

RYU

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

Bio

REAL NAME

Ryu

OCCUPATION

Fighter

ABILITIES

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.

WEAPONS

None

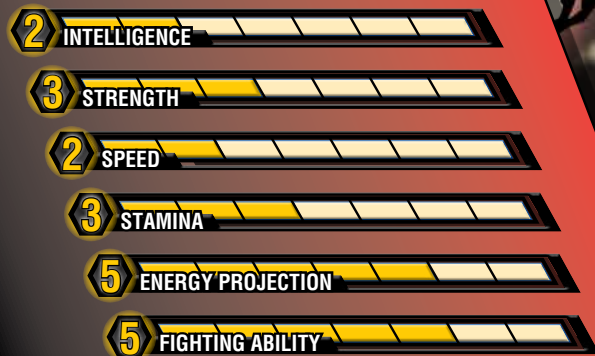
PROFILE

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.

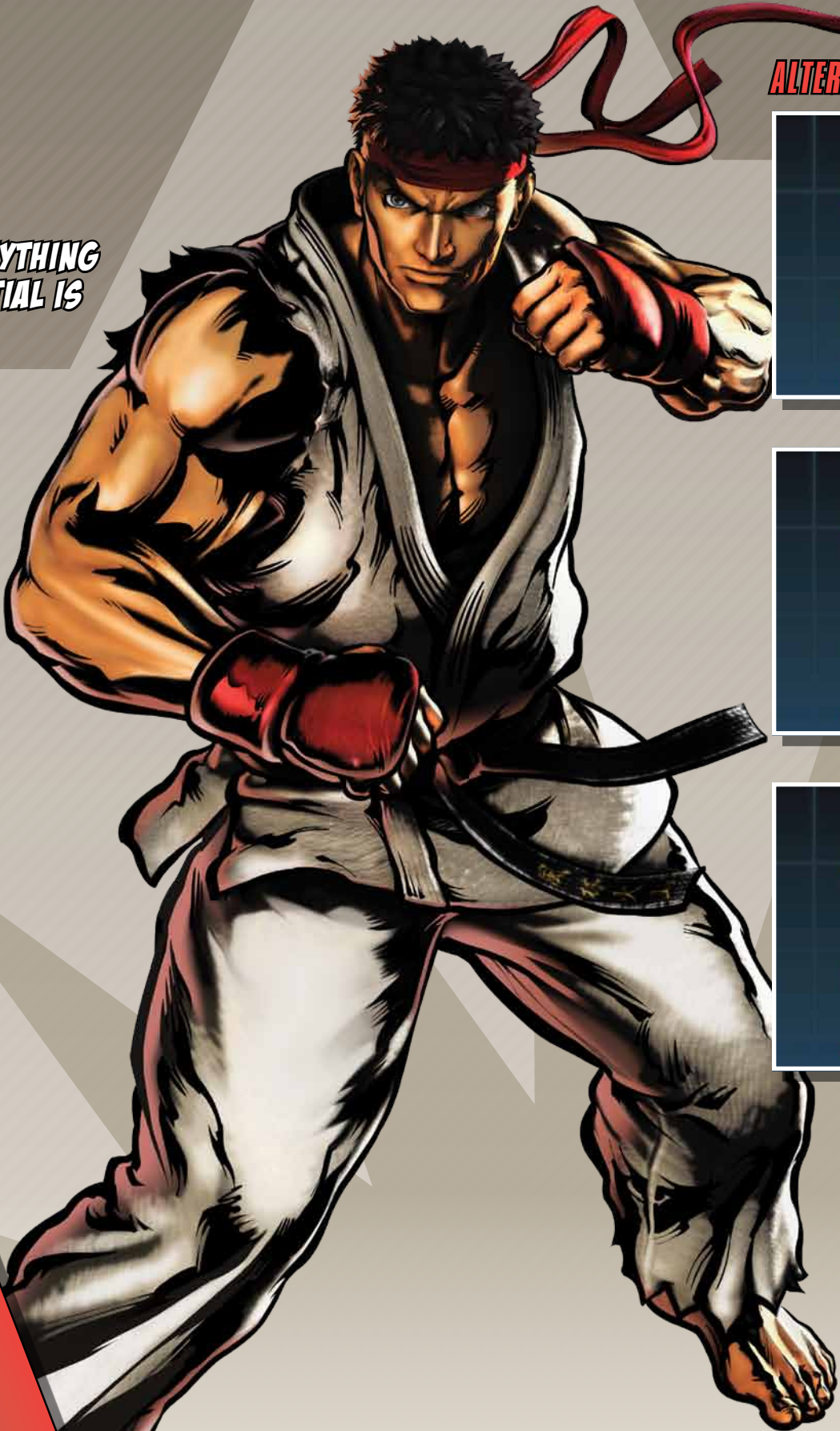
FIRST APPEARANCE

Street Fighter (1987)

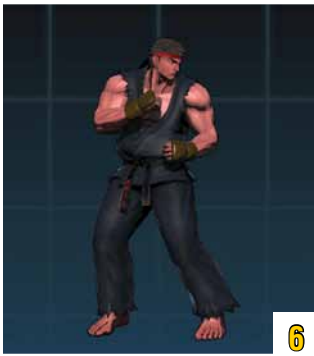
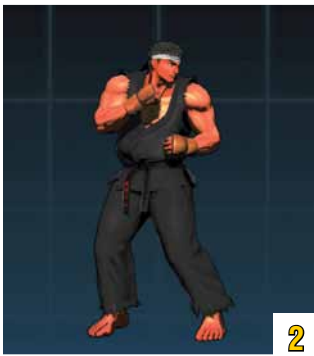
POWER GRID



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



ALTERNATE COSTUMES



Overview

Vitality	1,000,000
Chain Combo Archetype	Marvel Series

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 **L** 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 **↵** + **H** (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 (**↵** + **M**) now chains into **S**, is also special and hyper combo-cancelable

New special attack Ren Hadoken: **↓ ↘ ↵** + **S** (mash) fires a stream of up to five short-ranged fireballs

New special attack Baku Hadoken: **↓ ↘ ↵** + **S** (hold) fires a single fireball so fast that it's nearly invisible, also wall bounces the enemy

New special attack Hado Shoryuken: **↵ ↓ ↘** + **S** powered up Shoryuken with increased invulnerability and adds additional blue flame hits

New hyper combo Hado Kakusei: **↓ ↓** + **ATK** 15% speed boost and altered hyper combos

New hyper combo Shin Hadoken: **↓ ↘ ↵** + **ATK** during Hado Kakusei, ricochets off of walls

New hyper combo Shin Tatsumaki Senpukyaku: **↓ ↗ ←** + **ATK** 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 Basic Attacks

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



Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	45,000	360	5/5	2/2	11/9	+3/+5	+1/+3	Low attack, chain-cancelable into L attacks
2	Crouching M	1	68,000	544	8/7	3/3	19/17	-1/+1	-3/-1	Low attack
3	Crouching H	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	S (while standing or crouching)	1	100,000	800	9/8	5/5	22/19	—	-1/+2	Launcher, not special- or hyper combo-cancelable



Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	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 H	1	90,000	720	9/8	4/4	23/20	+23/+22	+21/+20	Overhead attack



Air Special Attacks—Flying 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 **S**, 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 ↗ + S (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 ↖ + S (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 ↕ + S (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

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command 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	↗ + H	1	95,000	760	13/12	3/3	21/18	+4/+7	+2/+5	—



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.

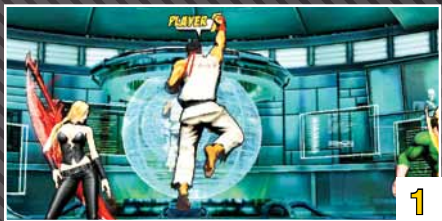
Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	↘ + H (ground)	1	80,000	800	1	1	Hard knockdown
	↖ + H (ground)	1	80,000	800	1	1	Hard knockdown
2	↘ + H (air)	1	80,000	800	1	1	Hard knockdown
	↖ + H (air)	1	80,000	800	1	1	Hard knockdown



RYU

As a Partner—Crossover Assists

Screen	Type	<div>P1+P2</div> Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Ryu—α	Shinku Tatsumaki Senpukyaku	Shoryuken H	1	150,000	1200	27/25	14/14	132/125	102/88	Knocks down opponent
2	Ryu—β	Shinku Hadoken	Hadoken L	1	100,000	800	34/31	—	128/123	98/86	Projectile has 5 low priority durability points
3	Ryu—γ	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 projectiles.

Ryu—β 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	<div>↵↘↻ + <div>P1=P2</div></div>	1	50,000	500 - (-1 hyper meter bar)	2	3	23	—	0
Notes On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds									



Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Hadoken L	<div>↵↘↻ + <div>L</div></div>	1	100,000	800	10/9	—	35/31	-2/+2	-4/0	Projectile has 5 low priority durability points
	Hadoken M	<div>↵↘↻ + <div>M</div></div>	1	100,000	800	10/9	—	39/34	-6/-1	-8/-3	Projectile has 5 low priority durability points
	Hadoken H	<div>↵↘↻ + <div>H</div></div>	1	100,000	800	10/9	—	43/38	-10/-5	-12/-7	Projectile has 5 low priority durability points
2	Air Hadoken	<div>(in air) ↵↘↻ + <div>ATK</div></div>	1	100,000	800	14/13	—	38/33	-8/-2	-9/-4	Projectile has 5 low priority durability points
3	Ren Hadoken (rapid fire)	<div>↵↘↻ + <div>S</div> (rapidly press)</div>	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
	Air Ren Hadoken (rapid fire)	<div>(in air) ↵↘↻ + <div>S</div> (rapidly press)</div>	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
4	Baku Hadoken	<div>↵↘↻ + <div>S</div> (charge)</div>	1	150,000	1200	53/48	—	37/33	—	-8/-4	Causes wall bounce, projectile has 5 low priority durability points
	Air Baku Hadoken	<div>(in air) ↵↘↻ + <div>S</div> (charge)</div>	1	150,000	1200	53/48	—	33/29	—	+12/+13	Causes wall bounce, projectile has 5 low priority durability points
5	Shoryuken L	<div>↵↘↻ + <div>L</div></div>	1	100,000	800	3/3	14/14	25/20	-7/-2	-13/-8	Invincible from frames 1-2
	Shoryuken M	<div>↵↘↻ + <div>M</div></div>	1	120,000	960	3/3	14/14	33/27	-9/-4	-21/-15	Invincible from frames 1-5
	Shoryuken H	<div>↵↘↻ + <div>H</div></div>	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	<div>↵↘↻ + <div>S</div></div>	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
7	Tatsumaki Senpukyaku L	<div>↵↘↻ + <div>L</div></div>	1	90,000	720	13/12	6	23/19	—	-3/+1	Knocks down opponent
	Tatsumaki Senpukyaku M	<div>↵↘↻ + <div>M</div></div>	2	114,000	960	13/12	7(6)6/6(6)6	21/17	—	-1/+3	Knocks down competitor
	Tatsumaki Senpukyaku H	<div>↵↘↻ + <div>H</div></div>	3	143,500	1280	13/12	17(6)6/15(6)6	22/15	—	-2/+3	Knocks down adversary
8	Air Tatsumaki Senpukyaku L	<div>(in air) ↵↘↻ + <div>L</div></div>	1	100,000	800	13/12	20/18	Until grounded	—	—	—
	Air Tatsumaki Senpukyaku M	<div>(in air) ↵↘↻ + <div>M</div></div>	4	117,600	1120	13/12	26(4)6/23(4)6	Until grounded	—	—	—
	Air Tatsumaki Senpukyaku H	<div>(in air) ↵↘↻ + <div>H</div></div>	5	135,800	1360	13/12	36(4)6/32(4)6	Until grounded	—	—	—
9	Jodan Sokuto Geri L	<div>↵↘↻ + <div>L</div></div>	1	100,000	800	14/13	5/5	30/25	—	-9/-4	Wall bounces rival
	Jodan Sokuto Geri M	<div>↵↘↻ + <div>M</div></div>	1	100,000	800	16/14	5/5	32/28	—	-11/-7	Wall bounces target
	Jodan Sokuto Geri H	<div>↵↘↻ + <div>H</div></div>	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

↵↘↻ +

ATK

 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.



Ren Hadoken: One of Ryu’s new special attacks, mash the

S

 button to create up 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

↵↘↻ +

S

. 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: 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.



Hado Shoryuken: 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.



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.



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



Air Shinku Hadoken is one of the only beam hyper combos in the game that can travel horizontally in the air; this makes it great for countering aerial projectiles!

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.

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 **H** 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.

COMBO USAGE

I. CR. **L, ST. **M**, CR. **H**, **⇒** + **H**, **S** **CANCEL** **⇒** FORWARD SUPER JUMP, AIR **M** (2 HITS), **H** **CANCEL** **⇒** **↓** **↘** **⇒** + **ATK** **ATK** (MASH **ATK**)**

640,500 damage, 32% meter loss

This is a basic Ryu combo that should be relatively easy to master. Perform the air **M** **H** with a slight delay after the **S** launch. The target must be above Ryu's head for all five shots of **↓** **↘** **⇒** + **S** to connect. If this combo is guarded, you can stop it at standing **M** to leave it relatively safe from harm.

II. **⇒ + **M**, **S** **CANCEL** **⇒** FORWARD SUPER JUMP, AIR **M** (2 HITS), **H** **CANCEL** **⇒** **↓** **↘** **⇒** + **S**, **S**, **S**, **S**, **S** **CANCEL** **⇒** **↓** **↘** **⇒** + **ATK** **ATK** (MASH **S**)**

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

III. CR. **L, ST. **M**, CR. **H**, **⇒** + **H** **CANCEL** **⇒** **⇐** **↓** **↘** + **H** **CANCEL** **⇒** **↓** **↓** + **ATK** **ATK**, FORWARD WAVEDASH TWICE, CR. **M**, ST. **H**, **⇒** + **H** **CANCEL** **⇒** **↓** **↘** **⇐** + **L**, ST. **M**, **H**, **⇒** + **H** **CANCEL** **⇒** **↓** **↘** **⇐** **L**, **⇒** **↓** **↘** + **M** **CANCEL** **⇒** **↓** **↘** **⇐** + **ATK** **ATK** (MASH **ATK**)**

795,200 damage, 104% meter loss

Though 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 Senpukyaku can be performed without much fuss when you only have two or fewer bars. With three bars or more, use the special input: **⇒** **↓** **↘** **↓** **↘** **⇐** + **M** **⇐** + **ATK** **ATK**. Otherwise, you will accidentally cancel into Shin Shoryuken.

IV. **⇒ + **M** **CANCEL** **⇒** **⇐** **↓** **↘** + **H**, WAVE DASH TWICE, CR. **M**, ST. **H**, **⇒** + **H**, **S** **CANCEL** **⇒** FORWARD SUPER JUMP, AIR **M** (2 HITS), **H** **CANCEL** **⇒** **↓** **↘** **⇐** + **H** (5 HITS) **CANCEL** **⇒** **↓** **↘** **⇒** + **ATK** **ATK** (MASH **ATK**)**

606,600 damage, 19% meter loss

For a little extra effort, you can inflict slightly more damage off of a basic opening. After **⇐** **↓** **↘** **⇐** + **H** connects, you must wavedash forward with perfect timing in order to juggle with crouching **M**. Near corners, this combo does not require any dashes, and you should use **⇐** **↓** **↘** **⇐** + **L** instead.

V. (AGAINST AIRBORNE OPPONENT) FORWARD JUMP, AIR **M (2 HITS), **H** **CANCEL** **⇒** **↓** **↘** **⇐** + **H** **CANCEL** **⇒** **↓** **↘** **⇒** + **ATK** **ATK** (MASH **ATK**)**

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 **↓** **↘** **⇐** + **L** 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 Shoryuken 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 Ryu'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 **H**. Against these attacks, you may want to use Shoryuken to make your rival hesitate.

The invincible Shoryuken 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 **L** 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.

COMBO 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 **↓** **↘** **⇒** **↘** + **ATK** **ATK** 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 **↓** **↘** **⇒** + **ATK** **ATK**, HOLD **↓** (MASH **ATK**)

Notes	Damage
Input ↓ ↘ ⇒ ↘ + ATK ATK to OTG after ground throws	379,800 damage, 92% meter loss

⇒ **↓** **↘** + **H** **CANCEL** **⇒** **↓** **↘** **⇒** + **ATK** **ATK**, HOLD **↑** (MASH **ATK**)

Notes	Damage
Input ⇐ ↓ ↘ ⇐ + ATK CANCEL ⇒ ATK ATK (mash ATK) if you have 3 or more hyper combo bars	449,800 damage, 88% meter loss

⇒ + **M** **CANCEL** **⇒** **⇐** **↓** **↘** **⇐** + **H** **CANCEL** **⇒** **↓** **↓** + **ATK** **ATK**, FORWARD WAVEDASH TWICE, CR. **M**, ST. **H**, **⇒** + **H** **CANCEL** **⇒** **↓** **↘** **⇐** + **L**, ST. **M**, **H**, **⇒** + **H** **CANCEL** **⇒** **↓** **↘** **⇐** **L**, **⇒** **↓** **↘** + **M** **CANCEL** **⇒** **↓** **↘** **⇐** **L**, **⇒** **↓** **↘** + **M** **CANCEL** **⇒** **↓** **↘** **⇐** + **ATK** **ATK** (MASH **ATK**)

Notes	Damage
The overhead variation of Combo Usage III	739,200 damage, 122% meter loss

CR. **L**, ST. **M**, CR. **H**, **⇒** + **H** **CANCEL** **⇒** **⇐** **↓** **↘** + **H**, FORWARD WAVEDASH TWICE, CR. **M**, ST. **H**, **⇒** + **H** **CANCEL** **⇒** **↓** **↘** **⇐** + **L**, **⇒** **↓** **↘** + **M** **CANCEL** **⇒** **↓** **↘** **⇐** + **ATK** **ATK**, FORWARD DASH, CR. **M**, ST. **H**, **⇒** + **H**, **S** **CANCEL** **⇒** VERTICAL SUPER JUMP, AIR **H** **CANCEL** **⇒** **↓** **↘** **⇐** + **H** **CANCEL** **⇒** **↓** **↘** **⇐** + **ATK** **ATK** (MASH **ATK**)

Notes	Damage
Level 3 Ryu combo	1,099,100 damage, 383%% meter loss

CR. **L**, ST. **M**, CR. **H**, **⇒** + **H** **CANCEL** **⇒** **⇐** **↓** **↘** + **H** **CANCEL** **⇒** **↓** **↓** + **ATK** **ATK** **CANCEL** **⇒** **⇐** **↓** **↘** **⇐** + **L**, **⇒** **↓** **↘** + **M** **CANCEL** **⇒** **↓** **↘** **⇐** + **H** **CANCEL** **⇒** **↓** **↘** **⇐** + **L**, ST. **M**, **H**, **⇒** + **H** **CANCEL** **⇒** **↓** **↘** **⇐** **L**, **⇒** **↓** **↘** + **M** **CANCEL** **⇒** **↓** **↘** **⇐** + **ATK** **ATK** (MASH **ATK**)

Notes	Damage
Use special input at the end if you have 3 or more hyper combo bars. ⇐ ↓ ↘ ⇐ ↓ ↘ ⇐ + M , ⇐ + ATK ATK	1,070,400–1,359,700 damage, 80–48% meter loss

↓ **↘** **⇐** **↘** + **H**, CR. **L**, ST. **M**, CR. **H**, **⇒** + **H** **CANCEL** **⇒** **⇐** **↓** **↘** + **H**, FORWARD WAVEDASH TWICE, CR. **M**, ST. **H**, **⇒** + **H**, **S** **CANCEL** **⇒**

FORWARD SUPER JUMP, AIR **M** (2 HITS), **H** **CANCEL** **⇒** **↓** **↘** **⇐** + **H** **CANCEL** **⇒** **↓** **↘** **⇒** + **ATK** **ATK** (MASH **ATK**)

Notes	Damage
Opening Tatsumaki Senpukyaku must be done immediately off the ground	542,700 damage, 6% meter loss

ADVANCED TACTICS

CAN A WARRIOR GET A SHINKU?!



If you have three hyper meter bars, trying to cancel Shoryuken with Shinku Hadoken from a Shoryuken usually causes you to get an accidental Shin Shoryuken instead.

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 **⇐** **↓** **↘** motion rather than a **↓** **↘** **⇐** motion.

This is a big problem for Ryu players because you often need to hyper combo cancel Shoryuken attacks

quickly: if you have three hyper meter bars, trying to cancel Shoryuken with 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 to guard the Shoryuken!

There are some ways to manipulate the game's input priority system into giving you the correct hyper combo. To cancel Shoryuken with Shinku Hadoken, perform the following inputs: **⇐** **↓** **↘** **⇐** + **ATK** **CANCEL** **⇒** **ATK** **ATK**. The awkward motion still gives you a Shoryuken command due to input priority, but by the time you input **ATK** **ATK**, the original **⇐** command will be out of the input buffer. The game then only recognizes the **↓** **↘** **⇐** command, allowing for the hyper combo cancel to Shinku Hadoken!

Hado Kakusei combos involve hyper combo canceling a Shoryuken to a Shin Tatsumaki Senpukyaku. This is an even more awkward input: **⇐** **↓** **↘** **⇐** **↓** **↘** **⇐** + **ATK** **CANCEL** **⇒** **⇐** + **ATK** **ATK**. Practice makes perfect!

SPINNING INTO TOWN



To add to Ryu's mix-up of low attacks, Collarbone Breaker, and throws, you can also cross up your adversary with air Tatsumaki Senpukyaku L!

Ryu has another slightly more difficult option mix-up option when you manage to get close enough to start his offense with crouching **L**. Air Tatsumaki Senpukyaku can cross up competitors, as well! Perform cross up air Tatsumaki Senpukyaku L by inputting **⇐** **↓** **↘** **⇐** **↘** + **L**; you get a combo if it hits and a huge frame advantage if guarded. This technique

works best against smaller characters, or opponents who don't stand up to guard until a little later.

Against larger adversaries, jump and immediately press **⇐** + **H** to get an air throw attempt, then immediately cancel to air Tatsumaki Senpukyaku L before the kick even comes out to cross up players using large characters. This serves to both discourage foes from jumping and protecting you from air throws while also crossing up your opposition.



RYU