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 canel 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