Vs. Guile

*<https://www.twitch.tv/videos/339174580> 00:15:00 Start*

# **Guile’s Strong Moves/Normals**

## *crMK*

* It’s really strong.

## *fHK / Upside Down Kick*

* This is strong. Guile is -2f on block
* 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.

## *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)*

* Very strong move to throw out in close/mid-range.
* Being able to whiff punish Sobat for a lot of damage is very important.
* Mika can use EX Peach.
* Akuma can use stHK to whiff punish. Everything else was too difficult.
* There’s a forward and backwards Sobat.
* Since the forward Sobat was nerfed, the back Sobat also got weaker as a result.

# **IMPORTANT Dealing With Guile in VT**

## *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.

# **CLOSING Important strats against Guile**

* 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.
* Pay attention to whether Guile is using VT1 or VT2.
* Remember how to deal with his VT’s.

# **General Notes**

The point of a strategy is knowing it and being able to do it. If you know the idea but cannot do it on reaction or just doesn’t work then it’s not a strategy.

Jump light booms, or backdash. If a boom is the screen he can’t throw another.

Fuzzy jump when right outside of sobat range. If lp boom comes out, you’ll neutral jump, if heavy, you’ll block.

Once you understand how to deal with booms and sobat, then you can begin fighting guile.