

# The Dogument: Smash 4 Duck Hunt Guide

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## Overview

### Introduction

The Duck Hunt Duo is one of the most unique additions to the Super Smash Bros roster. Debuting in 1984, the duck and the dog have become a retro gaming icon that represent the light gun games on the NES. The goal of this guide is to be a jack of all trades for information. It will provide you with plenty of information if you are a beginner, seasoned veteran, or expert. Now before you go on reading this, there is something you must understand if you plan on playing this character **competitively**. If you want to play a character that is easy to understand and has a lot of reward, it's advised to start looking for a different main. Duck Hunt is one of the most physically and mentally demanding characters to play on the roster. On top of that, his setups are extremely unique and require a lot of practice and understanding to pull off consistently. The work/reward ratio with this character is extremely work heavy with only lukewarm rewards. You will find your kill moves not linking correctly occasionally and you will find yourself dying at 90% while your opponent will live to 150% the majority of the time. Not only this, but do not walk into this character with the mindset of just camping out others. This character's true potential lies in both offensive and defensive capabilities, and you will only hurt your options by only trying one strategy. But, when you are able to make all the gears click and pull off amazing set ups and combos, you will find all of your work and effort worth it. Then all of a sudden killing isn't as difficult as it may seem.

## The Character

The Duck Hunt Duo is one of the most charming characters you'll find in the roster. When you see them doing various things, you will find a lot of personality was put into them. For example, when you perform their up taunt, you will see the duck scolding the dog and the dog giving an "oh, my bad" look. You will also just find them doing hilarious faces in random situations as well.

1. **Gameplay:** This is without a doubt the most misunderstood aspect of Duck Hunt. Duck Hunt is one of the most versatile fighters out there. He features a plethora of projectiles, great spacing tools, a fantastic keep away game, and a great pressure game. With all of this, he can switch between a good offensive and defensive game on the fly.
  - a. **Pros:**
    - i. Fast ground and air movement
    - ii. Has a high fast fall speed
    - iii. Great aerial moves (Every single one has a good use)
    - iv. Fantastic spacing tools (Fair, bair, ftilt, dtilt, every projectile)
    - v. Some disjoints (Smash attacks and the beak of the duck)
    - vi. Has combos off of down and forward throw
    - vii. Fantastic edge guard game (Aerials and projectiles used together are fearsome)
    - viii. Decent recovery distance with good coverage if setup properly
    - ix. Fantastic trap game with projectiles
    - x. Smash attacks grown in length and size when charged up
    - xi. One of the best jabs in the entire game
    - xii. Is relatively small and can duck under plenty of moves
    - xiii. Has a wall jump
  - b. **Cons:**
    - i. Light and easy to KO and juggle due to him being a fast faller
    - ii. If not auto cancelled, bair and dair land with a lot of lag
    - iii. Smash attacks are **PRETTY** inconsistent with connecting all the hits, most notably F-smash
    - iv. Up air can be inconsistent with landing the final hit leading to missed KOs
    - v. F-smash is extremely laggy and punishable
    - vi. Has no extremely reliable killing options
    - vii. Has to rely off of setups and edge guarding to get most of his kills
    - viii. Can will generally become stale and will start killing around 180%
    - ix. Recovery move has no hitbox and leaves him a sitting duck off stage to get spiked or efficiently edge guarded
2. **Terms:** These are some terms you should know before you continue reading.
  - a. **DI (Directional Influence):** In every smash game, there is a mechanic known as DI. This allows you to change the trajectory in which your character will be sent flying. Proper use of this technique will allow you to survive certain blows that would be considered fatal to you otherwise. The goal is to send your character to the top corner blast zones so you will be able to live as long as possible. If you are being sent horizontally, you will want to hold towards to the stage due to the new vectoring mechanic introduced in smash 4. This ensures you will not fly as far and potentially save your stock. If you wish to learn more, go to this link. Make sure to read the Smash 4 section since S4 changed the way DI works. [http://www.ssbwiki.com/Directional\\_influence#DI\\_in\\_Smash\\_4](http://www.ssbwiki.com/Directional_influence#DI_in_Smash_4)  
Here's a video description as well. <https://www.youtube.com/watch?v=UldyVK1aDtg>

- b. Rage: Rage is a mechanic that was introduced in Smash 4. As the character receives more damage, the knock back it will deal with all of its moves will increase. This means you will send opponents farther than you normally would when you're at 100% versus 0%. Rage starts at 35% and caps at 150%. You can also tell when rage has started to take effect when your character starts flashing red and emitting steam.
- c. RAR (Reverse Aerial Rush): When you are running towards an opponent, you can turn around and jump so you are moving forward with your back facing towards your opponent. This allows you to approach with bair and allows for movement mixups with b-reversing. You have to make sure you are in your full running animation, otherwise this technique can not be executed. The way you execute this tech is by running, then very quickly flicking the stick in the opposite direction and jumping. If done correctly, you should be moving forward with your back.
- d. SHFF (Short Hop Fast Fall): A short hop is the shortest vertical height you move out of a jump. You can do this by just tapping the jump button. Fast falling is when you hit down on the control stick to force your character to fall to the ground faster. SHFF is just a combination of these techs put together. Most of the time however, the fast fall will be accompanied by an aerial. With Duck Hunt, the only practical one to use is fair and sometimes nair. Fair for spacing and nair for pressure, setups, and killing.
- e. AC (Auto Cancelling): Auto cancelling is a property of an aerial that allows the landing lag of the move to be cancelled during certain frames of an aerial. The only 2 moves we have that will AC out of a short hop are bair and dair. You can not auto cancel these moves with a SHFF.
- f. Turnaround Special: A tech that allows you to change the direction you are facing in the air by flicking the control stick in the opposite direction of where you're facing and then hitting neutral special. This video explains all of this concept in more detail.  
<https://www.youtube.com/watch?v=Vw1elkJwtDo>
- g. B-Reversing: A tech that allows you to reverse your momentum by doing a special and flicking the control stick in the opposite direction immediately. This video explains all of this concept in more detail. <https://www.youtube.com/watch?v=Vw1elkJwtDo>
- h. Wave Bouncing: This tech combines a B-reverse with a recoil special. What this allows you to do is create unique movement options with your character where they will back away from the direction they are facing while throwing out a special. First you input the b-reverse, and then you do the input for the recoil special. This means your character will turn around quickly, then they will reverse their momentum with the recoil special. It's all done extremely fast so you probably won't see your character doing all of that. This video explains all of this concept in more detail.  
<https://www.youtube.com/watch?v=Vw1elkJwtDo>
- i. A-landing: Input an attack right before you land to auto cancel your lag. This can be used to cancel your air dodge lag and cancel your lag out of tumble. This video explains it in more detail.

[https://www.youtube.com/watch?v=PbC\\_nNAMYsU](https://www.youtube.com/watch?v=PbC_nNAMYsU)

### 3. **Moveset**

4. This link shows the visual hitboxes of DH:

<http://smashboards.com/threads/duck-hunt-hitbox-visualization.432774/>

5. Frame Data: <http://kuroganehammer.com/Smash4/Duck%20Hunt>

#### a. **Standards**

- i. **Jab:** This is one of Duck Hunt's best tools. It is fantastic for racking up damage, spacing, catching spot dodges and rolls, and can even be a reliable way to KO on characters at 160% that are middleweights and below. It is also extremely difficult to SDI out of his rapid jab making it one of if not the best in the game. He also has a fantastic gentlemen as well.
  1. **Jab 1:** Dog swipes in front of him. Does 2.5% and comes out frame 4
  2. **Jab 2:** Dog headbutts in front of him. Does 2.5%
  3. **Jab Finisher Gentlemen:** Dog lunges forward with his hind legs for a long kick. This is one of Duck Hunt's best spacing tools. If you look at its hitbox, you'll see it is extremely long and will catch a lot of your opponents off guard if you miss the first 2 hits of your jab. Think of this move as a good get off me option.
  4. **Jab Finisher Rapid:** The duck rapidly pecks at your opponent and then finishes them off with a slap from his wings. You can hold this for about 2 seconds before they fall out of your jab. If you hold it out for the max duration before they can escape, you can do up to 16%! One thing you'll notice is that if you hold it out, many people will just sit in their shield if you rapid jab their shield. Once you get pushed away, many people will stay in their shield. Keep rapid jabbing until you see their shield getting extremely low. Once low enough, this will guarantee a shield break or a shield poke. If you do see them roll away, stop the rapid immediately to avoid a punish. If they roll into you while you're doing the rapid jab, it should catch them if you pushed them out far enough. Another useful application for this jab is on platforms. If you find yourself rapid jabbing someone on one, they will be cornered and have no place to go. If done directly on them at one of the edges of a platform, you will force a shield poke or shield break. If your back is towards the edge, continue rapid jabbing until you slide off, once you slide off, you'll notice you are able to act immediately. Because of this, you can either safely retreat or go back on the offensive. It will start killing around 180% with no rage.
- ii. **Forward tilt:** The dog slides the duck in front of himself. The move comes out frame 8 and does 8%. Can be angled up or down. You'll only find yourself using it angled if you're catching someone in the air (up) or if you're trying to hit someone on the ledge (down). This move is great for getting opponents off of you. The knockback isn't great on it so don't expect to be killing with it unless your opponent is at extremely high percents and at the ledge. The other main way this move is utilized is for can control. This move comes out quick and moves you a pretty good distance. This move will jab lock until 30%
- iii. **Down tilt:** The dog slides the duck right along the ground in a sweeping motion. This is your fastest tilt coming out on frame 6 and deals 8%. This move is shorter

than ftilt however. Dtilt is mostly utilized the same way ftilt is. The 2 moves do have some different properties so using one over the other may be beneficial in certain situations. One thing that's important is the angle is different. Dtilt sends opponents at 30° where ftilt sends them at 361°. This means it will be more favorable for setting up edge guard situations and it allows the can to be sent flying farther compared to ftilt. Dtilt is able to hit opponents on the ledge. Another thing to note is that this move is easier to combo into from weak nair due to it's 2 less frames of start up compared to ftilt. You can also use this move at the ledge to catch people double jumping to grab the ledge. Since double jumps don't auto snap, you will be able to catch them every time. The angle it sends them at also makes it hard for them to recover.

- iv. **Up tilt:** The dog lifts the duck up with his booty (🍑). The move comes out frame 8 and does 7%. This move is used mostly to catch opponents in the air. It has a very deceptively large hitbox. It is mostly vertical however so you won't be catching anybody besides you unless you are right next to them. Surprisingly, this move ends up being one of the most consistent kill options. The best way to land this on someone on the ground is to perfect pivot into them and then uptilt. Since the move is a single hit, you don't have to worry about the opponent falling out of this move. Use this move to start a juggle and catch landings. Starts killing at 150% with no rage

**b. Smash Attacks:**

- i. **Side Smash (F-smash):** The zapper man shoots 3 shots in a line in-front of the duo. Each shot increases in size as well. This move starts frame 17 and takes 67 frames before you can act out of it. Hit 1 and 2 deal 4% and hit 3 deals 9%. If all 3 hits connect this means it deals 17%. This move is one of Duck Hunt's most punishable moves. Be very careful when using it at death%. This move is notorious for having people falling out of the move after the first hit connects. This means that even if you hit them with the correct read, the move won't kill since hit 3 is the hit that kills them. The best way around this is to aim to hit them with the last 2 hits. By doing this, you're guaranteeing the finishing hit to touch them. Now onto the positives. This move is extremely long and can be elongated plus enlarged by charging it up. The more you charge, the larger the move becomes. This applies to all smash attacks with Duck Hunt. This move also kills extremely early and can catch people hanging on the ledge. It can be used for edge guarding and can punish linear recoveries really well. The reward for landing this move is extremely high so finding favorable situations to use this move is highly advised. It can kill around 70% at the ledge and 110% center stage. Even if the finishing hit doesn't connect, the initial hit will knock them far enough that they won't be able to punish you.
- ii. **Down Smash:** Zapper man shoots at the dogs feet. Hit 1 is in front, 2 behind, and 3 in front again. Each shot increases in size as well. Hit 1 does 5%, hit 2 does 5%, and 3 does 6%. In total it does 16%. The first hit comes out frame 12 and takes 59 frames before you can act out of it. This is the smash attack you will find yourself using the most. It is great for catching rolls and spot dodges. Also, the increase in hit box size on the last hit will normally catch opponents off guard and can land you some nice kills. This is the weakest of all the smash attacks so don't expect them to KO until 125% from center stage. This move is also

notorious for having people fall out of them but in this case it can lead to many favorable situations. If done at the edge, the angle they will be sent at will be extremely horizontal. This can lead to great edge guard situations or a KO if their recovery isn't good enough. It sends opponents behind Duck Hunt.

- iii. **Up Smash:** Zapper man Dan shoots 3 times above the duo. Once towards the front, then to the rear, then above both of them in the middle. Hit 1 does 2%, 2 does 2.4%, and 3 does 10%. In total this move does 14.4%. This move starts on frame 12 and takes 58 frames before you can act out of it. This is Duck Hunt's second strongest smash attack. It generally kills opponents around 120% off the top. This move is great for catching landings, punishing out of shield if they over extend, and catching rolls. This move generally underused and should be kept in mind when trying to close out the stock. You can also punish a missed tech with this move. At low percents, you are able to combo into it from a clay pigeon. Kills starting at 110% on mid weights. You can also juggle cans with this move.

c. **Aerials:**

- i. **Nair:** The dog does several cartwheels in the air with the first initial pose being a strong hitbox. Starts KOing at 150% center stage and 115% at the ledge. This is a very reliable kill option. The first hitbox covers the body of the dog and does 11%. It comes out frame 6-8. The move has 4 lingering hitboxes after the initial hitbox that are placed on his paws. This leads to weird hit detection. This lingering part lasts from frame 9-37 and does 5%. Has 17 frames of landing lag. This is a great move to use to catch your opponents off guard. Against certain recoveries, it can be used as a good gimping tool. If they have only good vertical or horizontal recoveries by themselves, it can be effective. Example, jump off the stage with a nair to intercept Marth or Lucina's dolphin slash and you will usually put them out of range to grab the ledge. You can also use this on stage to knock opponents down. From 0-60%, they'll slide on the ground when you hit them with the weak hit box. 65% and up, they will be sent flying. You can sometimes follow up with a d tilt or f tilt at low percents. You can A-land with this move. The sour spot will jab lock until 43%
- ii. **Fair:** The dog lunges the duck in front of him and barks. Starts KOing at 175% at the ledge. Don't expect to KO with this move unless you are offstage. It is extremely weak in terms of KB, but it is great for comboing and spacing. Does 10% sweet spot and 7.5% sour/late. Comes out frame 9-10 and has a late hitbox from 11-12. This move has more range and less landing lag than bair. So if you're going strictly for spacing, it's better to go with this move. Has 15 frames of landing lag. You can A-land with this move.
- iii. **Bair:** The dog lunges the duck behind him and barks. Starts KOing at 150% center stage and 115% at the ledge. This is our strongest KO option with our aerials. Does 12% sweet spot and 10% sour/late. Comes out frame 7-8 and has a late hitbox from 9-10. This move can be auto cancelled out of a short hop. However, if you don't auto cancel it, you will land with 24 frames of lag. So do be careful when using it close to the ground. You should only use this move for edgeguarding and finishing off your opponent. It's best not to stale this move so you can finish off your opponent as soon as possible. You can A-land with this move.

- iv. **Dair:** The dog does a forward flip below him with the duck following right after him. This is a 2 hit spike that is able to auto cancel out of a short hop. First hit (dog) does 5% and comes out frame 14 and the spike hitbox (duck) comes out frame 20 and does 10%. This move can be used to cross up shields safely, start combos, shield poke, and of course edgeguard. This is one of the weakest spikes in the game unfortunately. It's saving grace is that it is a multi hit and becomes powerful once you have rage. The hitboxes do only last for 1 frame however so you will need to practice your timing with this move to hit it consistently off stage. This is a great move to use onstage. You are able to move around freely while throwing out a hitbox and it can set up combos and even a kill confirm! At around 120%, you can do dair to up air guaranteed and it should kill on any stage that isn't battlefield. 140% for heavy weights. You do need to make sure you follow their DI however. The move does suffer from 34 frames of landing lag if not AC so keep that in mind. You can A-land with this move. The first hit will jab lock at any %. There are 2 hitboxes to the 2nd hit of dair, one that spikes and one that sends you diagonal on stage. The one that sends you diagonal has more hitstun, sends the opponent farther, and is untechable. The regular spike hitbox (Which is in the center of DH) is techable.
- v. **Upair:** The duck raises his head and pecks above him 3 times. Once on each side and one last time on top of him. This is a 3 hit move that is an effective combo tool and finisher. The move does 12% total with hits 1 and 2 dealing 3% and the finisher dealing 6%. At around 30%, you can do up air into a second up air or a bair. If you're on a stage with platforms, you can do it up to 3 times if you're quick to jump off a platform at the right place at the right time. This is easiest to do on battlefield. This move will start killing off the top around 135%.

d. **Specials:**

Advanced properties of the projectiles will be explained later on.

- i. **Neutral (Can):** The can is a projectile that DH kicks out onto the field. It launches in an arc. It gets kicked up and then slowly falls forward and down. This move comes out frame 1 so you can use it as a combo breaker. Be aware though that the can is able to damage doggo as well. By pressing b again, you are able to shoot it. Each shot launches the can farther in the direction you were facing and it increases the air speed of the can. You'll notice it falling a lot faster than when you first initially launched it. The can will also deal more damage the more times it is shot and dropped on top of an opponent.
  1. After launching the can you are able to shoot it and hit it 8 times before it explodes. The 8th hit will set it off and will explode after a certain amount of time or the first thing it comes in contact with. It will also explode after approximately 10 seconds. It will start blinking when it's going to explode.
  2. If you decide to hit the can with any of your standard moves, the direction you are facing when hitting it will determine which way the can will shoot. For example, if you hit the can with an ftilt, the can will shoot in the direction you hit in. But, if you hit the can with a bair, it will shoot in the opposite direction it is being launched in because you are facing the opposite direction of the launch. This also affects where opponents will be sent flying when they get hit by the can. They will be sent in the

direction as the shooting direction. This means that if you hit an opponent with a bair can, they will be sent flying towards you.

3. The can also has some unique hitbox properties. Each shot comes out frame 1 and is it's own hitbox independent of the can. This can lead into several shots chained into the can. Also, the can will hit the opponent before it explodes making it a 2 hit move without the shots.
- ii. **Side (Clay Pigeon):** A frisbee that can be thrown at 2 different speeds. If you smash side special, you will get a fast throw and if you tilt side special, you will get a slower throw that does not travel as far. Each throw has a better use in certain situations. Slow toss is easier to do follow ups with and doesn't bounce off the opponent as far. This allows you to set up traps with it easier. While the CP is still out, you are able to shoot it by pressing b or side b. This means you are able to run/walk and detonate it making it easier to get follow ups with it. This also means you must shoot the CP first before you can shoot the can again if you have that out. When you detonate the CP, it fires 3 shots. There are 2 ways you want to use this generally, you can detonate it immediately to create a nice zone control to catch your opponents trying to rush you down, or if you hit them with hit, wait briefly before you detonate it so you can hit them when you are close enough with a follow up move. The pigeon is destroyed after it receives 5% or after 3 seconds.
- iii. **Down (Wild Gunman):** This is Duck Hunt's most useful projectile next to can. He summons 1 of 5 gunman in front of him. Each one shoots at different times, deals different damage, shoot different distances, and sends them at a slightly different angle. First let's talk about the summoning. They come out frame 6 and can take up to 5% before they are knocked down. Once they are down, it takes them 2.5 seconds to disappear. This means you can't summon them until after that time is up. Keep in mind the timer starts once they take 5%. If you are fighting Duck Hunt, use this to your advantage and take them out as late as possible so you'll increase the amount of time it takes before they can summon one again. Since they spawn almost instantaneously, you can summon them quickly to block incoming projectiles such as charge shots and missiles. There are only a few projectiles that will rip right through them. This includes other gunman shots, Cloud's limit blade beam, Bayonetta's bullet climax, Bowser Jr's cannon ball, and R.O.B.'s laser beam. Before I talk about each one individually, let's talk about general uses. Gunman are one of the best moves to use for stage control. They will cover around half the length of final destination and with their delayed shooting allow you to get follow ups off of their shots. Some standard tactics include using them to force a shield for a free grab, to punish a shield drop after you hit it or run past them, for tech chasing, edge guarding, and to start a combo. These tactics will be discussed more in depth in the projectile combo and set ups section. Another thing to know is that all 5 gunmen come out at random, but only until after all 5 gunmen come out can a gunman be reused. The 5 gunmen do not have a pattern that they will come out, if one gunman is the last gunman to be used out of the 5, it can potentially come out again right afterwards in a new random 5. Last thing to keep in mind, these Gunman have extremely low knockback growth so they won't be killing until the 300% except for 2 of them. Also, if your gunman bullet gets reflected, the bullet will pass right



through the gunman. This means that if you're standing behind him, you will get hit as well. Now here's a description of each gunman and what they are best used for. In order from slowest to fastest.

1. White shirt, brown hat, skinny (Alejandro): Alejandro shoots the farthest and deals 4%. The distance he shoots is a little over half the length of Final Destination. He also sends you at a 65° angle. This makes him the easiest gunman to use for combos. The slow start up means you have ample time to get into position. He shoots on frame 89. This means you have 1½ seconds to set up. If you end up summoning him in the air out of a jump, he'll most likely hit the ground before he shoots. Keep this in mind when he comes out.
  2. Black vest, brown hat, short (Panchito): This is the most balanced gunman. He shoots a little shorter than half of final destination, deals 4%, and fires at frame 77. Since it takes him a little over a second to shoot, it allows Duck Hunt ample time to go for a set up. He is shorter than all the gunman except for Diabeto. Because of this, he can hit anything on the ground.
  3. Sombrero (Diabeto): Diabeto is the shortest and most powerful gunman of them all. Instead of using a pistol, he uses a shotgun. Because of this, he deals the most damage and knockback and has the shortest range out of all of them. His range is about ¾ of half the length of FD. He is able to KO opponents around the 200% range. He shoots on frame 71 and deals 7%. Because of this high knock back, he is able to start aerial follow ups at lower percents. The angle he sends the opponent flying is at 70°. Because of this, your target will fly more vertically forcing you to adjust your positioning when going for a follow up off of this gunman. Because of his low stature, he is able to hit anything that's lying on the ground.
  4. Black coat and hat (Miguel): Miguel is the second fastest gunman. He fires on frame 65 and deals 5%. Because of this, he can be used effectively for rush down pressure. This is a gunman you'd want to run in for a grab or to punish a landing to start a combo. He also shoots the highest out of all of them. Because of this, he can not shoot a grounded can. This can be considered a good thing and a bad thing depending on what you are aiming for.
  5. Brown coat and hat (Juan): Juan is the quickest shooter of them all. He shoots on frame 53 and deals 6%. He can also KO around 240%. Although if you ever see your opponent live to this high of a percent, that clearly means there's a problem. Because of his fast firing speed, he is best used for rush down pressure. He can also be a good way to stop your opponent in their tracks. The only down side to his fast firing speed is the less potential there is to get a set up. He will normally fire too quick for Duck Hunt to put himself in a favorable position. He can still use Juan for the grab set up effectively.
- iv. **Up (Duck Jump):** The duck grabs the dog and slowly carries him up high. This move covers a decent distance and can be controlled to move left or right at any time. He flies a little higher than the top platform of battlefield from the ground. The move by itself leaves Duck Hunt completely vulnerable and makes him gimp

fodder. Most of the time people will try to stage spike or meteor you. To protect yourself, use gunman and can. You can throw out the can and recover next to it. This gives you a constant hitbox on your character and can give you an extra boost in recovering if it happens to blow up. If an opponent tries to challenge this option, it may leave them in an unfavorable position too. The gunman will just cover a lot of potential area where your opponent may try to intercept you. If recovering high enough, you can use these 2 projectiles at the same time to aid your recovery.

- e. **Throws & Grabs:** All of them are weight dependent
- i. **Forward Throw:** Deals 8% and is best used for low percent combos and positional advantages. From 0-15% you can do f throw to dash attack. This combo can work at later percents depending on weight, character size, and DI. From 15-50% you can do f throw to fair. You can also do bair, but that only works at a specific percentage and survival DI. From 70% and onwards, you can do f throw to fast clay pigeon to pressure them along the ground. This also works when throwing them off stage too. F throw also works well for throwing opponents on platforms if you happen to have a can wait there for them.
  - ii. **Back Throw:** Deals 9% and is best used for positional advantages. Unfortunately, this move is more laggy than f throw making any non can combo impossible. Back throw also works well for throwing opponents on platforms if you happen to have a can wait there for them.
  - iii. **Down Throw:** Deals 5% and has several potential follow ups some of which are guaranteed. Starting around 60% you can follow up with a fair or an up air depending on their DI. If they DI away, go for a fair, towards or no DI, up air. On certain characters D throw to up air will KO at the right percent. You can also use this throw to force an option so you can read a jump or air dodge. If they air dodge to the ground, you can easily intercept them with a smash attack. One mixup you can do from 0-40% is d throw to fsmash if they air dodge immediately and do not DI away. If they DI away, you can catch them with the last hitbox of f smash from 0-10%. Your opponent can get out of most of these mix ups if they just jump away.
  - iv. **Up Throw:** deals 6% and can kill middle weights around 200%. Use this throw from 100% and up to force a mix up read. Your opponent will be forced to choose an option if you go after them in the air. This can lead to an early up air or nair kill if your reads are on point. You can also force them off stage with fairs and bairs.

## Projectile Properties

### Can:

The can is most complex and unique attribute to Duck Hunt. This move is basically one of the biggest defining factors of the character. The way you choose to handle your can will ultimately determine your playstyle with the character. So here is a list of everything we know about the can. (Shout outs to WhiteHusky for labbing some of this out)

1. After bringing out the can you are able to shoot it 8 times before it explodes .
2. Regular attacks affect the can the same way the shots do.
3. Each hit and attack count towards the 8 hits til explosion counter. This is called the "Tick" System. I'll explain this after the list.
4. The can will explode after being out for 10 seconds.
5. The can explodes on contact with an opponent.
6. The can stores knockback and arc of the last move that hit it, when you whiff the can, the can defaults to the last hit's knockback and arc it received.
7. The can can take up to 40% before it goes to the blinking state.
8. Whiffs DO add base damage to the can.
9. Whiffs on can do not stale moves nor unstale other moves, same for opponent.
10. You cannot shoot your can during a Smash Attack.
11. The explosive hit can (Blinking) has transcendent priority and can travel the farthest .
12. The reticle shots will fire the can in the direction the dog is facing when he launches/hits the can with the exception of 1 hit box on dash attack(early hit).
13. You can hit the can in the opposite direction to make the can shoot that way.
14. Your opponent can influence the can's direction with their attacks as well. The direction they face when they hit it will determine where it shoots.
15. Depending on how you hit the can, smash attacks can link together and rapidly hit the can. (for example, landing a well placed up smash on a falling can, will hit it 3 times)
16. The can's explosion will send the opponent in the direction the can is being shot in.
17. Every time the can gets hit, it's gravity increases making it fall faster and travel a shorter distance.
18. After the second consecutive hit of an opponent projectile, the can will be anchored to the floor as long as duck hunt does not act upon the can, the can will not take any damage or hits that contribute to the amount of pings or damage it already has.
19. You can not hit the can in the air, but your opponent can. However, If the opponent does hit the can while it is in the air, you can then hit it back with a smash attack or your gunman can shoot at it while it is still in the air, but this is difficult to do and it would be best to avoid the can until it lands back on the ground or by shielding it. If you attempt a f-air or a b-air, you will end up taking damage.
20. Any hitbox will swat the can away leaving the opponent unharmed when it is being shot toward them. (Swords show this very effectively)
21. However the can is still able to hit them if it happens to connect with their hurtbox making it risky for melee characters to contest with it. (Mario, Sheik, Captain Falcon) If they do get hit they will clang and take 1%.
22. Your opponent is able to interact with the can the same way you can on the ground.
23. The reticle shots come out frame 1 and are a hitbox around the can. This allows them to combo into another shot if the positioning and DI are correct for it.
24. The can explosion will come out frame 1 so you are able to use it as a combo breaker to get out of strings.

25. The can's knockback will take priority over the knockback of the last move that hit you. This allows you to survive otherwise fatal blows if arranged properly. This can also lead to your opponent surviving fatal blows as well. However, if you or the opponent are at a high enough percent, the can will end up killing either of you anyway.

Video Explanation: <https://www.youtube.com/watch?v=iwTJd8nlsxs>

26. The can explosion will harm the dog.
27. Duck Hunt takes less damage from the can explosions. This is due to the can not hitting him before it explodes.
28. The explosive can will travel far when you hit it with moves with decent knockback.
29. If your can is no longer on the field, (this includes Villager pocketing it), you are able to summon another can.
30. When Villager pockets the can, the explosion becomes stronger and will come out in the same arc and speed every time. It will also explode on contact with anything it touches.
31. The can hitting the opponent does 2% before it explodes (when it does explode, this counts as two hits)
32. If the can is placed on the very end of a ledge in any stage while an opponent is on it, the reticle shot from the can can hit them once their invincibility frames run out. If the can is facing away from the stage, the opponent will bounce off from the ledge when hit, if the can is facing toward the stage and the opponent has a high enough percent (around 130% or more), the reticle shot can stagespike an opponent and kill them if they do not tech or react in time . (only works on characters who have their hit box above the ledge when grabbing it. For example, Marth, Roy and DK)
33. Cans that collide with walls will change the direction of where the can will be facing and going.
34. Cans can be flipped upside down when they land or get knocked away, but will not change how the can operates in any way.
35. Duck Hunt will automatically duck for cover when the can is shot near him, this will leave Duck Hunt unable to move for a moment.
36. The can is able to store the knockback of a previous move used on it (most notably projectile hits from opponents). When this happens, the next attack that hits it will launch the can the same way it would launch from that hit. This will happen if the can stays in place on the ground after it is hit.
37. If you use the Initial launch of CP next to the can, it will launch the can with the same KB as the last move that hit it. So if you hit it with a dash attack, it would fly in that same arc again, adding shots to the can with neutral b increases gravity to the can however.

Video Explanation: <https://youtu.be/slih-HrBVYU?t=58s>

38. Glancing blows(attacks that barely hit that cause no knockback or damage and which appear as small orange sparks when done) will change the direction of the can but not cause it to move. (Duck Hunt's first jab can perform a glancing blow easily)
39. If Duck Hunt forward smashes the can in the same direction that it is going then the 3 hits from Duck Hunt's forward smash will move the can in that direction. If Duck hunt forward smashes the can in the opposite direction, the 2nd and 3rd hit of Duck Hunt's forward smash will bounce the can toward duck hunt instead of away, this can lead into

accidental explosions on yourself if the can is close to its blinking phase, or a set up if an opponent travels behind you and the can is not close to its blinking phase at all.

40. Holding an opponent with a grab and then bringing the can into caniciding you and your opponent will deal more damage than a point blank canicide without a grab hold. You may also pummel before doing this to add extra damage.
  41. If a can damages an opponent while in the early part of Duck Hunt's throw animation, the can damage will only be applied and the opponent is knocked out of the throw. This can be avoided by using the can later in the throw animation or after damage has been dealt by the throw to add maximum damage and also achieve the throw arc. (a whopping 17% if done correctly with a forward throw)
- **Tick System:** After the initial launch of the can, it is only able to take 8 shots or attacks before it blows up. After you hit it the 8th time, it will explode. (If you include the initial launch, the 9th hit blows it up). With each "Tick" the gravity increases on the can making it fall faster and travel a shorter distance. So what can you do with this and how is this information useful? Here's how you can apply this knowledge.
    - You can gauge how many ticks the can has by its fall speed. If you weren't keeping track of how many shots there were, you can see how fast it falls after you shoot it to get an idea how far away it is from blowing up. This can allow you to plan and hit the can on the final tick for the explosive can. The benefits to using explosive can include its long distance coverage with standard attacks, it'll explode on contact with anything, including hitboxes (can only be countered by counters, shield, and reflectors), and it can catch your opponent off guard. (It is also very good for catching and punishing rolls)
    - You can use the heavy gravity to your advantage. If you don't want to make the can travel too far. Give it a few shots before landing it so you can make sure the can won't fly too far away when you hit it. (you can also use this to help cover your recovery when going back to the stage)
    - Playing with the gravity of the can enables it to create very interesting vertical pressure allowing it to be a slow moving projectile at first and then by shooting it a couple of times have it drop on them really quickly.
    - A good use for increasing gravity on the can would be for edge guarding by bairing the can. If you increase it when you bair it, it will be at a trajectory that will position is closer to the ledge of the stage. If you time it correctly with an opponent recovering to it low, you can catch them with this set up quickly for a stage spike or launch them onto the stage for a potential follow up. Example would be bair can to up air, bair, nair, upsmash, etc...
    - You can also use this to create traps. If you're pressuring your opponent with the can near you and you hit it and notice it's gravity or ticks is high, you can use a gunman to hit the can so you can box them in even more with the explosive can trajectory. The gunmen will send the can at a very similar trajectory consistently so you will be creating the same trap no matter which gunman you use. However,

the only gunman that is not able to hit the can on the ground is the tallest gunman, Miguel (Black coat and hat).

### **Clay Pigeon:**

The CP is our best combo tool to use. The reward is extremely high but the risk is as well. If you use this from across the entire stage, you will be safe. But be warned, you can not move until 66 frames after you initiate the move. That's over 1 second!

- Do not spam this move, but do not be shy to use it either.
- The initial hitbox of CP starts in front of Duck Hunt, which is why opponents are able to swat it away, you won't be able to tell, but the hitbox is there. Be careful using this move too close to opponents.
- This move will combo at low and high percents.
- You can throw this move at 2 speeds.
- You can throw it fast by smashing the side and B button, or slow by just holding the direction and pressing B.
- The fast throw gains a higher priority when using it. (Goes through pills when thrown fast but not slow and will clank with certain moves, it can even collide with a fully charged Samus shot while slow clay pigeon will be eaten by it)
- In comparison, slow clay pigeon descends slower than fast clay pigeon, so fast clay pigeon ends up going farther when thrown off stage before disappearing(fast clay pigeon's descent is a bit longer than the length of Duck Hunt's Up B distance)
- This projectile can take up to 5%. After it takes 5%, it breaks.
- If the move is shielded, it will not break. It will bounce off the shield and then fall down.
- This move has 2 parts to it, the toss and the detonation.
- CP detonation will not occur while Duck hunt is doing a smash attack, the reason for this is the light gun user is already shooting around you during the smash attack and cannot shoot at anything else until they are finished
- The CP deals 2% when it hits the opponent
- When the CP is detonated, it will be shot 4 times dealing 1.8% the first 3 shots and 5% shot 4. The shots deal 12.2%.
- You can combo a CP into another CP at certain %s (you will have to use a jump in between)
- Miguel (tallest gunman) and Diabeto(Sombrero gunman) are the only two gunmen that can destroy your clay pigeon when sent before a clay pigeon toss, As for the other three gunmen, Panchito and Alejandro will only damage the clay pigeon while Juan (the quickest gunman) will shoot faster than the clay pigeon will be tossed. This is for both fast and slow clay pigeons tosses.
- Not necessary, but Duck Hunt can destroy the CP with his own attacks rather than detonating it.
- Clay Pigeons initial toss frames may be used to whiff a Can that has stored knockback to launch it far away.
- When the Clay Pigeon hits an opponent or object, it will slow in speed and rise upward.

- There is a dead zone in a short space directly in front of Duck Hunt, the Clay pigeon will end up launching past your opponent while not hitting them if they are in that space.
- You are able to grab the ledge after tossing the CP. Here's how you can use this property: <https://www.youtube.com/watch?v=slh-HrBVYU>

### **Gunman Bullet:**

The gunman bullet has transcendent priority and is able to pass through objects. For example, it is able to shoot through Villager's tree and the statues on Castle Siege. It is also able to shoot through the can. The gunman bullet can not shoot through multiple characters but it can shoot through multiple objects at the same time. The shortest gunman's bullet (sombbrero), sets the opponent on fire.

### **Neutral**

Duck Hunt's neutral is one of the most versatile neutrals out of the entire cast. You can utilize his projectiles for camping purposes and offensive purposes. Deciding how to use these projectiles is up to you and there is no one right way to play this character. That being said, there are definitely certain playstyles that are recommended for certain MUs to make it easier. Here are the broad categories for playing Duck Hunt

#### **- Campy**

- This playstyle consists of doing nothing but staying away from your opponent and walling them out. Your goal is to have a constant wall of projectiles rolling out at all times. You are not concerned about try to kill them quickly. If they can't touch you and they keep getting hit, you be laughing on top of their corpses eventually. You will find yourself moving back and forth across the stage while equally annoying your opponent. Expect your matches to take an extremely long time and have your opponents live to 200% because yours projectiles will stale. This is one of the most mentally draining playstyles to use and it requires a lot of mental fortitude.
- Player Examples: early Croi, MVD
- Footage: <https://www.youtube.com/watch?v=3nW8sGvP7zE>
- <https://www.youtube.com/watch?v=OKHWXwRNBNU>

#### **- Aggressive**

- Playstyle can consist of poking at an opponent to block any sort of approach by keeping them at bay in one area of the stage as well as avoid damage by constantly moving. Projectile usage can be limited and only used for follow ups and edge guarding because of the lag and vulnerability when using them. Projectiles can be used to better guarantee options on the stage for grabs and other fast combos. These projectiles also challenge off stage opponents by trapping them with dairs and stage spikes. Projectile hits often lead to combos to rack up damage quickly and will make hard reads available to end an opponent's life quickly. This however can go the otherway as you challenge opponents in

their area of reach and instead be locked into a combo of their own if you fail in your approach with little projectile help to break free of combos or getting footstooled or spiked while challenging offstage. One thing that you will commonly find when this playstyle is used effectively is aggression with your projectiles. This includes running up to your opponent with a gunman or can covering you.

- Player Examples: Expay
- Footage:

[https://youtu.be/Yx23VUIY0Zk?list=PLcm59723aRW8TuK3F9mBN40OBz\\_Nkp1zU](https://youtu.be/Yx23VUIY0Zk?list=PLcm59723aRW8TuK3F9mBN40OBz_Nkp1zU)

#### - **Flexible**

- This style mixes in both campy and aggressive styles at the same time. It is also the most common playstyle for the character. You will be getting up close and personal with your opponent and camp out your opponent when needed. This style is usually defined by a perfect blend of projectiles and boxing. Generally, you will find players of this playstyle approaching their opponent with a projectile following them or laying them down in a specific area to trap their opponents, or to combo them into it later. Generally, each Duck Hunt that walks down this path will be defined by what projectiles and normals they opt to use. Biggest differences players tend to have with this play style is specifically what each player wants to use a projectile for. Example: The can is able to be used as a combo starter by launching opponents towards the dog, trap opponents in shield for a guaranteed grab, or to wall out. Good players will always use a good mix of these, but each player will tend to opt for one of these options over all the other ones most of the time. In the end, this style is all about expressing yourself by choosing what you want when you want. There's no need to stick to a rule or plan. Just go with whatever you feel like is going to work and make it happen.
- Player Examples: Brood, You3 (Yusan), Oogamania, Dandy Penguin, Croi
- Footage in order of the list above
- <https://www.youtube.com/watch?v=Vr80wkHc72c>
- <https://www.youtube.com/watch?v=PWKnaSCzotc>
- [https://youtu.be/C9GB-6VzPIE?list=PLcm59723aRW8TuK3F9mBN40OBz\\_Nkp1zU](https://youtu.be/C9GB-6VzPIE?list=PLcm59723aRW8TuK3F9mBN40OBz_Nkp1zU)
- <https://www.youtube.com/watch?v=nUsXSQprbiU>
- <https://www.youtube.com/watch?v=O47xTPEcGss>

### **Mind Games**

Mind games are at the corner stone of high level Duck Hunt play. One of the biggest advantages DH has over all the other characters is that you are able to have 3 hitboxes go out at once and have a mine ready for detonation at any moment before time runs out. There are many tricks you can play with these projectiles and find a way to utilize them will ultimately define your play style at the higher levels. Here a few examples that you could implement.



- If an opponent is trying to land on stage, send a can out towards them to bait out an air dodge. If you notice they have a habit of air dodging your projectiles like this, you can easily catch them with any more of your choice once they land. It's a good way to seal out the stock.
- Throw out the can on stage and ignore it. Chase after you opponent to divert their attention to the dog. Play some good footsies with them and from here there are 2 main ways to put the can back in play: Grab them and throw them towards the can or have them chase you towards the can. If they aren't aware there was a can there and you catch them jumping or attacking, you can make the can explode on them. If you know they're going to attack the can, shield right on the can. If they end up hitting your shield as you launch the can towards them, it will blow up on your shield and damage them.
- All the gunmen have different timings and length to their shots. Use this to your advantage and take note of which gunman is summoned. If they're used to shielding when a gunman comes up, expect all of your gunmen to be shielded except for Alejandro. Because of his extra long startup time, expect them to drop shield. The other tactics they might use to counter GM is jump or spot dodge. If they are spot dodgers, take note of their %s. If they are at low to mid, try getting them with a dair or grab to get a combo started. Dair will have the most damaging combos. Up smash is a good option to cover the SP if you want to go for the kill. 120% is a good time to go for this. If they are at 140% and up, go for the up tilt so you have a more reliable move that will kill.
- With the clay pigeon, you can go for many mix ups depending on when you detonate it. There are a few things you need to take note of if you decide not to detonate it immediately. First, you need to see if you are going to hit your opponent or not. If it bounces off their shield or lands on the stage, take note of where it is. The CP only lasts for 3 seconds before it disappears. If it bounces off their shield, it will normally flight up and in front of them. When this happens, you can plan to detonate it if they like to jump around or if they run at you and you grab them. If it hits them, it can pop them up temporarily. If you condition them to think you'll go for an attack immediately afterwards, you'll notice that they'll just air dodge to the ground. When this happens, you can just punish them with any move of your choosing. This also includes the CP that's falling slowly towards them. The reason why it would be useful to use it when they are grounded is so you have more time to close the distance and guarantee yourself a follow up. If it ends up on the ground, keep note of its location and detonate it if you ever see your opponent coming close to it. If your opponent is Lucina's height or taller, you can catch them with the detonation if the CP lands on the side platforms of Battle Field.
- This one combines gunman and can. This mind game plays slightly into the hands of RNJesus but it works with 4 out of the 5 gunmen. Lay a can down somewhere and keep track of how many ticks it has on it. When you come back to the can or you decide to start playing around it, use a gunman to shoot it. The height and distance the can travels depends on how many ticks it has and the gunman. If you time this with the blinking can timings, it will force them to shield or reflect the can. If you get them with this while they are chasing you, make sure you're ready for the aerial follow up if they are sent flying towards you. If your opponent gets used to shield when they see a gunman shooting

towards the can, you've found a new shield conditioner against your opponent. Make sure you're in range to punish their habit.

- If you fullhop with can, you are able to throw out an aerial before you land. This can normally catch the opponent off guard and if they decide to be aggressive, chances are the can should be able to cover you. If you condition shield out of full hop can, then you can go in for the tomahawk and toss them into the falling can.

## **Setups**

There are 2 main types of setups, ledge setups and stage setups. Stage one will be part of the stages section. We will talk about ledge and edge guarding setups here.

- **Ledge Setups**
- Throw a can at the tip of the ledge and shield over it. If they do any option for coming onto the stage besides roll, you can punish them by shooting the can the second you see them move. If you see them drop down, stay in shield and wait to see what they do. If they attack and then regrab the ledge, punish the regrab with SH dair OOS for the spike, d tilt before they regrab, d smash when they regrab, or bair their regrab for the stage spike. You can also go ahead and footstool them too.
- Sit where the roll options rolls to. Send out the can towards them slowly as they grab the ledge. Make sure the can is still on stage. When their invincibility is about to wear off, shoot the can at them. If they react too slow, they will be punished, if they do standard get up or jump, they will be punished, and if they roll, you can punish them with any option of your choosing. The optimal punishes at 140% and up is uptilt. Anything below that, you can try to kill them with up smash or f smash. The main way to counter this is by hitting the can back at DH. But, if he is ready for that option, he will just shield and punish your attack. One way you can mix this up is like this, purposely shoot the can over the ledge before the invincibility runs out. Dash towards them and charge a reverse fsmash. If done correctly, you will have forced them to react with either a standard get up or roll. If you get one or the other, you are able to cover it with f smash.
- Put the can at the roll distance from the ledge. Go to the ledge area itself and nair when you think they will choose a get up option. If they roll, punish with the can and your nair will cover jump and standard. They can only get around this by dropping down. And if that happens, you can fall with the nair to hit them with the sour spot offstage. If you predict the roll, check their %. If you know they will fly right over the ledge when you hit them with the can, hit them with a dair for the kill.
- For this can gunman setup, place the can in the middle between the standard get up and roll area. Place a gunman down when you want them to shoot the can. Depending how many ticks the can has will determine the distance it flies. If they don't choose an option when the can is shot, shoot it so it flies right where they are grabbing the ledge. If they don't react in time, they will be blown up. If they do react, they will most likely roll. Be ready to cover that option. If they end up jumping, just be ready to intercept their landing.
- Place a can right at the ledge. Run towards the ledge and run off when their invincibility is about to run out. If you notice them rolling a lot, this should force them to roll. If you predicted this, jump back on stage immediately. Hit them with the can and then use an

aerial of your choosing. If they end up doing a get up attack, just get a bair, nair, or dair on them.

- Place the can in the middle of the roll and standard option. When you think they are about to choose their option, jump right at the ledge and nair. Fade back into the can to hit in backwards. Because you are facing towards the blastzones, you are able to send the can back to yourself which should be able to catch your opponent's roll or landing option. If you catch them with a can, note how far they fly. If they are close enough, get a follow up. If they fly far away, start another set up.
- **Edge guarding**
- Place a can on the stage. When you see your opponent coming in, bair it offstage. Try to hit them with the can. This can lead to 2 things, a stage spike or an aerial followup from DH. Just keep in mind their % and weight.
- Drop a gunman off the ledge. The gunman is able to punish people who like to recover low very well. Most of the time it will miss but it can force an air dodge or catch a jump. Either way, you aren't risking anything by doing this. Having the can on stage in this situation can be very useful. If you bair it offstage or just have it chase after them, you can force them to deal with 2 projectiles at once. If you think they'll air dodge your gunman, get in position to dair or bair them offstage
- Run off stage and reverse the can to the ledge so it sits there spinning for a while. This will can any recovery that doesn't have a good hitbox to cover itself with. To extend its float, you are able to shoot it in place back onto the stage. If you get the perfect angle where you can get it to shoot back on stage every time you practice this, that means you have perfected a guaranteed stage spike. Just make sure you make it back to the ledge yourself so you don't get edge guarded.

## **Stages**

This will briefly talk about each stage for DH and setups he has on each one. (Legal ones only)

- **Battlefield:** This is one of DH's best stages. It does force you into close quarters but you can get numerous devastating setups as well. The platforms also provide good coverage so you can force an approach from a certain angle. The side platforms are at the perfect height to be covered by an up air. Up smash's final hit is able to hit opponents standing on them as well. These platforms do also provide the easiest ways to start lock combos. Hit them with the weak hit of nair to make them slide off. Once they do, hit them with ftilt to lock them. This only works at low %s.
  - If you want to live for a long time, go to this stage. It has the largest blast zones.
  - Make sure you are comfortable with your setups on this stage to get the most out of it.
  - This our most neutral stage for basically every MU. There are some characters that benefit quite a bit more from this stage however.
  - **Setups:**
  - Leave a can on the side platforms. At high to death %, a back or fthrow will combo into it from the opposite side. You are also able to up and down throw into the can. Up throw is more reliable and does 1% more however.

- If your opponent is on the ground underneath a platform, full hop with gunman. They should fall below the platform. If you are able to catch an air dodge, shield drop, or get up option, you will be able to combo it into an fsmash at 80% and up.
- For ledge coverage, you are able to keep the can on the platform to cover the jump option. If you expect them to jump, run towards them to force the option. They will most likely go towards the center of the stage. If they try to bair or air dodge, they should be in range to get hit by the can on the platform. Once you hit them, combo into an aerial. If they are at death %, around 110-140%, combo into an upair, nair, or bair. If it's lower than that, make sure they are positioned offstage and hit them with the dair. Another option you can do is to nair the can on the platform. Make sure to get the reverse hit so you can have it go below the platform to cover roll or cover the platform again.
- **Final Destination:** This stage is fairly large and is great for keeping opponents away. One nice thing about having no platforms is that it allows you to cover every landing options with your plethora of projectiles with no problem at all. This also forces opponents to approach you from one area as well. You can't be caught off guard by any platform movement tricks. You just need to make sure you are aware of all of your opponent's mobility options. This is the best stage to implement any full hop setups you might come up with.
  - If your opponent has bad landing options, take them here.
  - If your opponent benefits exponentially from platforms, take them here.
  - This stage will normally be more in our favor or neutral in MUs.
- **Smashville:** Do not take Sheik here. Here combos can destroy you pretty badly. Other than that, it's a fairly simple stage that is very neutral as well. You can place the can on the platform to make it come into play at some very clutch moments when it is hovering offstage. Keep in mind where it's heading for more intricate set ups. You will also be forced into close quarters combat a lot of the time so keep that in mind.
  - Setups
  - You are able to do back or fthrow to can from the center of the stage to the moving platform when it's offstage. This can allow for some early kill setups if the conditions are correct. You could easily kill around 140%.
  - If the can is facing the reverse direction the platform is moving, you can use it to shoot at your opponent when it is hovering over the ledge area. From this direction, you will be able to get a stage spike or serves up combo. Shoot it to drop it down and then shoot it right around the ledge grab area. Keep shooting it to cover standard get up, jump, and roll.
  - Have a can on the ledge and jump on the platform that's moving towards your opponent. You can shield to block their attack or chase after them to try and force an air dodge out of them. If you attack and they air dodge it, start shooting the can so you can try to catch their air dodge or force them to recover at a bad angle so they don't get hit.

- **Town & City:** This stage provides good FD transformations and high platforms. Coupled with the low ceilings and we're able to get some early KOs with up air. This stage is also among the larger ones too. So, if you like to camp, this is not a bad stage to go to.
  - Setups
  - The high platforms allow you to set up a lot of crazy things. There are no real guaranteed setups. All of these are basically situational.
  - You are able to kill with up throw can earlier than usual with the high platforms and low ceiling. If they DI bad, they'll be dying extra early.
  - Make sure to leave cans on the platforms. Because the platforms are so high, it can make the camera zoom out a lot and give you a lot of vertical control of the stage. Use this to your advantage to catch a rushing opponent off guard.
- **Lylat Cruise:** This is not a bad stage for DH by any means. The main thing this stage comes down to is personal preference. If you absolutely hate this stage, don't play it. But it is not a bad one to get comfy with considering everyone else seems to hate it a lot.
  - Setups
  - The platforms are at the perfect height and angle for back or fthrow to hit. You can rely on the combo to work well as long as if the stage isn't tilting against you.
  - Because of the stage tilts, CP has a higher chance of landing on the ground or traveling farther. Make sure to utilize this to your advantage. This can also mess with GM and can however.
  - You are able to place can on the side platforms to cover the jump option.
- **Duck Hunt:** This stage is probably our worst one to play on. But it does have its benefits. For one thing, this stage is extremely large and can provide a lot of deception. Placing a can or gunman behind a bush can really throw a player for a loop. Also, if you have a setup and they don't see you charging for a smash attack, you can catch them off guard. Make sure you are aware when the ducks start flying. If you launch a can and a duck happens to be coming out of a bush, you're going to get blown up.
  - Ducks mess with can and CP
  - This can be used to your advantage as well. CP can bounce off of them into your setup and you can blow up the ducks with your can to cause an explosion near your opponent if they happen to be nearby.
  - Keep track of where the dog will pop up too. You can start a setup or plan to hit your descending opponent with a ground attack when he brings you up. This includes charged smash attacks in the air
  - If you take the lead and your opponent has trouble climbing up the tree, feel free to camp them out on top of that tree.
  - This is a good stage to CP heavies too. Except for Charizard.
- **Dream Land:** If you love Battlefield and you wanted a lower ceiling, this is the stage for you. The 2 main things you need to keep in mind is that you can not go underneath the stage and recover and the side platforms are higher than BF's. This means last hit of up smash doesn't connect as easily and the CP platform mine doesn't hit characters that are Lucina's height below the platform.
  - Setups

- Same as Battlefield

## **Canicide**

Info by WhiteHusky

Canicide is the ancient Duck Hunt technique of blowing yourself up with the opponent using a can. At first the idea sounds dumb, "Why would you canicide when it adds damage to Duck Hunt?". Well the secret is not in the damage, it is in the knockback. Let us imagine that one player has 100% in damage while another player has 100% as well. If both were to be hit at the same time by a smash attack then they would fly in the same direction with the same knockback. If percent differs, then one player will fly farther than the other. This is what canicide is for. If Duck Hunt has 90% and an opponent is at 110% and a canicide occurs, both players will launch in the same direction, except Duck Hunt will fly less than the opponent but not very far, this puts both players close to the stage's blast zone and a perfect chance for Duck Hunt to follow up with a b-air or a jump b-air to finish off his opponent. With rage and a close blast zone, the opponent will get killed if they are unaware at what is happening to them.

- Note, canicide is not dependent on damage, but the follow up is. It is harder to connect to an opponent that has 100% to your 10% when canicide knockback is added. Knowing this, this means you are able to canicide at low percents as well as high, but be warned... If you try the opposite of having more percent than your opponent when caniciding, you will be launched farther instead and in the position for a b-air follow up. You can point blank can an opponent, hold an opponent in a grab and bring the can toward you, or you can let the opponent hit you and the can together to achieve a canicide (note: you will take more damage this way and if it is a long range attack that connects then you will take that attack plus can damage while they take no damage). Remember, you can still DI to gain a better placement for your bair or any other follow up you wish to make.

- However, there are times when your opponent will have a faster follow up than your b-air so what you can do to prevent him from killing you is by reading when they will attack and then airdodge appropriately, which can be a split second decision, or..... by caniciding again. When you canicide again, you and your opponent will fly in the direction that you are facing. Just bring out another can as your opponent issues his b-air or other move and both players explode in the opposite direction. BE WARNED, if both players are very close to each other, no matter what you do, if their follow up aerial is faster than 5 frames, or their reaction time is faster and you have higher percent for more hitstun, it is not advised to canicide, you will die because their move will come out faster than your can. From experience, it isn't advised to canicide unless you have the frame advantage and placement. If you are above fast characters like Mario or Cloud in the air, airdodge. Don't risk the stock. Furthermore, if you do canicide where you have to airdodge in an unfavorable position, there is chance the opponent won't understand the situation until after you airdodge which they will then kill you. Canicide combos are one of the trickiest things to do.

You also don't have to use canicides to kill the opponent, they can also help prevent the opponent from killing you, before or right after the opponent attacks you with a strong hit, you may canicide and interrupt their moves knockback and replace it with the can, potentially saving your life. For example, Duck Hunt is the only character that can punish Falcon's knee after it lands, think about that.

**Canicide is a 50:50 situation. Once the canicide occurs,**

**Canicide while far apart**

- If the opponent's reaction is slow because of how quickly the canicide occurred, your followup hits.
- The opponent must react in time and airdodge correctly so that our followup misses.
- You can expect an instant reaction so you wait and punish it.
- You can expect an instant reaction so you wait and punish it, but no reaction comes out so an opportunity is wasted to kill the opponent.

**Canicide while close**

- You expect a slow reaction or they have slow air game so you can punish them immediately.
  - You believe their reaction is faster than your reaction, so you airdodge immediately and then punish.
  - You believe their reaction is faster than your reaction, so you airdodge immediately and then punish their reaction, but their reaction is slow so they counter immediately after your airdodge finishes and so you are punished.
  - Both players airdodge, so neither are punished but situation resets.
- Footage: <https://youtu.be/d5ePuThrKqI?t=56s>
  - <https://www.youtube.com/watch?v=ErU6Wtj0s9I>
  - Can to Save explanation: <https://www.youtube.com/watch?v=iwTJd8nIsxs>
  - Can combo montage by yours truly: <https://youtu.be/UVVUXT0IBbA>



## **Can Lob Technique** info by WhiteHusky

A new technique in the works, it is called "Can Lobbing". How Can Lobbing works is simple, store knockback into the can by hitting it, then whiff the can to send it off on it's stored knockback. The initial frames of Clay pigeon's clay toss will whiff the can and is where this technique will abuse. When no knockback is stored in the can, the can is useless and has no momentum with this technique. When the can is whiffed, it will go nowhere.

When you use the initial toss on a can with stored knockback , the stored knockback will launch the can when whiffed; lobbing the can. You can also make the can lob twice in a row. After the can is launched with the clay toss whiff, it is then in the path of the Clay pigeon, if you time the knockback and arc right. The can may bounce off the clay pigeon and whiff twice, lobbing it once more.

Example of can lobbing:

<https://www.youtube.com/watch?v=MgvKWrD-mP8>

Starting at 0%, dash attack KB stored can will lob twice when whiffed.

At around 80 and mid-percents, jab 3 KB stored can will lob twice.

At around 80% percent, dtilt KB stored can will lob twice.

At any% late hit dash attack can will lob once when timed right to hit the pigeon.

Any move can whiff and lob the can, it is not secluded to just the clay pigeon. Ftilt and jab can whiff the can. As well as any other move that is able to whiff. This is a very advanced technique and hard to master. Few use it, so do not worry about learning it.

## **Combos**

Info by K9DHD aka AK9 aka Fraud9 aka ForGlory9

Duck Hunt's true combo's

a. *Note, the percents for these combos do vary on percent, rage, and DI.*

- **Fair sour spot into: (30%-50%) DI will affect range**
  - Jab
  - Grab
  - Fair
  - Dash Attack
  - Bair
  - Nair
  - PP Uptilt to up air (50%)
- **Up air (35%) into:**
  - Up air
  - Bair
  - Fair
  - Nair
- **Dair into:**
  - Fair
  - Nair
  - Bair
  - Up air (around 110%-120%, this is a kill confirm on certain stages)
  - Up tilt
  - Down tilt
  - Forward tilt
- **Nair (late hitbox) @ 40% into:**
  - Forward tilt
  - Down tilt
- **Nair (late hitbox) @ Tumble animation, no tech into:**
  - Upsmash
- **Dash attack (late hitbox) @ low%s into:**
  - Up air
  - Bair
  - Nair
- **Forward throw into:**
  - Fair (10%-50%)

- Bair (DI inward) (30%-40%)
- Dash attack (0-15%)
- Can (Serves Up! Combo)
- Gunmen (during Forward throw animation)

■ **Down throw into:**

- Fair (60%-85% regardless of DI)
- Up air (100%-130% DI in or none, can be a kill confirm)
- Can
- Gunmen (during Down throw animation)

■ **Back throw into:**

- Can (Serves Up! Combo)
- Gunmen (during Back throw animation)

■ **Up throw into:**

- Can
- Gunmen (during Up throw animation)

■ **Grab(hold) into:**

- Canicide

**Grab release into:**

- Can\*
- Reticle shot\*

\*not true, opponent can roll away, shield, or mash jump to avoid can.

■ **Can into (Hot Potatoes Combo):**

Literally anything if you can position yourself for it

Useful ones:

- Up air (Generally will KO around 130% or earlier)
- Bair (Good for KOing at the ledge at 120%)
- Nair (Good for KOing at the ledge at 120%)
- Dair (Extends Combos or KOs offstage)
- Clay Pigeon (Extends Combo that can lead to KO)

■ **Gunmen into:**

- Fair(s)
- Nair
- Bair
- Dair
- Up tilt
- Can
- Clay Pigeon (Make sure Gunman doesn't blow this up if used)
- Grab (while holding, during, or before grab [Shield Stun Trap])
- Fsmash (80%-120% on any platform the height of BF or DL lower platforms)
- Upsmash (125%- on any platform the height of BF or DL lower platforms)

- **Clay pigeon into:**

- Fair (Sourspot can be a combo extender at mid %s)
- Up air (Can Kill confirm around 100%)
- Bair (Can kill confirm at the ledge around 100%)
- Nair (Can kill confirm at the ledge around 100%)
- Dair (Extend Combos or KO offstage)
- Clay Pigeon (Mid-High %s)
- Can
- Grab (Low %s)

## DON'T BE AFRAID TO EXPLORE OTHER POSSIBILITIES!!!

Examples like this show why:

- <https://www.youtube.com/watch?v=aDTVMK1B8Rk>
- <https://vine.co/v/iU0xpneu6P3>

### Lock Combos

Credit goes to MrPikPiks for discovering these.

- Note that these aren't the most practical things to go for but they are flashy!
- Forward throw lock only works on FF and they can jump before they land.
- This document covers the %s that nair and ftilt will jab lock  
[https://docs.google.com/document/d/1ILwQBGRjsLQ-VPXaPhUrpdef\\_Fqs9yfSE0vGzDtUEo/edit](https://docs.google.com/document/d/1ILwQBGRjsLQ-VPXaPhUrpdef_Fqs9yfSE0vGzDtUEo/edit)
- <https://www.youtube.com/watch?v=KGbg-l8xNkc&feature=youtu.be>
- <https://www.youtube.com/watch?v=KGbg-l8xNkc&feature=youtu.be>
- <https://www.youtube.com/watch?v=mjKSu7ekGtY&feature=youtu.be>
- [https://twitter.com/n\\_o\\_k\\_o\\_7/status/751006374704930817?s=09](https://twitter.com/n_o_k_o_7/status/751006374704930817?s=09)
- Credit goes to Guy:  
<https://www.dropbox.com/s/28rqcogvqw6km94/DHD%20combos.mp4?dl=0>

### Doubles

This aspect of Duck Hunt's play is currently underexplored and I will be adding to this section the more I play with him in doubles. Here's what I've learned so far.

- **Combos**
- Throws are perfect combo starters. F and B throw send them perfectly horizontally so you can start an elevator combo with relative ease.
- Bair is better to use for elevator combos for the reduced lag and more damage output.
- Up air is a good finisher for said elevator combos
- Dtilt and Ftilt are also good team combo starters. Horizontal launch with relatively little lag
- **Tactics**
- You are able to use reverse can to save your opponent when they are offstage. Of course, make sure they are good at teching if they are low.
- You can use gunman to knock your partner out of any lag they gained from an attack.

- It's better to let DH be your tank for the stocks and harass your opponents from afar. Make sure you know how to control your projectiles well. Otherwise you will be hitting your teammate a lot.
- **Team Pairings**
- Ganondorf is actually a pretty good pairing with DH. Let Ganon be the aggressor and cover him with your projectiles. Your goal is to have him control the center stage and force both of your opponents to the ledge. You can create a devastating wall and since Ganon is on your side, you won't have any issues closing out stocks with throw to ganon up smash. Elevator combos work wonders and you can save him with reverse can when they try to gimp him.

## Trivia

- If spaced correctly, Duck Hunt is able to travel under the stage of both SmashVille, Final Destination, Lylat, and Battle Field without Self-Destructing.
- The sound during Duck Hunt's Up B is a similar sound to that of the flying ducks in the actual Duck Hunt game, while Duck Hunt's afterwards descending sound is the same sound used when a Duck falls after being shot in the game.
- Duck Hunt's Trick Shot can has a picture of the 'Lady' target from "Hogan's Alley" which in the game, you are not supposed to shoot.
- The can in the Hogan's Alley Trick Shot game originally only had the word "Can" written on it.
- The sound that is made when you shoot the can is the same sound used when shooting the can in the "Hogan's Alley": Trick Shot game mode.
- The gang character portraits from Hogan's Alley that appear in Duck Hunt's Final Smash are flipped from how they appear in the actual "Hogan's Alley" game.
- An Extra Gang-A member can be seen in Duck Hunt's Final Smash accompanied with Gang-B. Gang-C and the first Gang-A targets from "Hogan's Alley".
- The Duck Hunt dog is of the Hound breed which were one of the first hunting dogs. Interestingly enough, most of Duck Hunt's alternate skins resemble actual hunting dogs



