

# Fuudo's 30 Minute Cooking #16

## Recipe Name - "Ryu"

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### Jikoken Video Source

- <https://www.twitch.tv/videos/368923805>
- 00:14:00 Start

## Ryu's Strong Normals/Special Attacks

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### 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!