**Fuudo’s 30 Minute Cooking #16**

# Recipe Name - “Ryu”

## Jikoken Video Source

https:[//www.twitch.tv/videos/368923805](http://www.twitch.tv/videos/368923805) 00:14:00 Start

# Ryu’s Strong Normals/Special Attacks

## stLK

4F Startup, long reach and very effective as a punish tool and neutral poke. But this won’t lead to big damage, so you don’t need to worry so much.

## crMP

His main poking tool.

It’s not crazy strong or anything, Akuma can stuff this easily with crLK.

## crMK

His other main poking tool.

They can hit confirm this into his L Donkey Kick. You can beat this with walking stMK as Akuma.

## fHP

Solar Plexus.

If you block it, he is - 2F so you go for a Throw/Hit mixup.

## stHK

He will use this on Okizeme and mix it up with Throw for a 50/50. IMPORTANT You can Option Select this mixup.

The input method is Down - > Back - > Throw. Generally you want to tech when holding 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

Ryu’s famous move.

He will mix this and Forward Dash to approach.

## IMPORTANT Dealing With Ryu V - Trigger V - Trigger 1

Hadoukens become powered up, and knock down on hit.

He can now cancel into Hadouken off of stHP.

On full charge, the Hadouken will break your guard.

However, the scaling is huge after this so you won’t take a lot of damage. Critical Art damage goes up and it also inflicts Stun now.

His half - charge Hadouken doesn’t use V - Gauge. IMPORTANT at 00:39:00 Akuma can parry the unblockable

His Hadoukens are powered up, but when he uses them his gauge goes down so this is overall pretty weak.

If you eat a Hadouken you will get knocked down, and the Hadouken speed is pretty fast, so generally you just want to block against this.

## V - Trigger 2

Counter.

He can now cancel into Hadouken off of stHP.

Different from VT1, his gauge doesn’t go down when he uses Hadouken so being able to do repeated stHP - > Hadouken cancels is strong.

The Counter is thrown out randomly, think of it as another type of DP.

They often will use the Counter as an anti - air, so be aware when you’re jumping.

Especially when he has CA available, you’ll take a lot of damage if you get countered so be wary. It’s overall weak I think.

## CLOSING Important Strategies 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. His best tools are his Hadouken and the speed of his forward dash.

Even though his movement is good, he will usually just move backwards while throwing Hadoukens. Then 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 not to 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 then eating a Backthrow or Solar Plexus is a common way to lose against Ryu.

This is my personal opinion, but I think Ryu is the most famous Fighting Game Character! When people see Ryu moving on the screen, they right away think “Wow, it’s a Street Fighter tournament!” and become interested.

This is important on increasing the exposure and interest in Fighting Games. That’s why I think that Ryu should be a stronger character.

Ono - san, I’ll give you the recipe so please look at it!