaku M	ঢ়≌⇔∗ᢂ	2	114,000	960	13/12	7(6)6/ 6(6)6	21/17		-1/+3	Knocks down competitor
	Tatsumaki Senpukyaku H	ৢৢ৻ঽ৾৾৾৵ৢ৾৾৾ঀ	3	143,500	1280	13/12	17(6)6/ 15(6)6	22/15		-2/+3	Knocks down adversary
	Air Tatsumaki Senpukyaku L	(in air) ♂♂ ♀ + ●	1	100,000	800	13/12	20/18	Until grounded	_	—	
8	Air Tatsumaki Senpukyaku M	(in air) ♂ /3 <>> + M	4	117,600	1120	13/12	26(4)6/ 23(4)6	Until grounded	_	—	_
	Air Tatsumaki Senpukyaku H	(in air) ♂♂ ♀ + 日	5	135,800	1360	13/12	36(4)6/ 32(4)6	Until grounded	_	—	
	Jodan Sokuto Geri L	\$\$\$\$\$ €	1	100,000	800	14/13	5/5	30/25		-9/-4	Wall bounces rival
9	Jodan Sokuto Geri M	今♂८2 + M	1	100,000	800	16/14	5/5	32/28	_	-11/-7	Wall bounces target
	Jodan Sokuto Geri H	∽⊕ <i>1</i> 2 + 🔒	1	100,000	800	18/16	5/5	34/29	_	-13/-8	Wall bounces opponent



Hadoken: The "wave motion fist" executes and recovers more quickly than most projectiles, but this is offset by its low amount of durability points compared to that of strong zoning characters. Against aggressive characters, use Hadoken to control the ground, forcing your foe to jump over them. Each Hadoken inflicts 30,000 points of chip damage, so your adversary naturally wants to avoid them.

Hadoken L should be the primary version used; it has fastest recovery and slowest projectile speed, leaving the projectile on screen the longest and Ryu the least vulnerable. This allows you to best control screen space.

Hadoken H has the slowest recover but creates the fastest-moving projectile. Throwing Hadoken L immediately followed by Hadoken H from fullscreen does not leave your competitor much time to move in between the two projectiles. This is a useful tactic if you are trying to maximize chip damage, or prevent another long range character from being able to attack in-between the two fireballs.



Air Hadoken The air version of Hadoken has considerably slower startup and recovery compared to the ground version, making it riskier to use.

Its primary use should be from fullscreen in anticipation of the opposing player trying to advance in the air.

Performing air Hadoken by inputting a $\sqrt[7]{2}$ $\xrightarrow[7]{2}$ + $\sqrt[8]{2}$ motion can dramatically reduce the recovery on air Hadoken if done immediately off the ground, enough that you can actually combo a ground Hadoken H after an instant air Hadoken L.





Hado Shorvuken: Another new special attack, Hado Shoryuken has a huge amount of invulnerability, more than most hyper combos! However, it is much slower than a normal Shoryuken, limiting its use. This attack can be employed in situations where the huge amount of invincibility frames can be used to beat hyper combos that Shoryuken H won't beat.



to five short range Hadoken projectiles. This attack is primarily used for extra damage in corner combos. Against a guarding foe, one use of advancing guard pushes Ryu too far away for the additional fireballs to land.



Baku Hadoken Another new special attack, Baku Hadoken creates an invisible projectile with 5 low-priority durability points and wall bounces. It is difficult to use effectively, since the startup is slow and the durability is still

exactly the same as a regular Hadoken. It's difficult to capitalize on the wall bounce outside of the corner with anything besides a Shinku Hadoken, unless you use Baku Hadoken at a low altitude by inputting ⑦ �� ⇔ ♥ + ⑤ . If done properly, Ryu lands on the ground and recovers immediately after releasing the projectile, allowing him to dash forward after the wall bounce and convert into a full combo.

Shoryuken is one of the rare invincible special attacks in the game, making it great for stopping an opponent's offense. Shoryuken H inflicts the most damage and has the most invulnerability, making it the most useful version in most cases. However, if you have three meters, you can use Shoryuken M to combo into Shin Shoryuken.

You should be concerned with the recovery of this attack, since all three versions can be easily punished if guarded. To mitigate risk, cancel Shoryuken into the ground version of Shinku Hadoken. If it hits, aim the Shinku Hadoken upward for a quick 450,000 damage. If guarded, aim it forward, forcing your adversary to guard the beam and keeping Ryu safe.



Tatsumaki Senpukyaku: The ground version of Tatsumaki Senpukyaku is difficult to use effectively, since it is punishable by throws if guarded, but it doesn't reward you with much if it hits.

However, during Hado Kakusei state, all versions of Tatsumaki Senpukyaku grant frame advantage if guarded. There is also a damaging loop combo involving the L version.







Air Tatsumaki Senpukyaku: The air version of Tatsumaki Senpukyaku L is one of Ryu's best offensive assets. It immediately alters his trajectory, moving slightly up-forward a bit before dropping down. This attack grants massive frame advantage when guarded or on hit. Furthermore, it can be preceded by option-selected air 🕒 air throw attempts, leaving Ryu in a very favorable position if you snag your foe

with an air throw, or if air 🕒 or Tatsumaki Senpukyaku L hits or is guarded. Tatsumaki Senpukyaku L can also cross up opponents! See the Advanced Tactics section for more information

Air Tatsumaki Senpukyaku M and H travel across the screen, but they leave Ryu completely vulnerable until he reaches the ground. This can be mitigated in two ways. You can use the motion $\mathcal{D} \mathcal{D} \mathcal{D} \mathcal{T} \bullet \mathbf{W}$ to do it immediately off the ground, which gives massive frame advantage on hit or when guarded. In addition, the hits caused by all versions of air Tatsumaki Senpukyaku do not knock down grounded competitors, allowing a combo afterward if done correctly! The other method is to hyper combo cancel the air Tatsumaki Senpukyaku into air Shinku Hadoken.

a combo tool that causes wall bounce. Jodan Sokuto Geri L version causes your rival to bounce the shortest distance off of the wall, preferable in corner combos to prevent the target from bouncing over Ryu. Jodan Sokuto Geri H version causes the farthest bounce from the wall, making midscreen combos possible with some precise wavedashing. All versions of Jodan

Sokuto Geri are slow and unsafe if guarded, but the stronger versions more than the L version. This makes it a poor attack to use outside of combos.

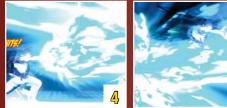
However, if you have slightly more than one hyper meter bar available, hyper combo canceling Jodan Sokuto Geri into Hado Kakusei results in a very damaging combo, and it also makes it much easier to capitalize off of a midscreen wall bounce. If Jodan Sokuto Geri is guarded, hyper combo canceling into Hado Kakusei leaves Ryu with up to a +4 frame advantage.

Jodan Sokuto Geri: This attack is primarily

knockdown and, if you manage to land this in the corner, you can

Shinku Tatsumaki Senpukyaku: This hyper combo has a fair amount of invincibility that can be used as a long range alternative to Shoryuken in defensive situations, and it can now be mashed for extra damage. This hyper combo causes hard





temporarily replaces Shinku Hadoken. This hyper combo fires a horizontal beam that bounces off of the wall. Ironically, it's

generally worse than the regular Shinku Hadoken because Shin

the OTG-capable air Shinku Hadoken to capitalize off of throws.

Hadoken cannot be aimed; this prevents you from being able to use

follow it with an OTG air Shinku Hadoken if you are quick. However,

the direction in which Shinku Tatsumaki Senpukvaku sends the

target is somewhat random

Shin Hadoken: Only available during Hado Kakusei, this move

ending all Hado Kakusei combos.

the other options!

Battle Plan





When jumping, press $\Rightarrow + \bigcirc$ at the peak of the jump to get both an aerial attack and an air throw attempt.

Ryu works best when you have access to large amounts of meter, so using another character to build meter for him on a team is a good strategy for playing him. Byu makes an excellent meter user and a fantastic anchor. You can use meter with Ryu to mercilessly punish careless assists with Shinku Hadoken. Also, Ryu with level 3 X-Factor and a full hyper meter can inflict massive amounts of chip damage.

When at mid range, usually your best option is to advance on the opposing character by using option select air 🕕 into air Tatsumaki Senpukyaku L: jump forward, press 🖒 🔸 (1) on the way up, input $\mathcal{P} \not\cong \mathcal{P} + \mathbf{U}$ immediately after the kick extends. This allows you to air throw rivals who are nearby, come down with air Tatsumaki Senpukyaku L on ground competitors for huge frame advantage, and force airborne foes from farther away to guard both the air 🕒 and the air Tatsumaki Senpukyaku L.

Opponents may attempt to counter this by waiting with an anti-air. To counter adversaries waiting to anti-air your aerial assault, simply wavedash in and attack with crouching lacksquare to begin your close range offense.

Zoning attackers may try to keep you away with projectiles and beams. Your best bet is either to try to evade them, or punish them with Shinku Hadoken if they get careless and predictable with their zoning tactics.

Using projectile and beam crossover assists to guard your approach is always an option. If your opponent quards an assist it gives you time to rush in and begin your mix-ups. Avoid reckless use of your crossover assist; however, you don't want to end up with your assist being punished for a huge amount of damage.

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Shinku Hadoken (in air OK)	⊕ध⇔ + 🕬 🕸	25~50	261,700~ 313,900	18+1	80	23	+3	-8	Can be steered using the controller, holding up during the super flash causes beam to fire straight up, holding down during air version causes beam to fire straight down, knocks down opponent, downward version is OTG-capable, beam durability: 25 frames x 1 high priority durability point, can be mashed for additional hits
2	Shinku Tatsumaki Senpukyaku	⊕≌<>+ ∰∰	43~83	266,300~ 315,200	13+4	2(1)4(1)2(1)5(1)2(1) 5(1)2(1)5(1)2(1)5(1) 2(1)5(1)2(1)5(1)2(1) 5(1)2(1)5(1)2(1)5(1) 2(1)2(2)6	35	_	-12	Frames 1-17 invincible, last hit cause hard knockdown, can be mashed for additional hits
3	Hado Kakusei	ታታ • ֎֎		_	18+7	_	_	_	_	Puts a 115% speed-up effect on Ryu for 339 frames, Shin Hadoken and Shin Tatsumaki Senpukyaku can be activated while speed-up is active, Hado Kakusei cannot be activated while speed-up is already active
4	Shin Hadoken (in air OK)	(during Hado Kakusei) 상 업 다 + 때때	25~50	290,800~ 349,300	18+1	80	23	+3	-8	Beam ricochets off the wall, standing beam ricochets upward toward the opposite wall, air beam ricochets downward toward the back wall, durability: 25 frames x 1 high priority durability points
5	Shin Tatsumaki Senpukyaku	(during Hado Kakusei) 삿 🌣 🗘 + জেল্জ	43~83	332,500~ 394~600	13+4	2(1)4(1)2(1)5(1)2(1) 5(1)2(1)5(1)2(1)5(1) 2(1)5(1)2(1)5(1)2(1) 5(1)2(1)5(1)2(1)5(1) 2(1)2(1)5(1)2(1)5(1) 2(1)2(2)6	35	_	-12	Frames 1-17 invincible, last hit causes hard knockdown, can be mashed for additional hits
6	Shin Shoryuken (Level 3 Hyper Combo)	\$\$\$\$\$\$ \$	3	380,000	11+0	4	50	_	-28	Frames 1-22 invincible, hard knockdown









Shinku Hadoken: Ryu possesses one of the best beam hyper combos in the game due to the versatility of Shinku Hadoken. Before Ryu begins firing his beam, you can initially choose to fire it in one of two directions, depending on Ryu's position. If no direction is held, he fires Shinku Hadoken directly in front of him. If grounded, you can hold up to fire the beam dire upward. If in the air, you can hold down to fire the beam at a downward angle. Regardless of the direction fired, you can continue to change the direction of Ryu's beam slightly in an direction.

Furthermore, even if your rival guards this attack, it is nearly impossible to punish it. In fact, a majority of the cast can't punish it at all. It also pushes your adversary far away. This is particularly useful if you need breathing room to reestablish dominance.

This move is useful in and out of combos, and it has exceptional damage for a level 1 hyper combo now that it can be mashed for extra damage. In combos, it's a fantastic combo ender The air version of Shinku Hadoken is one of the few horizontal beam hyper combos that can be performed at super jump height, and all versions are remarkably useful at putting a screeching halt to projectile and beam-based zoning characters. The air version is also OTG-capable!

It also has excellent THC synergy, both for starting and continuing into the next level of a THC. Shinku Hadoken can be used in THC combos from nearly any hyper combo!



Hado Kakusei: Ryu has gained a speed boost hyper combo in Ultimate Marvel vs Capcom 3: he gains a 15% speed boost for roughly 5.6 seconds when this hyper combo is activated. Ryu gains access to Shin Hadoken and Shin Tatsumaki Senpukyaku, but he loses access to Shinku Hadouken freaky eyes! Unlike most power-up hyper combos, Ryu can still gain meter during Hado Kakusei to offset the short duration.





The primary use of this hyper combo is to cancel Jodan Sokuto Geri whe performed in a midscreen combo to enable more damaging combos, bu you can also use the move as a way to safely cancel otherwise unsafe special attacks.

Like most power-up states, if Ryu leaves gameplay while in Hado Kakusei state, he retains his powered-up state until he is the primary character again, granting his crossover assists the 15% speed increase



Shin Tatsumaki Senpukyaku: Onl available durin Hado Kakusei 1 nove temporar eplaces Shinku Tatsumaki enpukyaku. This hyper combo is nearly identical to

Shinku Tatsumaki Senpukyaku except for two major differences: it inflicts substantially more damage at 394,600 points, one of the strongest level 1 hyper combos in the game, and it also boasts a much higher vertical hitbox. These two differences make it ideal for



covers far so than when his competitor hits the ground, allowing you to continue with a juggle combo anywhere on th screen. Combined with 22 frames of invincibility, it can be a potent counter to opponents who use hyper

Shin Shoryuken

.then input an option-select air Tatsumaki Senpukyaku L to cover all

The Collarbone Breaker overhead attack leads to great damage if it hits, and it is the focal point of Ryu's offense.

Once you manage to close in on your target, your offense with Ryu should be focused on setting up the overhead Collarbone Breaker 🖒 🕈 M, which leads into damaging combos if it connects. When you have the opportunity to attack your rival, lead with either Collarbone Breaker or crouching **L** . If you attack with crouching **L** , you have several options to mix up your opponent with:

- Staggered low-hitting crouching **(**) chains, hitting competitors who attempt to use advancing guard. This also hits opponents attempting to jump away
- Chain crouching **()** into the overhead Collarbone Breaker
- Throw (into OTG air Shinku Hadoken)
- Buffer a dash and do more staggered crouching **(**) attacks to maintain pressure

It's possible to hit-confirm Collarbone Breaker's two hits and cancel into Jodan Sokuto Geri H on reaction. If the overhead is guarded, chain into Ryu's safe 🕄 launcher. If it is a little too difficult to confirm the hit, either press S every time regardless of hit or block, or do a weaker, faster version of Jodan Sokuto Geri. However, weaker versions of Jodan Sokuto Geri require a hyper combo cancel to Hado Kakusei to be able to capitalize with a combo fully, except in the corner, where Jodan Sokuto Geri L is always the best option.

Any crouching **U** or Collarbone Breaker hit can be verified and canceled into a Jodan Sokuto Geri for a big damage combo. If you have slightly more than one hyper meter bar, you can hyper combo cancel into Hado Kakusei and perform an even more damaging combo: see the Combo Usage section.



Rvu's Hadoken attacks are best used to control horizontal planes of the battlefield.



combos in the game that can travel horizontally in the air: this makes it great for countering aerial

While you have Ryu at long range against more aggressive characters, you'll want to rack up as much free chip damage and meter as you can: use Hadoken L to dominate the ground space and air Hadoken H in anticipation of long range jumps. Make use of long range projectiles and beam assists to assist in zoning when necessary.

nroiectiles

If you've managed to successfully keep your competitor away with your Hadoken projectiles, consider hyper combo canceling into Shinku Hadoken whenever your foe gets uncomfortably close to Ryu, so you can push them back out. As long as you have meter to spare, you can use Shinku Hadoken to react to many tactics the opposing player uses to close the distance, racking up a decent amount of damage.

Almost inevitably, your foe eventually finds a way to close in and establish mid range. Once this happens, consider abruptly changing your pace to suddenly rush them down instead with option select air 🕒 into air Tatsumaki Senpukyaku.

If you find yourself against another zoning character at long range, try to simply overpower them on the ground with repeated Hadoken L and H. Use assists carefully to help you win the long range firefight. It is important to know your opponent's projectile strengths, since Ryu can simply be outgunned by some of the other zoning characters in the cast. If your adversary can overpower you with their projectiles or beams, you'll have to either go on offense or attempt to discourage your foe's zoning by using meter to punish their projectile or beam use with Shinku Hadoken.



🛛 🕂 🌂 🌩 🕂 🚳 🏧 (MASH 🚳)

640,500 damage, 32% meter loss

This is a basic Ryu combo that should be relatively easy to master. Perform the air 🕖 , 🕒 with a slight delay after the ⑤ launch. The target must be above Ryu's head for all five shots of 🕴 🌂 🌩 🗢 😮 to connect. If this combo is guarded, you can stop it at standing 😡 to leave it relatively safe from harm.

//₂ → + M, ⑤ → FORWARD SUPER JUMP, AIR M (2 HITS), ⑧ → ♦ 🕱 + + ⑤, ⑤, ⑤, ⑤, ⑤, ⑤ → ♦ 🛪 + + ∞∞ (MASH ⑥)

558,200 damage, 50% meter loss

Ryu no longer needs X-Factor or an assist to combo after his overhead Collarbone Breaker. Chaining into 🌖 is safe on guard unless Ryu is near a corner, in which case, your challenger can land a throw against it.

795,200 damage, 104% meter loss

ough seemingly costly, activating Hado Kakusei mid-combo allows you to improve your overall damage output while continuing to build meter. Shoryuken canceled into Shin Tatsumaki Senpukyak 1 be performed without much fuss when you only have two or fewer bars. With three bars or more, use the special input: 🔶 🔶 🌂 🖌 🌶 👾 + 鲍 🐵 . Otherwise, you will accidentally cancel into Shin Shoryuken.

606,600 damage, 19% meter loss

For a little extra effort, you can inflict slightly more damage off of a basic opening. After <table-cell-rows> 🌶 🎓 🔞 connects, you must wavedash forward with perfect timing in order to juggle with crouching 🔟 . Near corners, this combo does not require any dashes, and you should use <table-cell-rows> 🖓 🎓 🕒 instead.

况 (AGAINST AIRBORNE OPPONENT) FORWARD JUMP. AIR м (2 HITS). (1) 🚥 🗣 🖉 🗢 + (1) 🚥 🗣 🕁 🔶 + 🗰 📾 (MASH 🌚)

500,800 damage, 70% meter loss

A basic anti-air combo that's perfect for attacking an enemy who's entering the screen after snap back or character K.O. When blocked, cancel into 🕹 🖉 🗢 🍨 🕕 to safely land from the failed assault.

Some competitors may have the option to fire projectiles at a downward angle at Ryu from the air, allowing them to bypass your ground-based Hadokens while still pressuring you with air-based projectiles. Fortunately, Ryu has one of the best counters in the game to this strategy with air Shinku Hadoken. Alternatively, if your opponent is predictable, or you suspect they might start employing this tactic, you can just preemptively jump up and cover that area of the screen with a Hadoken to momentarily force your rival to stay grounded.



The invincible Shorvuken H is one of the best defensive tools in the game. Hyper combo cancel into Shinku Hadoken for lots of damage!



Air throws are essential to both Rvu's offense and defense

While you have Ryu on defense, generally try to rely on advancing guard and air throws to keep your attacker at bay. Option select a Tatsumaki Senpukyaku L into all air throw attempts; this sometimes lets you suddenly turn the tables and gain the initiative. However, some aerial tactics are difficult to stop with an air throw, such as Wolverine's Diving Kick and Amaterasu's airdash air 🕒 . Against these attacks, you may want to use Shoryuken to make your rival hesitate.

The invincible Shorvuken is one of the best defensive tools in the game-cancel into Shinku Hadoken for safety when your opponent guards it and tack on a lot of extra damage by aiming it upward when Shoryuken connects. Furthermore, Shoryuken only has 3 frames of startup, making it useful for punishing guarded attacks that are -3 or -4. However, if the frame disadvantage is -5 or greater, simply punish with crouching 🕒 into a full combo.

Another defensive alternative is to use Shinku Tatsumaki Senpukyaku, which has more horizontal range and can be used to THC for more damage if it successfully hits or to a safe hyper combo if it is blocked.

GOMBO APPENDIX

GENERAL EXECUTION TIPS

After hitting Jodan Sokuto Geri H, manually buffer a dash input with 🕈 🕈 to get the earliest possible dash. From there, you'll just need to wavedash once to be in range to have Ryu juggle his competitor. After ground throwing the opponent, input 🕴 🍬 🖈 🖈 👁 much earlier than you think you can to be able to consistently hit the air Shinku Hadoken OTG. To properly time juggle attacks after Shin Shoryuken, immediately dash forward and attack with standing M as Ryu disappears from the bottom of the screen.

FRONT AND BACK THROW OR FRONT AND BACK AIR THROW, AIR 🕈 🎕 🔶 🕈 📾 , HOLD 🐓 (MASH 🜚)

Input 🖓 🖄 ⊑> 💭 + to OTG after ground throws

Input $\Rightarrow \sqrt{2} \Rightarrow + \infty \longrightarrow (mash \infty)$ if you have 3 or more hyper combo bars

🔸 🕂 🕅 🚥 ት 🗲 🛊 🚯 🚥 ት 🕇 🕈 🕬 🗰 🕹 🕹 🕈

Notes The overhead variation of Combo Usage III

CR. (), ST. (), CR. (), → + () => → ↓ ≠ + (), FORWARD WAVEDA 📼 🕪 🔶 🐛 🔹 🕬 🐨 , FORWARD DASH, CR. 에 , ST. 🔒 , 🗢 🕈 🚯 , 🕤 📼 (MASH ()

Notes Level 3 Ryu combo

CR. (L), ST. (M), CR. (H), → + (H) ==> → ↓ ≥ + (H) ==> ↓ ↓ + (H) + (L), ST, (M), (H), \rightarrow + (H) \implies $\downarrow \not > \leftarrow$ (L), $\rightarrow \downarrow \not > \leftrightarrow$ (M) \implies $\downarrow \not > \leftarrow$

Use special input at the end if you have 3 or more hyper combo bars. 🖘 🖓 🖄 🗘 🖄 + 🔘, 🗇

🕈 🖉 ← 🖎 + 🚯, CR. 🕒, ST. 🙌, CR. 🚯, → + 🚯 🚥 > ← 🐓 🖉 + 🚯, FORWARD SUPER JUMP, AIR M (2 HITS), 🔒 🚥 🕹 🐇 🖛 🕂 🕮 🚥 🕨

Notes

Opening Tatsumaki Senpukyaku must be done immediately off the ground

ADVALIGED TARTIES

CAN A MARRIOR GET A SHIMRI?



In every Capcom fighting game is a system known as "input priority." Input priority governs what command to execute when two commands overlap closely. For example, performing ⇔ ♡ ♡ ≤> gets interpreted as a $\Rightarrow \heartsuit \Im$ motion rather than a $\sqrt[n]{2}$ $\leq >$ motion. This is a big problem for Ryu players

combo cancel Shinku Hadoken from a Shorvuken usually causes you to get an accidental Shin Shorvuken instead

adversary with air Tatsumaki Senpukyaku L! a combo if it hits and a huge frame because you often need to hyper combo cancel Shoryuken attacks works best against smaller characters, or opponents who don't stand up to quickly: if you have three hyper meter bars, trying to cancel Shoryuken with guard until a little later. Shinku Hadoken usually gets you an accidental Shin Shoryuken instead! That's

a lot of wasted meter, and a lot of free damage for your foe if they happened Against larger adversaries, jump and immediately press $\Rightarrow + \mathbf{0}$ to get an to guard the Shoryuken! air throw attempt, then immediately cancel to air Tatsumaki Senpukyaku L before the kick even comes out to cross up players using large characters. There are some ways to manipulate the game's input priority system into This serves to both discourage foes from jumping and protecting you from air giving you the correct hyper combo. To cancel Shorvuken with Shinku throws while also crossing up your opposition. Hadoken, perform the following inputs: $rac{1}{2}$ $rac{1}{2}$ r

awkward motion still gives you a Shoryuken command due to input priority. input buffer. The game then only recognizes the $\sqrt[3]{2} \stackrel{<}{\hookrightarrow}$ command, allowing for the hyper combo cancel to Shinku Hadoken!

Hado Kakusei combos involve hyper combo canceling a Shorvuken to a Shin Tatsumaki Senpukyaku. This is an even more awkward input: らう 🖓 🖓 🖄 + 🚳 🚥 🗢 + 🕬 🗠 . Practice makes perfect!

	Damage							
	379,800 damage, 92% meter loss							
1000								
	Damage							
	449,800 damage, 88% meter loss							
WICE, CR. 🕑, ST. 🔁, 🔶	• + (i) ===> ♥ ≥ ← + (i), ST. (M), (i), ⇒ +							
	Damage							
	739,200 damage, 122% meter loss							
SH TWICE, CR. (\mathbf{M}) , ST. (\mathbf{I}) , $\Rightarrow + (\mathbf{I}) \implies \mathbf{I} \not\cong + (\mathbf{O})$, $\Rightarrow \mathbf{I} \not\cong + (\mathbf{O})$								
> VERTICAL SUPER JUMP, AIR 🚯 🚥 🕈 🖉 🗢 + 🚯 🚥 ት 🖞 🌣 +								
226220	100 00 00 00 00 00 00 00 00 00 00 00 00							
	Damage							
	1,099,100 damage, 383%% meter loss							
🖦 🕸 , WAVE DASH TWICE, CR. 🕪, ST. 🔒, → + 🔒 🛶 🖡 🖉 🔶								
• 🕈 🕸 (MASH 🕸)								
	Damage							
	1,070,400~1,359,700 damage, 80~48% meter loss							
ORWARD WAVEDASH TW	ICE, CR. M, ST. 🕀, 🔶 + 🔒, S 🚥							
≤ → + @@ (MASH @)								
	Damage							
	542,700 damage, 6% meter loss							

SPINNING INTO TOUN



To add to Ryu's mix-up of low attacks. Collarhope Breaker, and throws, you can also cross up your

Ryu has another slightly more difficult option mix-up option when you manage to get close enough to start his offense with crouching 🕒 Air Tatsumaki Senpukyaku can cross up competitors, as well! Perform cross up air Tatsumaki Senpukyaku L by inputting advantage if guarded. This technique



