

# Vs. Ryu

<https://www.twitch.tv/videos/368923805> 00:14:00 Start

## Ryu's Strong Moves/Normals

### *crLK*

- 4F startup, long reach and very effective as a punish tool and neutral poke/buffer into ex.fireball
- Won't lead into big damage, so you don't need to worry so much

### *crMP*

- His main poking tool
- It's not crazy strong or anything (looking at karin), Akuma can stuff this with crLK
- In VT1, this becomes +3 instead of original +2

### *crMK*

- His other main poking tool
- If you block it, he is -2 so go for a throw/hit mixup point blank

### *stHK*

- **IMPORTANT** He can use this on okizeme and mix it up for a throw 50/50
- You can option select this mixup
- The input method is down → back → throw
- Generally you want to tech and hold downback
- But this method allows you to block stHK and tech in case he throws
- Watch the video at 00:18:40 for reference

### *Hadouken (fireball)*

- Ryu's famous move
- He will mix this and forward dash to approach

# **IMPORTANT Dealing With Ryu in VT**

## *Trigger 1*

- Hadoukens become powered up and produce knockdown on hit
- He can now cancel hadouken off of stHP
- On full charge, the Hadouken will break your guard.
- Scaling is huge after unblockable, so you won't take a lot of damage
- Critical Art damage goes up and it also inflicts Stun now.
- **IMPORTANT** at 00:39:00 Akuma can parry the unblockable
- His Hadoukens are powered up, his v-meter no longer depletes when using special moves
- Hadouken speed is pretty fast, so generally you just want to block against this

## *Trigger 2*

- Counter
- He can now cancel into hadouken off of stHP
- Think of it as another type of DP, it can be thrown out randomly
- They will often use the counter as an anti-air, so be aware when you're jumping
- Especially with CA available, you'll take a lot of damage if you get countered so be wary
- Overall it's weak according to Fuudo

# **CLOSING Important strats against Ryu**

- Ryu's strength is probably the fact that he has no overly strong aspects
- Everything is well rounded, so it's hard to develop a specific counter strategy
- Even though his movement is good, he will usually just move backwards while throwing hadoukens
- After backing himself near the corner, he will dash in and go for a backthrow to put his opponent in the corner and try to win the round from there
- When chasing him down, it's important to not get backthrown
- His hadouken is strong, but it's not that difficult to jump so it's actually not that scary
- Getting annoyed by the hadouken and eating a backthrow or solar plexus is a common way to lose against ryu
- When blocking a bunch of fireballs, Nemo says "be an adult about the situation, don't get annoyed and put yourself into a bad position"
- This is my personal opinion, but I think Ryu is the most famous character in Fighting Games. When people see Ryu moving on the screen, they think right away, "Wow, It's a street fighter tournament!" and become interested. That's why I think ryu should be a stronger character, Ono-san, I'll give you the recipe so please look at it!
- His best tools are his hadouken and the speed of his forward dash