

Intro

As some of you may know, there was a poll on TLTC's twitter recently asking the community for its opinion on Mii legality in Smash 4. The poll resulted with fully legal guest size Miis winning the poll (pictured below.) This is but one point in the discussion for the ruleset committee, so while this is taken into account, it doesn't decide the future ruleset on its own. Ultimately, the fate of the Miis is up to the consideration of those on the panel, and it is for those people I am writing this, to give perspective on what is generally an issue not as many people are as invested or as knowledgeable in and hopefully convince those people to be in support of access to all moves for guest Miis. Before I get into the arguments concerning Miis, there's a flaw in our line of thinking that I must address first.




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Next Topic - Mii legality (Mii size is not up for debate and assume Guest size)

27% 1/1/1/1

38% Access to all moves 

18% Access to "best" moveset

17% Banned entirely

3,565 votes • Final results

12:05 PM - 20 Jul 2017

With Whom Does the Burden of Proof Lie?

There seems to be a common belief that the Mii community and those involved should prove that there is valid reason for them to be allowed in competitive Smash. The truth of the matter is that there's no valid reason for them to be allowed. At first glance this may seem like strong reasoning not to allow Miis at all, but in reality it's pushing the burden of proof to the Mii community to disprove something (Miis are ban worthy in Smash 4/should only be 1111) from the people making the claim in the first place. In short, the burden of proof is on those trying to restrict Miis to provide reasonable justifications for the restrictions. We can't fairly enact these restrictions until we can establish valid reasons as to why they are in place. So for the majority

of this document, I will be going through every anti-Mii argument I have seen and giving my analysis on whether the argument holds.

Justifiable Restrictions

This is actually a lot simpler than people think. Allow everything until there's something that's proven ban worthy. So what is ban worthy addressing Miis exactly?

Small Miis are broken!

While I understand where people are coming from, and I agree with the sentiment to a degree, this has yet to be proven. We haven't seen small Miis overwhelm the tournament scene to the degree that the only counterplay is to also play Miis. This on its own isn't grounds for banning small Miis or different Mii sizes in general, although if they were allowed it could come up to be problematic in the future. *Small Miis haven't proven they're ban worthy on the premise of viability alone, but viability is not the only issue.*

Uploading user-made Miis causes logistical issues.

This argument when applied to non-guest Miis has more merit. In order to use a Mii that is not one of the 6 Guest Miis on every system by default, you have to use either a 3DS or have them already on the system's list of Miis. As someone who played through the customs era of Smash 4, I can say that you can't trust people to have the Miis you want on their system beforehand; realistically you have to use 3DS transfer to get the custom Miis you want. I can also say that 3DS transfer adds a sizable amount of set-up time, and could potentially cause tournaments to run behind schedule. It's not likely, but due to the length of time it takes to set up Miis like this, even the most prompt of Mii mains can cause matches to run behind schedule. *Because of this, Miis that require external creation (through Smash 3DS or the Wii U Mii Maker) have reason not to be allowed in competitive play due to logistical issues.* There is; however, another issue with these transfer Miis that still stands even when logistics are not a concern.

Competitive integrity and lying concerning custom Miis

This is an issue I never see brought up, but it's a very serious concern. There are two things that you can't see when Miis are uploaded from 3DS: their moves and size. Concerning moves, nobody's going to get anywhere lying about them, as their lie will be exposed as soon as they use their specials. Size however, is much harder to make out and takes far more time to verify (which can also be made impossible to verify if the Mii player is dubious enough.) The appearance of Miis does change based on their height/weight, but it's very difficult to actually tell what size a Mii is by looking at it alone. For those unaware, Mii size does not fit into 3 categories like it does in Mario Kart; it takes the Miis exact height and weight values independently and uses that to calculate the Miis speed, damage output, jump height, size, and other variables. Even the slightest change, while visually indistinguishable, makes a difference. For example, while virtually every Brawler player used small Brawler (0% height / 0% weight) in customs tournaments, I used a 25% height / 0% weight Brawler because it was easier to land kill

confirms at certain percents and my variant won the range war against the standard variant. Nobody noticed this since the two looked nearly identical (especially because Miis had different faces/costumes making them look different even when identical) even though they functioned differently and the counterplay was different in certain situations for the two. I never withheld this information, but people naturally assumed what kind of Mii it was without asking, since you could only see the difference when it was placed side by side with a 0/0 Mii, and even then only a Mii main would likely notice it. This means a Mii player could intentionally misdirect their opponent by lying about their Mii's size. The only way to verify what size they use exactly would be to check their 3DS's Mii that what used to make the transferred version. Not only would this cost a huge amount of time, but it could also be manipulated. Mii data can be edited in the Mii Maker at any time, meaning the dishonest Mii main could edit the 3DS Mii's size to match what he claimed the one he uses to compete is using. With no way to verify the Mii's size, it falls entirely on trust, which is not enough for a fair competition as it would essentially allow anyone with the ability to transfer Miis to cheat. For this reason, *it is entirely fair to ban the usage of Miis created externally (meaning all Miis except for the six guest Miis.)*

Why don't Guest Miis apply to the previous arguments?

The two reasons non-guest Miis can't work is because of logistics and the ability to cheat. Guest Miis don't have these issues. It takes roughly 30 seconds to a minute to make a guest Mii with any moveset, about the same amount of time it takes to make custom controls. This amount of extra setup time is insignificant, especially when considering the many other phases of a tournament set that also take up time (stage striking, counterpicking, and unlisted breaks players take to "cool off.") To say that Guest Mii creation costs enough time to enforce rules on it specifically is ludicrous to say at this point. In tournament play today it's clearly apparent that this set-up time is insignificant. Most setups do not have 1111 Miis on them before Mii mains play on them for tournament sets, with some players going so far as to delete every Mii off their system in order to have a rectangular CSS. Despite not having the Miis premade as is expected, the amount of time it takes to create them is so miniscule that this has never become an issue, even on streams which strive to run matches as efficiently as possible. The difference in time between making a 1111 Guest Mii and a Guest Mii with any moveset is mere seconds, so there's no logistical reason why 1111 can be allowed and not all movesets. As for the possibility of cheating, the Mii is created at the start of the set, where the opponent can clearly see that the Mii player is choosing a guest Mii (which will always be the bottom 6 Miis on the list labeled Guest A, Guest B, and so on) and what moves the Mii has, so there's no opportunity to cheat. The possibility does exist that someone makes an oversight and picks the wrong moves on accident, but we already have a rule in place stating that having the game's rules be accurate is on the responsibility of the players and not the TO's, so this would simply extend to the Mii situation. What this means is that *while there is valid reason not to allow non-Guest Miis, there is no reason to restrict Guest Miis in any way.*

Concerning Double Mii Teams and Mii Mirrors

This is niche, but in the event, of a double Mii team or multiple Miis in a tournament game, they should be required to use different Guest Miis. Which Mii the player uses acts as its color, and using the same Mii means that it will look identical both in game, and on the percent display. In teams this means that you could have no idea which Mii is which and this could be used to unfairly confuse opposing teams into choosing options inappropriate for the opponents percent simply because they couldn't tell what the opponent's percent is due to subterfuge. There are 6 distinct Guest Miis that can be used, and *for any game, especially teams, Mii players should not be allowed to pick the same Guest Mii as another to avoid confusion.* There are two Miis that fit each team color, so this works out with any rule requiring colors to match the team's as well. Red team can use Guests C and F, blue can use B and E, and green can use A and D.

So what should the restrictions be?

Based on these restrictions, the only rules necessary are to ban non-Guest Miis, and to require different guest Miis be picked in teams/mirrors. Effectively this means Guest Miis with access to all moves should be allowed. After this point, this is what legal Miis will be referring to unless stated otherwise.

Main Arguments

1111 = No Customs

This is the most common argument people give when they justify the current 1111 only ruleset. This argument appeals to the anti-Mii crowd because it merges our perception of the word customs and the game's vague usage of it to allow the term to follow their interpretation of what a "custom" is, rather than what the game defines as one. It allows for the misdirection of the argument to go from what rules the game is set to (Customs in the game settings turned on or off) to what we as a player base define based on our own opinions (what exactly is a "custom?") This takes us from rules being based on what the game allows (no player subjectivity) to a ruleset made arbitrarily over semantics. It doesn't matter what you think a custom is because the game has already made that decision. Trying to discern a logical answer to how Miis are or are not customs is impossible, since the game itself is contradictory in this endeavor, putting the Mii creation menu in the customs area, but also allowing them with no change when customs are turned off in the game's settings. The game both asserts that Miis are and aren't customs, so we can't define how custom they are, and *we must go with the game's rules until there comes something proving that we must stray from them, which we have not had ample opportunity to prove and we never will unless we legalize Miis to have all their moves.*

Miis are 1111 by default

Another common argument is that when a Mii is created, it's specials are set to 1111 by default, so 1111 is the only moveset that should be allowed. This argument is under the assumption that because customs are turned off, only "defaults" are allowed, when in actuality it

only means customs are turned off. There's no reason to add extra rules based on a subjective definition of what a "default" is. The 1111 ruleset actually allowed a major aspect of Mii customization that is even more vast than the difference between it and fully legal Miis. I'm referring to the ability to customize the type of Mii: Brawler, Swordfighter, or Gunner. If we were going by default, then why are we allowing Swordfighter and Gunner when you have to change the type of Mii from the default setting, Brawler? Now, if this seems subjective and arbitrary, that's because it is. It's exactly as subjective and arbitrary as saying all Miis' 1111 sets are default. *There is no objective default, and there's no reason to even claim that all characters should be required to be default, so there's no reason to claim that Miis should be restricted to fit a default at all.*

Every character but the Miis only gets one set of specials, so it's only fair that they only get one.

This, again, seems like a reasonable claim at first. Who wouldn't want a fair competition? The reason that the argument appears to hold water is that it presents its position as fair to imply that allowing Miis to use their specials would be unfair when it's not. Fairness in a fighting game does not pertain to the characters in the game, but rather the players. So long as everyone has access to the same characters, then there's nothing unfair about any character. This isn't to say that imbalance doesn't exist, of course, but there's nothing unfair about someone playing a good character if their opponent can pick the same character. All players have access to the same Miis, so Miis don't give an unfair advantage to anyone.

You might think it to be reasonable to turn the argument around and say that not allowing Miis is fair to the competition, which is also true, but it's only as true as it would be for any other character. *Banning Miis because it would be fair is as logically sound as banning Captain Falcon, Marth, and Samus and claiming the competition is fair without them. While technically correct, it hasn't actually addressed the issue of why those characters are not allowed.*

Having to learn 243 matchups just so Miis can use their specials is ridiculous and too much of a strain on the common competitor.

(243 is the amount of special combinations all 3 Miis can have combined for those unaware.) This argument seeks to exaggerate the amount of knowledge required to understand the toolkit of the Miis by presenting each different combination of possible specials as its own unique matchup that has to be learned from the ground up. By making the "number of matchups" larger, those who argue this point convince others that it is too much information for someone to comprehend. If you look at other fighting games, you can see that it's possible to learn far more "matchups" than 243 (or 298, counting the non-Mii characters.)



This is Ultimate Marvel vs. Capcom 3's character select screen. As you can see, there's nothing crazy so far; that's less than Smash 4's 58 characters after all. This is not the entire story though. As I'm sure many of you know, you pick not one, but three unique characters to make a complete team. This brings the amount of matchups up to 117,600. That's quite a few more matchups but on top of that, each character also has 3 assists, bringing up the total matchup count to 352,800. Now it might be argued that the order of characters isn't enough to constitute a difference, but even if we concede that point, we're still left with 58,800 matchups, which is much, much more than the impossible to learn 298 we had with Smash 4. This should prove one of two things to you: either that the notion that small changes and different combinations don't warrant the same level of independent knowledge that the argument implied, or that 298 matchups is not only a learnable amount, but is relatively miniscule to other fighting games played in tournament. *The truth of the matter is that players will only have to learn 8 new moves per Mii (24 in total) which is less information than learning about an entirely new character (which the community has been able to do not once, but seven times thanks to DLC.)* This argument not only has not been proven through proper testing (we haven't had Miis legal in a non-customs meta for enough time to prove that they're an information overload) but it also shows its absurdity when applied to similar situations like the previous example.

Why can't we just legalize their optimal movesets only?

A common proposal is to only allow the "best" moveset for each Mii, so they only have one moveset like non-Mii characters do in the current meta. As I've stated before, there's no evidence that having all movesets legalized causes problems so this rule has no reason to exist at this time. On top of this, the Golden Set (as it's known to be called) relies on having an optimal moveset agreed upon by the community. Just like tier lists are subjective, a tier list of Mii

movesets would be impossible to determine objectively. Even without such a rule Mii mains would naturally use the best sets over time without a rule like this, just like most players eventually play top tiers as the meta progresses. There's no need to force a best set when it will eventually become used by the best Mii players, just like no rule needs to be in place for the best players in general to pick top tiers. *Having a rule like this would only serve to limit the growth of the meta, as new movesets could be considered better over time. This rule would only serve to prevent that change and the progression of the Mii meta by extension.*

Niche Arguments

Miis are insignificant to the vast majority of players. Why should we make rules for them?

This line of thinking is wrong on multiple accounts. First, just because something doesn't affect a majority of the people involved doesn't mean it's unimportant or undeserving of attention. Second, any ruleset change affects every competitor to some degree even if it's not direct. For example, a player who never planks for timeouts stands to benefit from a ledge grab limit being put in place since it does no harm to their strategies and hurts potential opposition. In this same vein, the rules placed on Miis affect everyone to some degree, whether through their ability or inability to play them, the change in knowledge required to play against them, or the differences in matchups caused by restrictions or lack thereof. Finally, the logic actually opposes the restriction of Miis. *If one is to believe rules shouldn't be made for such a minority then they think that Miis shouldn't have any rules to restrict them, not that there should be arbitrary rules for them.* This is not evidence that Miis should be fully legal, as the premise of the argument is flawed.

What about equipment?

People usually ask this to be facetious, but *equipment doesn't work when customs are turned off, even on Miis*, so no rule is necessary and equipment is entirely irrelevant.

What about counterpicking?

A concern some players have is the Mii's ability to switch specials, specifically between games in a set. Some rulesets with legal Miis even go to the length to add a rule just to avoid this concern, most notably the MLG Ruleset, where the Mii player(s) cannot counterpick different specials mid-set. This rule is completely unnecessary and arbitrary. There is no evidence that players using different movesets is in any way broken or problematic. Smash's rules on counterpicking have always allowed both players to counterpick any character (excluding the long-gone random stage rule in Melee) and as such, both players in counterpick opportunities are allowed to change their character to fit the current situation. *With almost no data on Miis at this point, there's nothing to say that counterpicking their moves is any better or worse than counterpicking wholly different characters (and ultimately would be dependent on the skillsets of the individual players.)* Many say that counterpicking moves would be easier for the Mii main

than counterpicking an entire character for non-Mii mains because there are less differences you have to account for. Having been in both situations, I can say I think it's much easier to counterpick whole characters than Mii movesets. Counterpicking whole characters gives the player more varied options to tackle different situations, and because counterpicking Miis only changes their specials, it can become difficult to adjust to the differences when most of the character remains the same. There are pros and cons to both, but neither are ban worthy.

Legalizing Miis will cause people to quit.

There's no proof that this is the case. Logically, the less inclusive ruleset would be more likely to cut down numbers. Having Miis illegal/restricted causes Mii mains to be more likely to quit, and having them be legal would be nowhere near as important to non-Mii mains in order to play the game, meaning they would be less likely to quit playing competitive smash because of it. There are more non-Mii mains than Mii mains by a wide stretch certainly, but the rarity of the characters just weakens the argument since the players have less reason to quit considering how uncommon Miis are. When people say they won't attend legal Mii events, it's to urge the TOs to go for the rules in the current Recommended Ruleset. If these rules were changed, those people would accept it as the standard over time, similar to how wobbling may be hated, but has generally been accepted over time by the Melee community due to committee approval. *While I can't speak for those who might quit if Miis become legal, I can say with certainty that bans and restrictions on Miis have and will cause Mii mains to quit.*

Broken kill confirms (brawler)

Every Mii discussion has this brought up at some point. Some players are under the assumption that Guest size Brawler can grab you at 0~80% and guarantee a kill, and that the character breaks the game because of that. Ignoring that the former wouldn't prove the latter, Guest Brawler (any moveset) cannot confirm kills in the way these arguments claim. Brawler's "broken up-b" Helicopter Kick (or Piston Punch) simply doesn't combo out of most of a guest size Mii's moveset. The infamous down throw into Helicopter Kick combo is only a true kill confirm at a small percent range, and requires stage position/bad DI to kill. Down throw fair Helicopter Kick is not true despite what many think, nor is down throw uair Helicopter Kick. In all honesty, guest size Miis (namely Brawler in this case) are more in line with standard Smash 4 characters with all their specials than without them. *Many characters have tools to seal away stocks off of a relatively safe confirm at low percent. This is nothing unusual in the current meta; it's just that overall lack of matchup knowledge changes the common perception on the Miis' tools.*

Players are used to a restricted ruleset. Everyone would have to learn new matchups just to satisfy a small pool of players.

Smash 4 players are used to having to learn new information just like this in the form of DLC characters. It's been shown over the course of this game's lifespan that the community can learn new matchups. Ryu, Roy, and Lucas all came out the same day, and yet we were able to

learn the matchups in a short period of time with little to no time. *The community can learn 3 more matchups; it has already been proven.*

It's hard to find Mii mains to practice/strategize with.

This is just the fate of unpopular characters. While it is more difficult to find Mii mains, that also means that players are less likely to play against Miis in tournament. Players not personally being able to practice a certain matchup doesn't make it ban worthy regardless. *Everyone has the ability to research Miis, and it's the responsibility of the player to learn matchups for themselves, not the TO's.*

Having specials makes Miis too easy.

This is an extension of the belief that having extra specials is unfair, answering why they think it's unfair. *Easy doesn't equal ban worthy.* All characters have their own challenges at the competitive level, and limiting a character based on perceived difficulty to play is disrespectful and unfair to those who play it.

Majors shouldn't allow Miis because locals don't. Locals shouldn't allow Miis because majors don't.

Oftentimes when arguing for no change, people will give one half of this argument. When you put both halves together, is clear that the reasoning has no basis other than itself. *The argument avoids providing actual reasoning as to why Miis should have the rules they do, and instead verifies itself in its own existence.* This argument is nothing more than an appeal to tradition because its saying that what ruleset we have run before is the right ruleset simply because we've used it before. This same logic could be applied to prevent any change, but the ruleset has changed greatly since Apex 2014, so it's clear that our ruleset doesn't adhere to it.

Many top players want Miis banned. We should listen to them.

While top players are often much more knowledgeable and invested than other players, their opinions are not automatically valid. A player having better results does not exempt their arguments from scrutiny. *Top player's opinions are not intrinsically valid, but are reliant on the points they provide; the top player's opinion is meaningless on its own.*

1111 is in place so everyone can learn the matchups more easily.

It's not the role of the TOs to make sure the players know every matchup. That responsibility falls on the players themselves. Bayonetta isn't getting banned just because some players can't deal with her, so why should Miis?

Also, this just flat out isn't true in practice. Almost nobody knows the 1111 Mii matchups because they've ask been stripped of their tools so heavily to the point they're all bottom tier, leading to an even smaller player pool, giving players even less opportunity to learn how to play against Miis. The reason that players are not losing to Miis as often in the 1111 format is not due to matchup knowledge, but simply because the characters are objectively worse. If the goal was to

have players learn the matchups, it's failed miserably because they're almost universally unknown. *Allowing all moves would actually make players more knowledgeable on the matchup, as the characters would be higher tier and have a larger player pool, leading to better widespread understanding of the Miis.*

Miis aren't playable on For Glory

This argument would work if our rulesets for competitive Smash were based around For Glory, but it's actually the other way around. For Glory was made with a vague resemblance to competitive Smash's rules, but it's not identical. This point is no more valid than saying that any legal stage that isn't Final Destination (or an Omega Stage) shouldn't be legal because they don't appear on For Glory. While it may frustrate some players that they won't be able to practice the Mii matchups against randoms on netplay, it's not reason to ban them, just like not being able to practice on Battlefield against randoms doesn't mean it shouldn't be legal. This argument is brought up often by people who primarily practice on For Glory, and it goes with the thought process that playing For Glory should prepare you for tournament play on its own, but that line of thinking is flawed. It's impossible to practice against Cloud on Battlefield, Sheik on Smashville, ZSS on Town & City, and so on. *For Glory doesn't give its players all of the knowledge necessary to compete in tournament smash 4 even without regards to Miis, so the argument doesn't hold up unless we were also to shape the rest of our ruleset around For Glory.*

On My Experiences as a Mii Main

If I'm being honest, I think it's ridiculous that Miis haven't been legalized in the two years since Evo 2015. I truly believe there is no valid reason to restrict them as we have, and I think it's just due to misinformation on the characters becoming accepted. The truth of the matter is that most people just don't know about Miis, but they're still vocal in their opinion of them, and since so many are uneducated on the subject those opinions get treated like fact and the rules get shaped by those uninformed and biased opinions. To this day, even when playing 1111 Brawler, arguably the worst character in the game, I still get people telling me he's broken simply because they don't understand the Mii situation, and have all of their assumptions based on a narrow, outdated view of the characters. There's a reason why I never bring up popular opinion as a reason for why Miis should or should not be legal (despite legal Miis almost always winning) and it's that their popular vote means nothing when a vast majority of the voters are grossly misinformed. The only way to dispel these widespread misconceptions is to allow the characters, at least for a trial period, and see if they truly are as broken as the people believe, and the truth of the matter is that they're not. There are already areas that allow Miis, such as the Midwest and most parts of Europe, but Miis don't dominate the scene in these areas and see very little representation even there. This doesn't necessarily mean Miis couldn't be seen in top level play, but we'll never know that until they're allowed in the standard ruleset, since no professional player is going to risk losing their main because of different regional rulesets. The only way to solve this issue is to legalize the Miis. I can guarantee, barring the discovery of some new game-breaking tech discovery exclusive to the Miis, that they will in no way dominate

the metagame. When the public opinion formed by information from two years ago in a completely different metagame is grounds for banning/heavy restriction of three unique characters, the community needs to look back on itself and reconsider if it's really being fair. It's impossible to change the mind of the community at large by myself, so I turn to you, the people who decide the ruleset, to please reconsider what ruling you think is fair for all players, not just the majority.

Conclusion

Miis are in no need of the restrictions we currently have on them. Please consider removing the rules forcing a moveset onto the Miis, and if you're not certain whether they should be allowed permanently, at least give them a fair shot with a trial period. It's never too late to overturn a rule that has no reason to be in place. Thank you for reading my arguments, and hopefully I've helped convince you. I hope to see you allow all Mii specials after your reconsideration of the Smash 4 ruleset.

-Ian "Leaf FC" Viola

Note: if you have a point I haven't addressed or if you would like to contact me please Direct Message @LeafFC on Twitter. I tried to be as thorough as possible but I can't cover everything in this document, but I am always up to debate this topic. If the rules on Miis do change, and you would like help becoming educated on Miis, I can help teach you Brawler information and get you connected to Swordfighter/Gunner players to help as well.