



RYU'S JOURNEY

Main Story Mode of Street Fighter IV

by David Siriln and Thomas Grov 

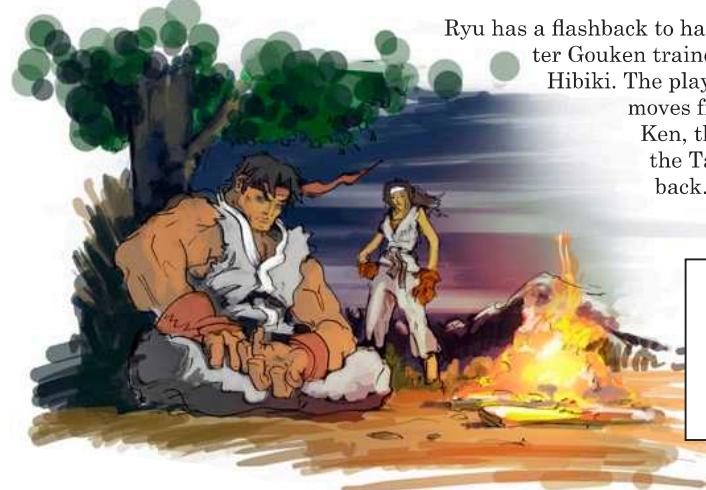
CAPCOM[®]

ACT 1: Introduction

(The Ordinary World, The Call to Adventure)

Ryu in Exile

Years after the events of SF3, Ryu sits near a campfire in the mountain wilderness, afraid to be near people and unable to totally control his inner power. Sakura - no longer a school girl - seeks him out for advice because she has reached a plateau in her fighting skills. She also wonders what her favorite fighter has been doing alone for years.



Ryu has a flashback to happier times when Master Gouken trained him, Ken, and Dan Hibiki. The player learns some basic moves from Gouken, spars with Ken, then defeats Dan to learn the Taunt ability. End flashback.

Gameplay

- Training with Gouken
- Fight Ken
- Fight Dan
- Learn the Taunt ability

Ryu Tells his Story

At the campfire, Ryu explains to Sakura that she must always continue to improve and that she must use every technique available to her. In order to illustrate the points, he tells her to sit down while he tells the story of his personal journey that made him the warrior he is today. It all started back at Gouken's dojo when Sakura arrived with Ryu's invitation to the Street Fighter 2 tournament.

In a flashback, young Ryu says he doesn't need to enter the SF2 tournament because he already won the SF1 tournament. The scene then fades to a stormy field where the player actually plays the final round of the SF1 tournament against Sagat, winning with the mighty shoryuken that gave Sagat his scar. The scene fades back to young Ryu who says he has nothing to prove and has no reason to leave his Master or his current training environment.

Gameplay

- Fight Sagat in SF1 Finals
- Final shoryuken occurs in a playable cut-scene

ACT 2: Something Bad Happens (*The Reluctant Hero, The Wise Old Man*)

Gouken vs. Gouki (Akuma)

At the campfire, older Ryu says that Sakura knows all too well when those happy times ended. In flashback, we see the battle between Gouken and his brother Gouki. Gouken says that their common master Goutetsu didn't want the "Dark Hadou" aspect of Shotokan passed on, and that Gouki must be stopped from using it. Gouki says that he uses all techniques to his advantage. Because Gouki killed Master Goutetsu in a fair fight, that proves Gouki's way is right, he says. Gouken challenges Gouki to a death match, and Gouki wins, finishing Gouken with the "Raging Demon" attack.

Death of Gouken

Ryu finds Gouken's body and sees Gouki's huge "heaven" symbol on the wall written in blood. Ryu goes into shock, unable to speak for days. During this time, he fights against Evil Ryu in his head. This represents his internal struggle with the Dark Hadou. Ken arrives, hearing of their Master's death, and tries to comfort Ryu, unsuccessfully. Suddenly, Ryu senses that they are being watched, and they all run outside to find Gouki.

- Gameplay**
- Fight Evil Ryu in Ryu's mind



Akuma's Appearance

Gouki explains that since he killed Goutetsu and Gouken, he's taken on a new name: Akuma. He fights Ryu, Ken, and Sakura all at once, explaining several plot points along the way. He says Ryu is weak because his Master would not teach him the entirety of Shotokan, but that clearly Ryu is discovering the missing pieces within himself. He also mentions that Bison is weak because he only uses the negative energies (psycho power), and that a fighter must use both sides of the coin to win.

Sakura rushes into the fight and Akuma immediately slaps her down. Akuma says Sakura is eager, but has no real fighting ability. He says

Ken is weak because he holds back, as if he has too much to lose by fighting (referring to his girlfriend Eliza). The sequence ends with Akuma knocking out all fighters, and telling Ryu to improve enough that Akuma can eventually have a worthy rival, since he killed all his previous rivals. At this point, Akuma might teach Ryu the Denjin Super Fireball (from SF3), which partly uses Dark Hadou powers.



Gameplay

- Fight Akuma with help from Ken and Sakura
- Akuma demonstrates "yomi" (knowing the mind of the opponent)
- Learn Super Move: Denjin Fireball

Gouken's Ghost

Ryu goes to the place where Master Gouken died, finding Gouken's ghost. Gouken tells Ryu to forget the past and concentrate on improving himself for the future. He says Ryu must travel the world and fight the best fighters in order to improve, starting with a nearby Ninja School for girls. If Ryu wins, he can move on to another school. If he loses, then the school has something to teach him. Ryu swears to Gouken that he'll avenge his death, but Gouken fades away when that's mentioned.

Gameplay

- Roaming area at Gouken's Dojo
- Talk to Gouken's Ghost
- Talk to Ken and Sakura (optional)
- Destroy background objects

ACT 3: Commitment (*Into the Special Fantasy World*)

The Two Gifts of the Ninja School

Ryu arrives at the base of a hill with a windy road leading to the (all-girl) Ninja School. A wooden sign says "All Challengers Welcome." Ryu fights many ninja students and overcomes a few platforming challenges on his approach to the school's courtyard. Akuma makes a brief appearance, explaining to Ryu that if you throw your opponent a lot, it will make him mad and make mistakes. Akuma does exactly that in a fight, then teleports away.

Gameplay

- Roaming area: windy path to Ninja School
- Fight student sentry
- Avoid ninja traps (some platforming)
- Akuma demonstrates throws on you
- Fight group of several ninja students

Ryu reaches the school's courtyard, where he is greeted by the headmaster. Ryu asks to challenge the school's top student, but the headmaster has him fight the newest student instead. This new student - the only male student at the school - is a Chinese bodyguard charged with protecting a little girl whose upper-class parents he failed to protect. He brought the little girl

(named Ibuki) to this school so that one day she will be able to protect herself. Ryu defeats the bodyguard, then fights the school's top student, a young female ninja. (The Chinese bodyguard and the female ninja are two of the new playable characters in SF4.)

The top student uses the Flashback mechanic against Ryu (rewinding time to get out of trouble). Ryu defeats her, but rather than immediately leave, he asks the headmaster if there is anything he can do to improve. The headmaster offers two gifts. First he teaches Ryu how to use the Flashback ability. Second, he says he has the "gift of all things, and overcoming all obstacles." He says Ryu is not ready, but will need this gift in order to win the SF2 tournament. He says Ryu must come back to the school after he has challenged several other schools and learned better grappling (from Honda's sumo school) and a better understanding of inner ki (from Dhalsim).

Gameplay

- Fight the newest student (Chinese bodyguard, Ibuki's protector)
- Fight the school's top student (she is playable in versus mode)
- Learn new ability: Flashback
- Practice Flashback against top student



ACT 4: Go for the Wrong Goal

(Tests, Allies, and Enemies; The Inner Cave, Second Threshold, The Supreme Ordeal)

Tokyo: Dan's School, Honda's School

Ryu travels to Tokyo where he challenges Dan Hibiki's school (in a joke segment involving Dan's friend Blanka), and then Honda's sumo school. After defeating Honda's students and Honda himself, Honda reveals that he has one more visiting student: his friend Zangief.



Gameplay

- Roaming area: Tokyo street near Dan's Dojo and Honda's Dojo
- Fight Dan's students
- Fight Blanka (Dan's friend)
- Fight Dan himself
- Fight Honda's students
- Fight Honda himself
- Fight Honda's Zangief (Honda's friend)

India: Dhalsim's Wisdom

Ryu travels to India, in search of the spiritual master Dhalsim. Akuma appears briefly along the way, saying that if you are winning a tournament fight, then running away until time counts down is a viable strategy. He does this to you (it's very annoying), then teleports away. Later, Dhalsim teaches Ryu how to concentrate his inner energies, and Ryu learns two super moves: Super Fireball and Super Helicopter Kick.

Gameplay

- Roaming area at Dhalsim's village
- Akuma demonstrates running away in a tournament match against you
- Complete Dhalsim's 3 mini-game challenges
- Defeat Dhalsim

Dhalsim says Ryu has focused too much on learning from friends rather than enemies. He suggests that Ryu practice the new super techniques with a friend (Ken), but then challenge enemies who will never pull their punches.

USA: Adventures with Ken, Guile, and Chun Li

Ryu gets on a plane to go train with Ken in America and remembers (in flashback) the last time he visited Ken. Years ago, Ken reached a block in his training and invited Ryu to visit. Ken took them to a bar in San Francisco, and got into a fight when Ken tried to pick up a girl who was with some Air Force cadets.

After defeating the cadets, Guile showed up and beat both Ken and Ryu badly. This was the first time either of them had really lost a match, and it spurred them to travel the world in search of other true street fighters.

Gameplay

- Fight Air Force cadets
- Fight Guile (in cut-scene, lose)



Coming out of flashback, Ryu gets off the plane and goes to Ken's mansion, where he meets Guile (now friends with Ken) and Chun Li. After a rematch with Guile (this time Ryu wins!), and a fun match with Chun Li, they get down to business. Guile and Chun Li explain what a dangerous man Bison is, and how he killed Guile's friend Charlie and Chun Li's father. They will go to the tournament hoping to defeat Bison for good.

Just then, Bison's henchmen - Vega and Killer Bee - burst into the mansion, trying to take out Guile and Chun Li. Ryu defeats both of them. The henchmen limp away, saying they will not forget such a loss.

Gameplay

- Fight Guile (this time win)
- Fight Chun Li
- Fight Vega and Killer Bee simultaneously

Ryu says that Dhalsim told him he should fight enemies (rather than friends) to keep improving. Vega and Killer Bee were strong, so Ryu asks where else he can find such enemies. Guile explains that the only other top fighters in Bison's Shadowloo are Sagat and Balrog... in Las Vegas.

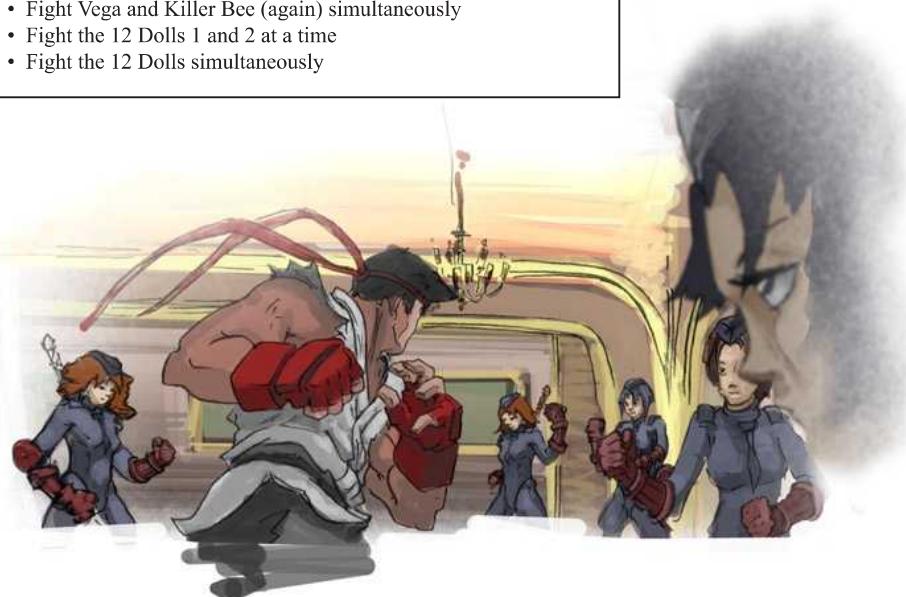
Las Vegas: Henchmen's Lair

Ryu visits Las Vegas, in search of champion boxer Balrog (Bison's minion). Along the way, Sagat warns him to be careful of another ambush by Vega and Killer Bee. Sagat says he doesn't want anything to happen to Ryu, because he wants a fair rematch against Ryu in the SF2 tournament.

Ryu fights several layers of Balrog's security before reaching Balrog himself. The fight against Balrog is staged as a boss fight, but right afterward Vega and Killer Bee launch their second ambush. This time, they bring the Twelve Dolls: twelve beautiful women that Bison kidnapped from twelve countries, trained to be his bodyguards. Ryu must defeat them all in a difficult and long endurance fight.

Gameplay

- Fight Sagat briefly, but he doesn't fight back (warns you instead)
- Roaming area: Venitian hotel in Las Vegas
- Fight security guards
- Fight Balrog
- Fight Vega and Killer Bee (again) simultaneously
- Fight the 12 Dolls 1 and 2 at a time
- Fight the 12 Dolls simultaneously



ACT 5: Reversal

(Seizing the Sword, Reward)

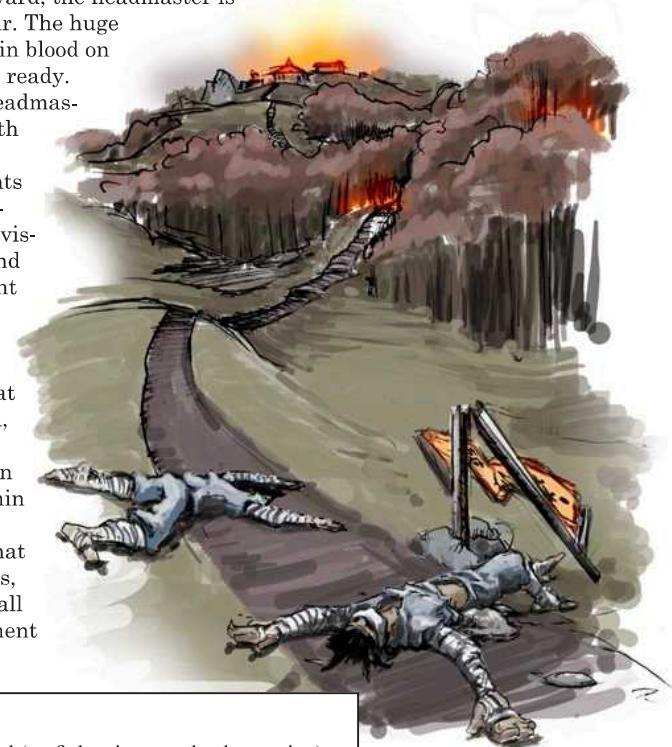
The SF2 tournament is near and Ryu still wonders if he has the power to defeat Bison. Bison is much weaker than Akuma, and if Ryu can't even beat Bison, he has little chance of avenging Master Gouken's death. Ryu travels back the Ninja School, hoping he is ready for the "gift of all things, and overcoming all obstacles."

Return to the Ninja School

When he arrives at the base of the hill, the sign that says "All Challenges Welcome" is broken and swinging in the wind. Dead and wounded ninjas lie everywhere. There are no fights in this sequence, but the player must walk past all the destruction, realizing what has happened. In the courtyard, the headmaster is dead, slumped over his chair. The huge "heaven" symbol is written in blood on the wall and Akuma stands ready. Akuma explains that the headmaster challenged him to a death match, hoping he could reclaim the "gift." Akuma fights Ryu and knocks Ryu unconscious. In Ryu's mind, he revisits the fight between Ryu and Evil Ryu. This time, the fight ends with the two fusing together. When he wakes up, Ryu now has the ability to transform into Evil Ryu at any time. Akuma is pleased, and shows Ryu that while he's in Evil Ryu form, he can perform two new supers: Shin Shoryuken and the Raging Demon. Akuma says now that Ryu has embraced all things, he is now able to overcome all obstacles. The SF2 tournament will be a good test, he says.

Gameplay

- Roaming area: Ninja School (no fights, just see the destruction)
- Fight Akuma
- Fight Evil Ryu in Ryu's mind
- Learn new technique: Transform to Evil Ryu
- Learn new Super Moves: Shin Shoryuken and Raging Demon



ACT 6: Go for the New Goal (The Road Back)

The SF2 Tournament

Ryu arrives in Thailand and the SF2 tournament begins. By this point, all the opponents are familiar to Ryu, as they are all his friends, rivals, and acquaintances. Sagat and Ryu both advance, undefeated, to the tournament finals. Sagat finally gets his rematch, but he loses again.

Gameplay

Fight through the SF2 tournament

- Ken
- Guile
- Honda
- Blanka
- Zangief
- Chun Li
- Dhalsim
- Balrog
- Vega
- Rematch with Sagat

Just as the fight ends, Dan Hibiki immediately fights Sagat trying to avenge his father's death. Sagat easily wins, and tells Dan that devoting your life to revenge matches is a hollow pursuit. Sagat looks straight at Ryu and says "And that is why I will now turn to other pursuits. I wish you well, honorable warrior." Sagat leaves.



Boss Battle: Bison

Bison congratulates Ryu and explains that he's had his eye on Ryu for a very long time. Bison knows that Ryu won SF1, defeated all of Bison's henchmen, and now won SF2 as well. Bison says he needs the best fighters on his side, and now that all his henchmen lost to Ryu, he needs

Ryu as well. Ryu recoils from Bison's offers, but Bison says it's not an offer Ryu can walk away from. Ryu fights Bison (and his psycho powers!) in a dramatic boss fight.

Gameplay

- Boss Battle: Bison

Ryu wins and has the opportunity to kill Bison, but he doesn't. As Ryu turns his back to leave, Akuma teleports in and performs the Raging Demon on Bison, killing him. Akuma says that Ryu is still weak and merciful, and the only way to play is to play to win, not letting your **opponent** come back. Never let up, never stop, always fight your hardest until the very end. Akuma says that until Ryu learns this, he will never be on the same level as Akuma.

ACT 7: Resolution (Resurrection, Return, Ending)

Ryu's Story Ends

At the campfire, older Ryu explains to Sakura that Akuma's words carried a lot of weight with him. He briefly remembers the final moments of the SF3 tournament where he viciously killed Gill, unleashing the full force of the Dark Hadou. Again at the campfire, Ryu says that he told this story to Sakura for two reasons: 1) hearing about his journey might help her regain her path to continuous improvement, and 2) he might not ever get to tell the story again.

The Final Challenge: Akuma

Ryu packs up, preparing to finally challenge Akuma. Sakura protests, saying revenge is not a good reason to throw your life away. Ryu says that that's a lesson he learned all too well from Sagat and that it's no longer about revenge; it's about improving yourself until you can defeat the greatest challenges in life. Ryu feels that now is the time. He sets out for Akuma and Sakura follows.





Ryu arrives at Akuma's cave, which is surrounded by a huge graveyard of past challengers. Ryu says to Akuma "I am ready." In this special fight, Ryu and Akuma's lifebars are shared, as if in a tug-of-war. Sakrua's fate is also tied up in this fight, adding to its importance. During parts of the fight, the player has infinite super meter, and Akuma uses several tricks with time such as slow motion, speed up, and rewind.

When Ryu finally wins, he has the opportunity to kill Akuma, and remembers using the Dark Hadou at the end of SF1, SF2, and SF3. Akuma asks if Ryu is strong enough to finish the task, but Ryu lets Akuma go. Ryu says, "You once told me that I had to embrace both sides of the coin - positive and negative - using every technique to my advantage. You were right. But there is another coin: the Life that I just spared versus the Death you represent."

Akuma says that the cycle is inevitable; if Life wins today then Death's day is tomorrow.

Ryu picks up his duffle bag, turns his back, and walks away. Sakura follows.

End

Gameplay

- Roaming area: the final road to Akuma
- Final Boss Battle: Akuma