

Fuudo's 30 Minute Cooking #14

Recipe Name - "Zangief"

Jikoken Video Source

- <https://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 - > Vacuum.
- When he has CA available, he's really strong; crLP - > Vacuum - > 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 Vacuums, follow the advice above.