

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.

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 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

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 $\sim 50\%$