

Simplifying Street Fighter: A New Player's Guide to Preparing for Street Fighter 5

By gootecks



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Are you tired of losing and feeling lost when you play Street Fighter?

Are you sick of getting beat down almost every time you play? Do you struggle against other players that you feel you should be beating? Do you want to step your game up and destroy the competition when Street Fighter 5 drops?

If so, **Simplifying Street Fighter** is a guide designed for you, the newcomer, to hone your skills in Street Fighter 4 so you can be better prepared for Street Fighter 5 when it releases in 2016. If you're like most players, you struggle with nearly every aspect of the game: offense, defense, execution and combos, and generally having a game plan that is more complex than just mashing buttons at every opportunity.

A Road Map Toward Improvement

Street Fighter is a game that requires practice, finesse, and knowledge. Unfortunately, most players don't have any guidance on where to begin when learning the game which leads to lots of frustration and losses. This guide is designed to give you a road map for improving your skills so that when SF5 drops you can hit the ground running!

Lots of players are under the misconception that since SF5 is a brand new game, there's no point in playing SF4 and improving. While it is true that there will be lots to learn in SF5 such as new engines and characters, this is not a reason not to improve on your Street Fighter fundamentals in the meantime.

The Importance of a Solid Foundation

Like anything else worth doing in life, developing a foundation of solid fundamentals is the key to improving. Even though SF5 will have brand new characters and mechanics, the core elements of Street Fighter remain the same throughout the franchise. Execution, footsies and space control, combos, punishing, and resource management are important in all Street Fighter games and this guide will show you how to use SF4 to improve on these aspects of your game.

Who is gootecks and why should I bother?

I've played Street Fighter competitively since 2003, starting with Street Fighter III: 3rd Strike and continuing with Street Fighter 4. I've traveled to compete in tournaments around the world, including places like Japan, Singapore, Australia, Canada, and Europe.

A lot of people may know me as the co-host of Excellent Adventures of gootecks & Mike Ross, or perhaps from my work on Cross Counter TV, the entertainment network for fighting game fans.

Recently, I've begun training players just like yourself through **Cross Counter Training**, where players like EG.Justin Wong, EG.K-Brad, Alex Myers are available for helping players of all skill levels improve.

Through working with my students, I've developed what I believe to be an extremely effective method of learning how to play Street Fighter. This method is based on the idea of learning one tiny aspect of the game at a time through the eyes of the poster boy of Street Fighter, Ryu.

"But Ryu is boring, gootecks!"

I know, I know, you think Ryu is boring and everybody plays him and you want to play a cool, flashy character so you can style on people on stage at Evo someday. Unfortunately, you'll need to learn how to walk before you can run and there is no better investment of time as a new player than to learn Ryu in order to build a strong foundation.

Taking this time now to develop your fundamentals will serve you well as you transition to Street Fighter 5. Ryu is definitely different in SF5, but the tools and concepts you'll learn in this guide will give you a leg up on the competition when SF5 drops.

So if you're ready to stop messing around and wasting time, then scroll back up

and click the Buy button to start your journey!

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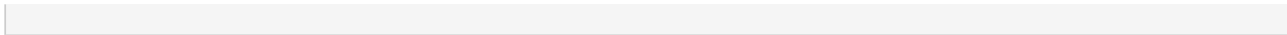
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Nolan Russell:

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