

# Super Smash Bros. Master Document

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# 1 Super Smash Bros. Ultimate (2018)

## 1.1 Meta Knight

The Galactic Warrior **Meta Knight** returns for a third time, with noticeable *nerfs* to his toolkit.

Meta Knight is known in Ultimate for his bait-and-switch playstyle focused on touches-of-death (??)

### 1.1.1 Moves

#### Rapid Jab

Startup	Endlag	Total	BKB	KBG
4	27	45	60	140

(*Rapid Jab Finish*)

While generally unsafe, Meta Knight's *rapid jab* has notable strength in dealing shield pressure, either by the edge of a platform or by crossing up shields using the lengthy skid animation. If it does hit, it may deal up to 20.1%. The move does not fill the typical role of a jab, which would be relegated to his *down tilt*, instead.

#### Down Tilt

Startup	Endlag	Total	BKB	KBG	Trip
3	13	18	15	88	0.25

An excellent poking tool. With a 3-frame startup and a 25% chance to trip, Meta Knight's *down tilt* serves as the perfect jab for the character, letting him jab-lock or set up for a combo-starter such as a grab or *dash attack*.

#### Dash Attack

Startup	Endlag	Total	BKB	KBG	Angle
7	21	32	65	107	60°
-	-	-	-	-	70°
-	-	-	67	-	80°

Often revered as one of the best (combo-starting) dash attacks in the game, Meta Knight's *dash attack* is one of, if not the most important, moves in his toolkit. The variable angles it can send at set up for various *up air* strings. The downside of this move is that it scales somewhat fast. It ceases to be an effective combo-starter at early-mid percentages, but does not become a potent KO-threat until much later percentages.

Nonetheless, this move is fundamental to Meta Knight's combo game, is hard to react-DI, and always provides at least **8 frames** of hit advantage.

#### Up Air

Startup	Endlag	Total	BKB	KBG	Angle	Landing Lag	Shield Stun
6	20	26	65	128	67°	9	3
-	-	-	-	-	50°	-	-

The essential move for Meta Knight’s ladder combos, as well being an important aspect of his bridges and stage-carries. While its hitboxes are lacklustre, and the move does not come out as fast as in Brawl, and is certainly out-shined by other up-aerials in Ultimate. In order for ladders to be true, you need to deal 26 frames of hitstun, so that *up air* strings into *up air*. This threshold is approximately  $0.236/w$ , where  $w$  is the opponent’s weight:

Character	Pichu	Mario	Bowser
$w$	62	98	135
%	17.4	22.2	27.1
$\%/w$	.281	.227	.200

The usual strategy with *up air ladders* is to keep going until it starts sending into tumble, to then finish the opponent off with *shuttle loop*.

**Forward Smash** Due to its absurd shield safety and low endlag, *f-smash* is one of Meta Knight’s best grounded neutral options. A potent KO-threat at mid-high percentages that functions greatly as a conditioning tool. After hitting a shield, Meta Knight may throw out a *d-smash* to cover for certain out-of-shield options (e.g. grabs, shield-drops).

**Down Smash** The fastest *d-smash* in the game. An excellent “get off of me!” option.

### 1.1.2 Matchups

#### Bowser

##### Zero to Death

$$fthrow \rightarrow DA \rightarrow bridge \rightarrow finisher$$

Death is avoidable by **DI in**, but may result in getting carried across stage, leaving Bowser at  $\sim 50\%$