Super Smash Bros. Master Document

May 12, 2024

Contents

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.

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 $\sim 50\%$