

Super Smash Bros. Master Document

May 23, 2024

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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.

Forward Tilt

Up Tilt

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.

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).

Up Smash

Down Smash The fastest *d-smash* in the game. An excellent “get-off-me” option. The unorthodox hitbox shape makes it difficult to hit at times, particularly if you seek to use it as a finisher to your combos, but its speed makes it reliable in what it can do.

Neutral Air

Forward Air

Back Air Generally a safe spacing aerial with high knockback scaling. Typical finisher for reverse bridges.

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*.

Down Air

Startup	Endlag	Total	BKB	KBG	Angle	Landing Lag	Shield Stun
4	23	27	30	108	35°	9	3
-	-	-	-	-	50°	-	-
-	-	-	-	-	140°	-	-

The frame data typically states that the third hitbox has an angle of 50 degrees, but since it hits behind, it is effectively 140°, instead.

While significantly more modest than its *Brawl* counterpart, Meta Knight's *dair* is one of his most versatile options, it works as

- i. an out-of-shield option
- ii. a footstool option
- iii. a combo-extender
- iv. a combo-starter
- v. a neutral approach
- vi. aerial spacing
- vii. an edgeguarding tool

Now, since *dair* is slightly faster and weaker than *uair*, connecting to itself has a slightly different chart, this time for **4 frame** hit advantage:

Character	Pichu	Mario	Bowser
<i>w</i>	62	98	135
%	21.0	27.0	33.1
%/w	.339	.276	.245

What is particularly neat with down air as a move, is with Meta Knight's frame data means that a perfect (buffered) short hop *dair* leads to a landing *dair*:

$$\begin{aligned}
 SH &= 31, \\
 dair &= 27, \\
 SH - dair &= 31 - 27 = 4
 \end{aligned}$$

Mach Tornado

Drill Rush

Shuttle Loop

Dimensional Cape

Grabs As one of his most vital whiff-punishes and approaches alongside *dash attack*, Meta Knight has one of the unfortunately small grab-lengths. At a mere 11.5 units, his grab is tied with the likes of *Wii Fit Trainer*, *Ike & Diddy Kong*. Thankfully, his ground speed makes up for this. If Meta Knight does manage to grab an opponent, it could quickly become a touch-of-death, as both *d-throw* and *f-throw* have associated zero-to-death combos.

Forward Throw As Meta Knight's fastest throw, he is able to convert incorrect DI into a ladder-confirm at mid-percentages. This throw also has some niche usage at early percentages against heavies or fast-fallers.

Backward Throw Alongside *up throw*, this is Meta Knight's most-damaging throw. What differentiates it from up-throw, however, is its combo-potential at early percentages.

Up Throw An occasional option when all else has failed. KO-ing opponents early off of platforms above makes Meta Knight a more potent threat on stages like *Yoshi's Story* & *Battlefield*.

Down Throw Meta Knight's most consistent combo-throw. At early-mid percentages it connects quite reliably with most of his toolkit, since a minimum of **21 frames** is provided as hit advantage.

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 $\sim 50\%$

Cloud Famously struggles with recovering, is very susceptible *Condor Dives*

Neutral Approaching Cloud is a difficult endeavour. His anti-air is phenomenal with both *utilt* and *uair*. Even *usmash* and **Climhazzard** function well to keep Meta Knight from landing on him. With this in mind, it may be best to approach from the ground.

An unfortunate dynamic between Meta Knight and Cloud is that Cloud's *dair* beats out Meta Knight's *usmash*, even *uair* at times is not disjointed enough to beat out Clouds landing with *dair*.

Combos At 25%, you can carry Cloud across the stage:

$$dair \rightarrow dair_{dj} \rightarrow dair_f \rightarrow \dots$$

Steve It might be important for Meta Knights to know how to play against Steve.

Interactions Steve's **Minecart** is one of his most annoying moves. Against riding cart, *Mach Tornado* and *Nair* often beat out, or at least, tend to trade with it. *Dsmash* will always beat it out, but requires somewhat tight timing.

Since *minecart* has variable damage depending on its velocity, it can be tough to gauge. But if we assume it to always be *around* 20%, then all we need to know is that if our damage would exceed 11%, then it should at least clank.

Combos

Zero to Death