**Fuudo’s 30 Minute Cooking #14**

# Recipe Name - “Zangief”

## Jikoken Video Source

https:[//www.twitch.tv/videos/384228643](http://www.twitch.tv/videos/384228643) 00:03:00 Start

# Zangief’s Strong Moves/Normals

## crLP

Neutral/Poke Tool.

It’s an effective counter poke tool. It’s +3F on both Hit or Block.

Therefore, even if you get hit by a crLP he cannot combo you. If your opponent uses this move a lot, dash in against them.

Even if you get stopped, it will only be a crLP so it’s not scary; and if you successfully dash in then you get an Attack/Throw mixup so it’s really good!

Against opponent’s who use crLP - > Headbutt blockstrings, make sure you mash after the crLP!

## stMP

Neutral/Poke Tool.

Throwing it out pre - emptively from far range is really powerful. Akuma can beat it with crMK for a big reward.

However, he can punish your crMK with stLK - > Lariat so be careful.

## stHP

You seriously need to be ready to whiff punish this. Aim to press a button after he extends his arm.

For Akuma, use stMK. You can easily do this on reaction.

stHP Crush Counter - > Dash Command Grab is not a real combo so don’t let him get away with it! Try to backstep against this and you’ll get a punish.

stHP Crush Counter - > Walk Command Grab connects, but it’s difficult from certain ranges so make sure you backdash here as well.

When he has V - Trigger available, activating from stHP is very strong so he will go for it more often;

be ready to whiff punish.

## Spinning Pile Driver (Command Grab)

L Version sounds like “Hm, ORYA!” - > He can’t loop this, if he dash forward then he’s minus. Make sure you tech every time.

M Version sounds like “Hm, NERYA!” - > He can loop with M SPD. H Version sounds like “Hm, DARYA!” - > He can loop with H SPD. I recommend backjumping after getting hit by this move.

Even if you get interrupted by crLP, just backjump again.

If he starts coming in and going for air SPD to punish this, just think that the guy is annoying.

In general, most characters who press a button immediately after jumping back can beat the air SPD. Akuma can do jump back immediate Air Fireball to create a guessing game.

He can snipe you out of the air with stHK, but there is no fear of an SPD loop.

stHK will Crush Counter you if you backstep, so it’s better to back jump in this situation.

## V - Skill (Flex)

It’s an Armor move, he can absorb 2 hits like this.

If he takes a step forward, he can absorb 2 more hits.

If he takes the step forward, then he will always go into the flashy flex pose. It’s critical to remember this.

You want to aim for the whiff punish after he walks forward.

When he’s in V - Trigger, he can absorb as many hits as possible.

There are times when he uses this as Okizeme, especially when he’s in V - Trigger. Deal with this by doing stLP - > stLP - > Grab.

Or use a multi hitting move like EX Demon Flip.

## IMPORTANT Zangief V - Trigger V - Trigger 1

This is actually not that scary before activation, but once he activates it’s scary.

Therefore, it doesn’t matter if it’s a raw activate, but you want him to activate.

After an SPD, he will activate and come after you with a blockstring; this is difficult to deal with. If he activates in neutral, you can punish him by jumping forward.

He also does a lot of stHP - > Activate.

After he activates, crLP - > VTrigger is very strong. On hit, he is +3F; on block it’s - 6F.

While he’s bringing you in, he’s - 6F so use a normal faster than 6F to punish. If Zangief brings you in, then mash crMP with Akuma.

If he cancels into the spin from a normal, you absolutely must press a 6F or faster button.

Zangief doesn’t want you to punish him like this, so he will often spin from far away to bring you in. However, after SPD if he spins then there are times when he will be plus, so be aware.

It’s important to watch his meter after he activates.

There’s a certain point where he won’t have enough meter to followup even if he lands the hit. Zangief players will want to land the hit before they reach this point. It’s around 70% of the bar remaining.

Wait until the bar goes down, then respond with V - Reversal if he tries to bring you in.

Example: stHP (blocked ) - > Trigger Activate - > Vacuum in - > Mash 6F normal while you are being brought in - > Zangief completes the spin so you are stuck in blockstun and the move doesn’t come out, so V - Reversal instead. If you do this then your opponent will lose 2 stocks of his V - Gauge.

Example: stHP (blocked) - > Trigger Activate - > V - Reversal. In this case, your opponent will only lose 1 stock of V - Gauge so he will not have passed that 70% V - Gauge line and you wasted your chance to mash your 6F normal in case your opponent did not go into the follow - up.

While he’s activated, mash a 6F move if he does crLP - > Vaccuum.

When he has CA available, he’s really strong; crLP - > Vaccuum - > CA is a true combo on hit, but on guard he’s still - 6F.

## CLOSING Important Strategies Against Zangief

It’s a small trick, but Akuma can avoid Zangief’s CA with stMK. If you’re going to backstep, it’s better to just mash stLP.

crLP - > Headbutt and stHK - > stHK blockstrings can be stopped by mashing a 3F move. Mixup between teching and not teching against the M and L versions of SPD.

In particular, you’re in a really bad spot after the EX SPD so make sure you occasionally don’t tech to throw off his mixup timing.

If you neutral jump, you’ll eat an Air SPD or Larit, so it’s better to Backdash - > Forward Jump to punish SPD attempts.

Don’t let him get away with unsafe Vaccuums, follow the advice above.