

Vs. Guile

<https://www.twitch.tv/videos/339174580> 00:15:00 Start

Guile's Strong Moves/Normals

crMK

- It's really strong. Fuudo even says in the video he isn't even going to try to teach how to deal with this at this time.

fHK / Upside Down Kick

- This is strong. Guile is -2f on block
- Therefore, when you anticipate it, don't block but instead mash.
- And instead of mashing with a Light attack, use a Medium or Heavy attack to get a big return and make your opponent wary of using it.
- You can backdash to cover both throw/fHK options (you'll get hit out of the air), but this is difficult.
- The speed of L Sonic Boom has been increased, so it's become more difficult for Guile to walk after the Boom and go for fHK mixups.

Sonic Boom

- Guile will generally use the L or H Sonic Boom.
- Avoid L Booms by neutral jumping. If there is already a Boom on the screen, then he cannot throw another one.
- If you block the Boom, then Guile has the advantage. And if you forward jump you will get anti-air'd.
- From close/mid range you can deal with this by fuzzy jumping (Jumping at the timing that you would block if he threw an H Boom).
- **IMPORTANT** Watch 00:21:00 in the video to see the Fuzzy Jump timing. You want to be right at the edge of Guile's fMK.
- If you can do this, you can jump forward next time and make Guile afraid to throw Booms.
- 00:31:00 Guile can deal with your answer by performing an air-to-air with jump forward MK.
- You can deal with this by doing fuzzy forward jump.
- From Mid/Long range you can backdash which forces Guile to come to you and lose his charge.

Learn the difference between Safe Booms and Dangerous Booms

- A Safe Boom is one that can't be punished by jumping. For example a meaty boom as okizeme.
- A L Boom into H Boom from far range is also safe.

- A Dangerous Boom is one that can be punished by jumping.
- Preventing Guile from throwing Safe Booms is important in this matchup.
- If you understand this then the matchup will greatly change.
- It's easy for Guile to throw Safe Booms after his opponent blocks an L Boom.
- L Booms are slower than H Booms, so if you neutral jump they will remain on the screen longer.
- Therefore he can't immediately throw another Boom and the next one will become a Dangerous Boom.
- To prevent you from neutral jumping his L Booms, he will mix in H Booms during neutral.
- However, if you block an H Boom from close range, the next Boom will become dangerous.
- By increasing the amount of Dangerous Booms your opponent is forced to throw, he will become more hesitant to throw them.
- Then you can walk in to get close and win.
- A big change in the last patch: the speed of the L Boom was increased! It's recover was also increased by 2F. It got nerfed!
- In the last version you had to fuzzy jump to avoid both the L and H Boom.
- However in this version, you can just jump them both on reaction.
- You don't need to fuzzy anymore, but there is a specific range you need to be at for it to work so make sure you research it on your own.
- Because of the increase in the frame data, it's difficult for Guile to air - to - air you on reaction to neutral jumping his Boom.
- It's difficult for him to keep you locked down with L Booms as well. Be aware if you can punish him for going for it

Rolling Sobat (stMK)

- Very strong move to throw out in close/mid-range.
- Being able to whiff punish Sobat for a lot of damage is very important.
- Mika can use EX Peach.
- Akuma can use stHK to whiff punish. Everything else was too difficult.
- There's a forward and backwards Sobat.
- Since the forward Sobat was nerfed, the back Sobat also got weaker as a result.

IMPORTANT Dealing With Guile in VT

Trigger 1

- He can activate off a Boom, so he will often make you block a Boom then activate.
- He can shoot out mini - Booms after a regular Boom.
- Even if Guile can chase in after the Booms, his attack pattern will change if you can create some distance.
- Only mini - Booms come out after the main Boom so you can guess and jump over them.
- Therefore one way of dealing with this VTrigger is jumping on reaction to Boom.

Trigger 2

- He can activate off an EX Sonic. If you block a regular Boom he cannot activate.
- Usually started off crHK. When he has VTrigger stocked, you can jump to bait out crHK and punish.
- After activation, his flash kicks become a lot stronger.
- On hit, he can do another to get a lot more damage and better okizeme.
- To deal with this, don't jump. If you jump and eat a flash kick you'll be in a very bad spot.
- He can throw out mini Booms by perform flash kicks in neutral.
- If might not look possible, but if you block the flash kick (not the boom) you can get a big damage punish.
- Practice your punishes in training mode.

CLOSING Important strats against Guile

- Don't just try and get lucky against Guile. Make decisions and force him to guess.
- If you just walk in, you will eat Sobats and get lose.
- 00:38:00 shows the range of Sobats. Stand here and whiff punish.
- Pay attention to whether Guile is using VT1 or VT2.
- Remember how to deal with his VT's.