

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

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*.

Back Air

Mach Tornado

Drill Rush

Shuttle Loop

Dimensional Cape

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 $\sim 50\%$