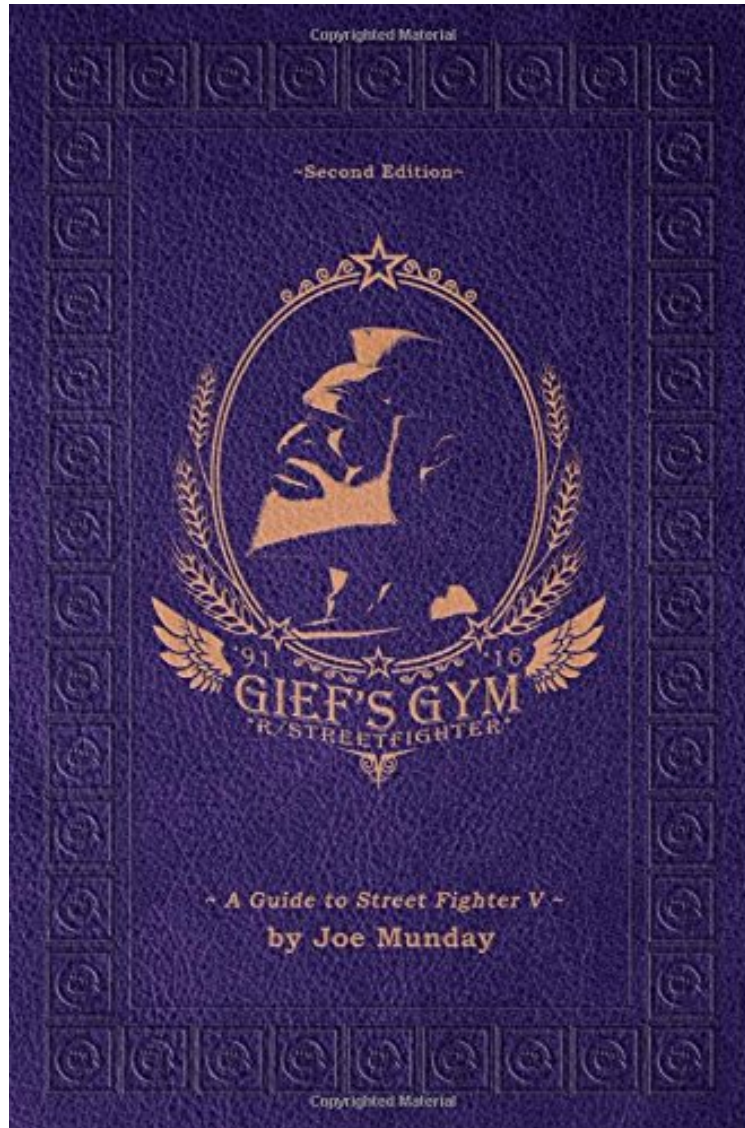


[Free pdf] Gief's Gym: A Guide to Street Fighter V - Second Edition

Gief's Gym: A Guide to Street Fighter V - Second Edition

Joe Munday

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Joe Munday : Gief's Gym: A Guide to Street Fighter V - Second Edition before purchasing it in order to gage whether or not it would be worth my time, and all praised Gief's Gym: A Guide to Street Fighter V - Second Edition:

2 of 2 people found the following review helpful. This book covers a lot of handy tools for EVERY fighting game, not just Street Fighter V!By G. EoshleyIf you are looking for overall training tips, philosophies or gameplans for any fighting game, this guidebook fits for most of them.The use of this book is not to show you every combo for each character. The goal of this book is to improve every aspect of your game from the ground up and it definitely delivers in spades!5 stars and a thank you to Joe Munday for making this happen. Such a great resource!P.S. the texture of the

book feels good too...0 of 0 people found the following review helpful. Essential and HelpfulBy Ryan MetzgerJoe Munday has connections to the FGC (Fighting Game Community). He delivers a great primer on both Street Fighter V, it's characters through May 1, 2017 (Kolin), and how to practice fighting games the best way in general. With the more recent growth of the FGC, I hope more will write clear fighting game books like these for other games series such as Tekken, Injustice, Mortal Kombat, King of Fighters, Marvel vs. Capcom, Dead or Alive, Guilty Gear, Blazblue and more. As there is a tremendous amount of information to take in and analyze to improve players' abilities and believe there's a market for them. Major publishers such as Bradygames (R.I.P.), Prima Games, Future Press, and Piggyback seemed to have stopped after Street Fighter V. More writers/players can do a service to the community by writing as Munday has done with Street Fighter V.1 of 1 people found the following review helpful. MUSCLE SPIRIT!!! (In a book)By erikThis book may apply to Street Fighter, but it really applies to all fighting games. The book covers everything you need to know in a very easy to understand format for casual players wanting to up there game, to players that want to start going pro. You'll never need to buy a fighting game guide again after reading this.

Welcome to Giefs Gym! This guide has been crafted and honed by the dedicated community at r/StreetFighter to help players with absolutely no experience understand and practically improve at fighting games. This second edition includes the updated 50 lessons covering everything from the very basics of controlling your character to the high level of thinking required to control your opponent. Numerous players have used this guide to quickly learn and execute on the core concepts having never played a fighting game. Giefs Gym will provide the workouts and encouragement you need to become fluent in fighting games. The Second Edition includes updated combos and information to fit with the changes made to Street Fighter V in Season 2 up to Dec. 21, 2016. Some chapters have been slightly refined for clarity. Also, a Frequently Asked Questions chapter has been added to address topics which don't warrant adding a whole new chapter. Chapters Edited for the Second Edition based on Season 2 Changes: Cross Ups Instant Air... Tiger Knee Safe Spacing Hit Confirms Meaties Anti-Air Cross Under Safe Jumps Instant Overhead