

Morty Smith Multiversus Guide!

This guide was put together by ThiccFila#7337 contact me for any suggestions about this guide, otherwise just ask any questions in the Morty chat and someone online will probably be happy to help. Thanks to Pumzo and Chackaldane for helping with a lot of this!

If you want to see some gameplay to get an idea of Morty, watch <https://youtu.be/4S4B1tBIKhA>
This guide is meant to be kept open while you play, refer to matchups, or snake edge guarding sections.

Perk selection

Recommended - Oh that's still a grenade, Triple Jump, Tasmanian Trig, Coffeezilla/Aerial/Collateral Damage (your choice on 3rd)

Pure Damage - Ignite, Collateral Damage, Coffeezilla - generally don't run this, but its good vs heavies like IG and Supes.

Signature Perks - Grenade perk adds insane blast radius especially when you split grenades with side special. Do this as much as possible with this perk. Keep in mind it is referring to time left before explosion, not charge. The hammer spin is very cool and can be powerful especially on a map like crows because you can jam them against wall. It's also good vs larger characters like IG and superman, but grenade perk outclasses it.

Offensive Perks - Collateral Damage, Make it Rain Dog, That's Flammable Doc.

Collateral Damage is very underrated, everytime they bounce on the floor from any of your moves they take 1 additional damage, sair, dair, even neutral will bounce enemies off the floor consistently. This is also an even better perk on crom and mansion. Ignite only does 1 damage per second, that's flammable doc is good but its only 1-2 damage per 2 hits essentially. Make it rain dog is very good, but not necessary, you can cut it for flex perks such as armor crush.

Defensive Perks - Slippery Customer, Absorb 'n' Go

Treat defensive perks as flex slots for match specific picks, but slippery customer is nice vs combo characters and Absorb 'n' Go can help you get the cooldown edge vs Projectile characters.

Utility Perks - Tasmanian Trigonometry, Coffeezilla, Triple Jump, Speed Force Assist

Tasmanian Trig is the best one in this list for almost any matchup, also good vs combo characters to DI out. Other 2 are just good flex options depending on your playstyle. Coffeezilla is amazing because it saves 1 sec on gunshot and nades (this is big). According to big brains in the discord (thanks chackaldane) coffeezilla should outpace I dodge you dodge we all dodge, apparently people dodge on average 5 or less times per game. But also it's just always active for nade refills.

Keep in mind perks recommended here are generally for 1s, but when deciding your 2s perks with a partner, you can recommend your perks for pairings. Obviously it will change depending on your teammate =).

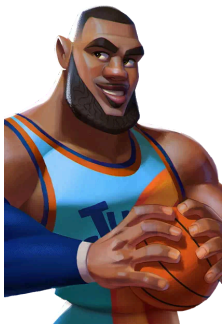
Hidden Interactions/Tips + Tricks

Do NOT skip this part. Morty is a very technical character with lots of hidden mechanics. I will simply list them. This video covers these <https://youtu.be/Tmwg65yWLFA>

- Grenades gain an active hitbox if you hit them, very useful for approaching.
- Shooting a grenade has blast radius around impact and then send another projectile behind it, after you split a bomb you can shoot it.
- If you have multiple grenades out and shoot them, all grenades will count for the final hit if the last one explodes on the enemy (watch vid for visual explanation). Basically what this means is when you split grenades its most optimal to shoot them, and there are other cool things if you can get a lot out.
- Morty's whip can be activated and used from a longer distance to put you back into fight with Ftilit 1 -> Ftilit 2 -> Neutral Attack (especially good in 2s)
- Plumbus breaks armor without armor crush
- You can spam your uncharged gun at enemy even with attack decay for bonus damage, projectile speed gives more range on gunshots, so perk + teleport ability.
- Use your uncharged gun to reset attack decay on other moves. Fastfalling while shooting will put out two rapid fire shots for some reason. This is relevant vs attack decay and killing Jerry for example.
- Charging does not give attacks any extra damage currently (likely a bug).
- Use down special as often as you can in 1s, and at low % in 2s, but once your teammate is at 90-100+ save and watch if they are about to die. Note you can down special x2 immediately to trigger a bomb + hitbox on bomb exactly where you are standing, this is a good reversal/opening + basically puts a wall above you (thanks Melted Babu for recommending)
- Projectile Speed gives range, proactively use your portal on the opposite end of the map to chip in tons of damage even with an uncharged gun.
- You can ledge guard with ground side special if an enemy is holding onto wall near the top of it, and you send the rock to it, it will hit them even though they are below.
- Tapping plumbus inches morty forward, this plus dodge = plumbus dashing
- Morty crouch is insanely good, you can literally duck a shaggy side kick.
- Shooting through multiple grenades adds damage to the last grenade.
- Morty Gun breaks armor
- Weakened adds 5% damage boost per stack

Matchups

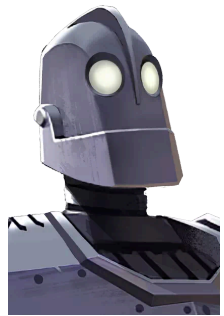
This will list any different perk recommendations (if there is one), strengths, and weaknesses. Will be updated regularly.



Perks: Clear the Air/Ice to beat you, tasmanian trig, coffeezilla

Strengths: Gun destroys ball. Side special destroys the ball as well. Use spacing and drift backwards as you sair and you will beat his side attacks.

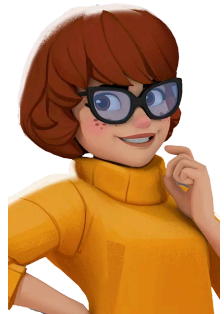
Weaknesses: His up attacks seem pretty strong against us, so fight him on the ground and zone him. You really don't want to be above him. He also has some combo game so be ready to DI out. Be careful on the wall, he has a crazy spike.



Perks: Fire, collat, taz trig

Strengths: He is combo food and your zoning tools work really well. Literally stay away and spam guns + nades at him. Even an uncharged attack decay gun will build damage. Cheese the bot.

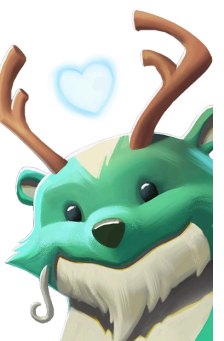
Weaknesses: Just watch out for standard IG bullsh*t. Run from bolts.



Perks: Absorb n Go

Strengths: Gun protects against her projectiles. You can also shoot the car a lot to damage it down.

Weaknesses: Her Dair is really strong.



Perks: Absorb n Go

Strengths: Your gun can help against projectiles. Your Fair is relatively uncontested (except if they shoot a projectile while you're winding up). Reindog has better up/down air when it comes to their melee.

Weaknesses:

Perks:

Strength: Your zoning tools are relatively strong. You mainly want to stay away and go for grounded side specials + grenades. Be reactive to his stretchy punch and punish his endlag. Play campy.

Weaknesses: He can reflect your gun and snakes with down special, you need to be unpredictable with your projectiles. Jakes are great at edge guarding, be careful there. Also his stretchy punch is annoying.

**Perks:** Ice to Beat you

Strengths: You have to keep running and just getting in with gun, nades, and grounded side special. Then approach after getting one of those off, fair is good but if he's attacking his sword should usually win. (dont use side special if lagging). Shoot the gem. Portal to juke and go for fast plays. Play for whiff punish and dedicated zoner. SPACING. Finns go for uptilt -> backpack, DI down from the uptilt so you don't get caught in backpack.

Weaknesses: His insanely fast speed helps him close the distance through your zoning tools. Do not let him edge guard you, go around with up special. His spike is really good and potent vs us because its an armor breaker so be careful teleporting.

Bad matchup for Morty overall

**Perks:** Tasmanian Trigonometry (helps DI out of combo)

Strengths: Your zoning tools are relatively strong, since harley likes to hang out in the air often, you can set grenades around. Try to whiff punish her because if she catches you she will combo you, if she whiffs you can punish her. You can counter her Dair by throwing a grenade directly above your head (or uptilt in a pinch). It just explodes and hurts her. Your ground side special breaks her batbomb and trap.

Weaknesses: Do not let her hit you or she will combo you to infinity :). Her Fair has really good priority and speed, mainly avoid this.

**Perks:**

Strengths: You can kill Jerry with 3 uncharged shots (or charged, but just pointing out its not necessary). This is your biggest strength because you can kill Jerry uncontested, once Jerry is dealt with you have the upper hand til he comes back. You can also kill Jerry with up special lol you have to jump over him and do it. (doesnt work on bottom treefort 2v2 stage). If you are fastfalling morty lets out two shots really fast, you can use this to take out jerry slightly quicker.

Weaknesses: Mostly everything else is annoying in this matchup, but what's nice is the 1 strength, easiest jerry kill in the game. Once they see you kill him easily they'll usually play careful and rush to pick him up





Perks:

Strengths: Plumbus breaks armor without perk. You can ground side special past walls.

Weaknesses: His walls block your projectiles.



Perks:

Strengths: Plumbus breaks armor without perk. Up tilt is strong against superman and you can charge it if using Armor Crush. Ground side special is very nice against his armored moves on the floor. Your main priority is to stay center map, superman is in a spot where they mainly just try to edge guard, so just prioritize not going off edge.

Weaknesses: Currently teleport is bugged and you can get hit mid teleport - meaning superman will ALWAYS grab you through teleport. Will update this if this bug is fixed. Try fast falling then teleporting over to the wall. Go to the snake edge guard section INSANELY potent vs supermans who wanna cheese lol. Do not challenge with Dair into armor moves.



Perks: Ice to Beat you

Strengths: Plumbus breaks armor without perk. Your zoning tools + fully charged attacks with Armor Crush get in for good damage. Grounded Side special is amazing vs armor moves, you can throw a grenade to bait her side special (which blocks projectiles) then just directly hit her with your dirt.

Weaknesses: Her sword will often beat out your attacks so try not to fight her too head on. Smaller maps like trophy, cromulons, etc are annoying since it forces you to fight close. A WW who knows their matchup will use their armor break sair preemptively when you portal, so be careful at a higher level of this.



Perks:

Strengths: 1 snake shot at optimal range destroys safe (has to be at perfect range to activate snakes on it), 4 uncharged gunshots break safe. Also shoot the pie.

Weaknesses: Safe destroys bombs and will generally obstruct their course.



Perks: Run something other than ice, I don't use projectiles much in this MU

Strengths: This guy is fully melee and you can literally evade and lock him out of the game with zoning. Do not throw projectile as he will eat them, so you can just use this to your advantage and throw them at really weird unexpected / quick times. Just use Sair to loop combos and keep him at distance. Ground side special also nice

Weaknesses: He can eat your projectiles and turn it into anvil. His edge guarding and KO power is strong.



Perks: Tasmanian Trigonometry (DI out of combos)

Strengths: Use your zoning tools. You can usually interrupt his SS charge with the gun. So save the gun charge at the beginning of the match for when he runs away and tries to charge. Also if he tries to bait it, you can just punish him.

Weaknesses: Plumbus won't help you against spontaneous armored SS attacks. Shaggy's ground game and combo game are hard to play against. I'm not sure if Armor Crush will work in this MU



Perks: Clear the air

Strengths: Gun destroys batarang (make sure you shoot it twice, once drops it to ground, second destroys it). After batarang is gone you can zone pretty much uncontested.

Weaknesses: His normals are stronger, so it's better to zone + whiff punish rather than chasing him and aggressing. Try to fake him out basically instead of being aggressive.



Perks: Tasmanian Trigonometry (helps against her low knockback unless you get full combo'd)

Strengths: You can zone almost fully uncontested, just run away from her and do NOT let her touch you. Play like a loser and just shoot her side specials with the gun, otherwise avoid it. Stay low to the ground. Armor Teleport is a good counter to dagger, but you have to predict a bit..

Weaknesses: If she does manage to land a knife it's pretty annoying, be careful because you are semi light. Side special (non dagger) - spin knife move, avoid this.



Perks:

Strength: Play like a dedicated zoner. Her melee attacks have a lot of priority, go for whiff punish.

Weaknesses: Her forward jab combo annoyingly punches your grenades away all the time, and plumbus won't really work against her armor attack most of the time. She can also block projectiles with her dance moves. Try to bait her by throwing a grenade out but not splitting it, and send dirt at her body for example.



Perks: School me once

Strength: Smaller maps are better for Morty, batcave, treefort, mansion with floors open (to counter car) are good because you can rush him down. Gun + Dirt break popcorns. School me once blocks backpack dtilt cheese.

Weaknesses: Big maps like Sky Arena are a pain because ultimately his zoning is superior and he actually has space to run away and use it.



Perks:

Strength: Gimp him. He is lightweight and will deal tons of damage so you are actively going to be in a position where you have to kill him with less health than you are holding. Hammer, Up air chains, grenades, uptilt spikes, etc.

Weaknesses: His fair has strong priority it feels like, so be sure to space very well with fair and just combo him from that.

Combos

Here is this full combo section in VIDEO format :D <https://youtu.be/ULcXZVGiE4s>

Here is the combo section, any suggestions please forward to ThiccFilA#7337

Openers - These are your moves to use from neutral, and what moves they lead into well.

Neutral Attack (gun) -> Fair, Grenades, Ground side special

Grenades - Shoot them, Split them, Punch towards enemy -> Fair

Fair -> Ftilt, Dair, Neutral Gun (fair also has a slight hitbox behind you and will knock them whatever direction you are facing)

Side Ground Special -> Land slightly behind to knock towards you, will lead into turn around fair/ftilt -> if you push them further away with it, want to lead into gun -> run dodge cancel -> fair/ftilt

Dodge Cancel/Ftilt or Dair

Combos - These are mainly covering true combos, hammer and whip are not, they are based on reads. Anywhere you see a move, you can connect or branch it into these different combos.

Run -> Dodge Cancel -> Ftilt

Ftilt 1 -> Ftilt 2 -> Ftilt 3 (Hammer) -> Sair 1 -> Sair 2 - You are supposed to slight charge or delay the hammer hit, it's a read, not a true combo, [watch this for reference](#)

Ftilt 1 -> Ftilt 2 -> Neutral Attack (whip) -> Fair - Pro tip, throw a grenade down and start punching it towards enemy who is further away, and activate whip from a further distance to get pulled in towards them as well as launching grenade in their direction.

Ftilt 1 -> Ftilt 2 -> Ground side special -> (this will knock them towards or away depending where it lands)

If towards -> turn around ftilt/fair -> repeat

If away -> Neutral Attack (gun) -> Follow up Fair

Ftilt 1 -> Gun -> Dair/Ftilt/Fair -> follow up with anything after

****Fair information**** - what is important about fair is you should understand where to hit the enemy with it. The top half of the enemies body is what you want to hit with Fair 1 to more consistently combo into other moves. This will make it so you can fair 2, even gun into dair is easier when hitting the top half of their body. Just try to get a feel for it with this info in mind :)

Dair -> Up Air -> Up Air until attack decay

Fair -> Dair -> Repeat - This is a bread and butter combo and can lead into many other things

Fair -> Dair -> Nair -> short jump Fair -> Dair -> Ftilt 1 -> 2 -> anything

Fair -> Dtilt -> (jump) Ftilt -> follow up - keep in mind fair -> dair loop is good but you cant jump before dair or its not true.

Fair -> Gun -> Dair - this can be a kill confirm if near edge

Finishers - https://twitter.com/ThiccFilA_/status/1569405567398969352 <- some nice kill clips

Remember Morty can apply weakness which adds 5% dmg per stack.

Dair - easiest finisher kills shaggy at 130, compensate for different weights

Grenades - These can kill at many different levels, one grenade under the feet should kill at 130 shaggy, but this is highly dependent on the angle, directly under the feet is best. Also multiple grenades can cheese kills earlier. Knock them in the air then blow up a grenade below them.

Hammer - Kills at ~130 no charge near edge. This is not true, so you must briefly charge to time your enemy. Hammer has a hitbox behind you which will often be what you end up hitting them with.

Up Air - Kills ~130 on shaggy

Sair 2 - Kills ~Very potent edge guard move, land sair 1 on upper half of their body

Reversals

Teleport -> Dair - This is recovery + Reversal (if you don't have dodge you get no armor)

Down Special -> Down Special (activate instantly) - this is a surprise reversal, try to bait the enemy into attacking then use the invulnerability + instant activation to damage them back as well as give the spawned grenade an instant active hitbox.

Grenade Plays

Watch this vid to get some ideas on nade combos by bloodhound <https://youtu.be/XYgNYfi91jg>

Grenades have a couple different active modes. You can shoot them flat out, you can split them, and then you can punch them in numerous ways to give them an active hitbox. Ftilt/Sair to send it forward. Uptilt knocks a grounded grenade into the air (with hitbox). Dair notably doesnt add a hitbox (because it bounces off ground, if its in the air it will, but thats uncommon). Tap plumbus sends it at a fast forward angle, charge plumbus sends it behind you.

When I write (nade) that means hit the nade and not the person. When I just write the move it generally means hit both. Just watch the videos linked as well, since these nade combos have a bit of randomness. Also these work between 20-85 dmg on Shaggy

Nade -> Sair (nade) -> Sair -> Dair (off stage) - Nade hitbox should cover dodges out of this and help you spike them off stage

Nade -> Sair (nade) -> Dair -> Up air -> Shoot - You want to Dair and Up air the enemy + nade to pull this off.

Nade -> Sair (nade) -> Ftilt 1 -> Shoot (behind them) -> Up air - a Mix up of this is when the shoot sends them up, this actually puts them at decent range to shoot neutral snakes, watch vid above to see this in action.

Throw Grenade in front of you -> Throw Grenade slightly up -> Ftilt 1 -> Ftilt 2 -> Whip -> Fair 1 -> Fair 2 -> Shoot https://www.youtube.com/watch?v=FppV_Jq46jQ

Edgeguarding Snake Strats

Keep this guide open before you start a game and whatever map you play just look at this guide ahead of time, that's the best way to remember and practice. Also maybe take 1 step to the right or left sometimes lol, but as you practice you'll memorize :D.

One other tip is to jump and snakes if they are high up on the wall.

<https://youtu.be/reaaXzrsL8Q> Heres the video form which has clickable timestamps

Note** projectile speed changes the distance, however 10% on make it rain is not noticeable enough of a change, so these only work for 1 or 0 stacks of make it rain dog.

Treefort it's this same spot for both right and left (idk why)



it's this same spot for both right and left (idk why)



Trophy's Edge





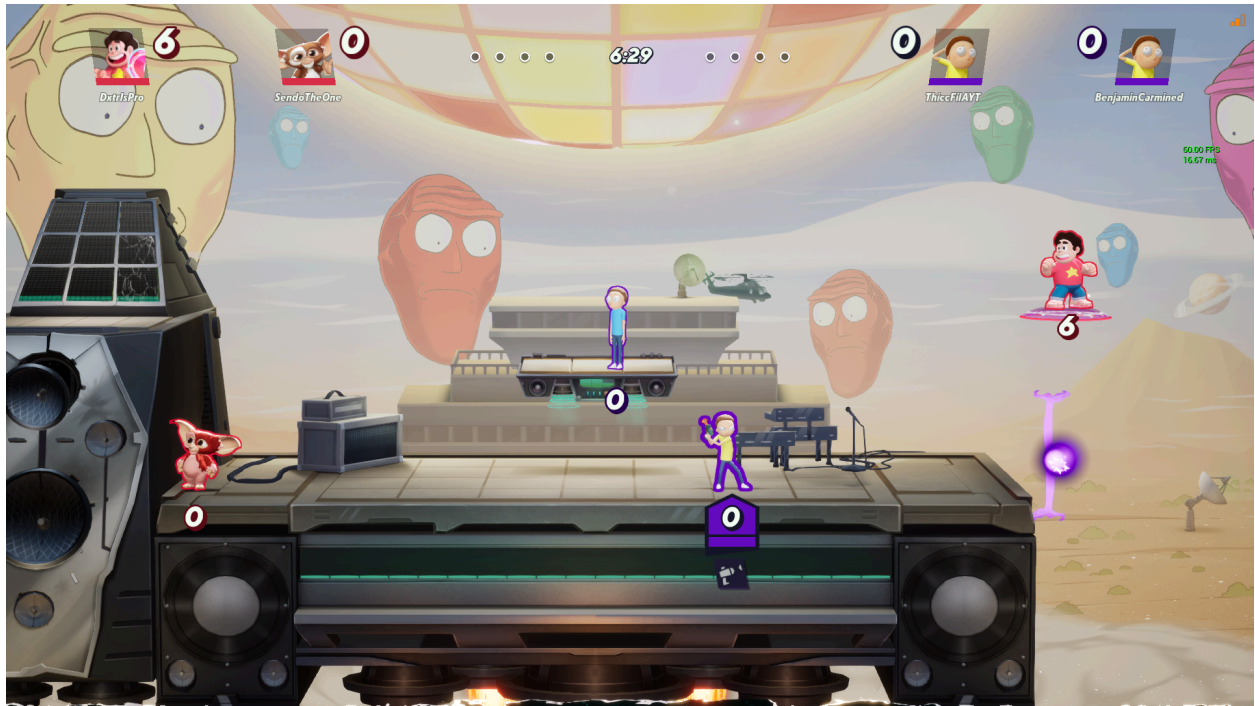
Batcave

Same in 2s



Cromulons





Sky Arena
Same in 2s



Scooby's Mansion

Same in 2s



Morty Streamers / YT vids

<https://www.twitch.tv/housearrestmvs> - current #1

<https://www.twitch.tv/CrunchoZack>

<https://youtube.com/thiccfila>

<https://www.twitch.tv/reduxyonvt>

<https://www.twitch.tv/flashtyrie>

<https://www.youtube.com/c/Lucaswatupdoe>