

# Fuudo's 30 Minute Cooking #9

## Recipe Name - "Guile"

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### Jikoken Video Source

- <https://www.twitch.tv/videos/336126935>
- 00:15:00 Start

## Guile's Strong Moves/Normals

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### crMK

- It's really strong. I'm not even going to try teaching you how to deal with it this time.

### fHK / Upside Down Kick

- This is strong. Guile is - 2F on block, so it becomes a guessing game.
- 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.

- Everything up to here was from the Old Version. Please pay attention to the follow parts on the updated Version.

## **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)**

- A very strong move to throw out in close/mid range.
- I'll ignore the back moving Sobat and focus on teaching how to deal with the forward moving Sobat.
- Being able to whiff punish Sobat for a lot of damage is very important.
- Mika can use EX Peach.
- Lucyjojo told us that Akuma can use stHK to whiff punish. Everything else was too difficult.
- In the new version, the stHK punish is great! It's even easier to do.
- There have been 4 big changes. It got nerfed!
- Startup increased from 11F - > 12F.
- Added 3F of recovery on whiff.
- Reduced the forward movement distance.
- Increased the hurtbox in the forward direction after landing.

- There's a forward and backwards Sobat. It was difficult to punish him for backwards Sobat in the old version.
- Since the forward Sobat was nerfed, the back Sobat also got weaker as a result.
- The range nerf forces Guile to come even closer to use the Sobat.
- Now from this new range, it's possible to whiff punish back Sobat.
- It's easier than it sounds, try it out!

## IMPORTANT: Dealing with Guile in V - Trigger

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### 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.

## Conclusion

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- 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.
- From far range, Akuma's Red Fireball is effective.
- Pay attention to whether Guile is using VT1 or VT2.
- Remember how to deal with his VT's.
- Forget about everything you knew how to fight Guile up until now.
- He's become a lot weaker with the nerfs.
- Namely the nerfs to Boom and Sobat.

- It's easier to get in on him now, so go for it.
- But even so, he's still a strong character.