

What can Kirby eat & spit out in Smash Ultimate? *in version 13.0.2*

A list compiled by SK#1135.

This list showcases what projectiles Kirby can successfully inhale and spit out against other characters. All swallowed items heal 1%.

**The damage formula for spitting out projectiles is
[Inhaled Projectile's Damage * 0.8]**

Characters without any projectiles are not listed.

This was tested in Training Mode with Staling ON.

[*If you prefer seeing this visually, then here's a video covering this guide \(V7.0.0\).*](#)

Projectiles with a coded size of "5.0" or larger are capable of being held and spat out. If they are smaller, then they are automatically swallowed. Some inconsistencies are there, such as Samus's bomb, but it's likely that Inhale reads it as the explosion after it makes contact with a surface.

Mario:

- Fireball (Automatically swallowed)
- Fludd (Automatically swallowed)

Link/Young Link/Toon Link:

- Arrows (Automatically swallowed at any charge)
- Boomerang (Automatically swallowed)
- Bomb (Deals 6% damage to Kirby)
- Fsmash Projectile when Link is at 0.0% (Automatically swallowed at any charge)

Samus/Dark Samus:

- Missiles (Both inputs are automatically swallowed)
- Charge Shot (Automatically swallowed below half charge, can be held above half charge)
- Remote Bomb (Swallowed if the bomb has not hit the ground, held if the bomb has bounced off the ground. Projectile spat out will do 12.6% damage)

Yoshi:

- Egg Throw (Automatically swallowed)
The stars from Yoshi Bomb actually cannot be inhaled.

Kirby:

- Final Cutter's Projectile [Late] (Automatically swallowed)
- Final Cutter's Projectile [Early, F1-2] (Held, Does 12.6% damage.)
Star Shot cannot be inhaled.

Fox/Falco/Wolf:

- Laser/Blaster (Automatically swallowed at any range for Fox, automatically swallowed otherwise)
 - *Doubles/FFA only*
 - (Fox, Falco) Uthrow Lasers (Held, deals 12.6% damage)
 - (Fox, Falco) Bthrow Lasers (Held, deals 12.6% damage)
 - (Fox, Falco) Dthrow Lasers (Held, deals 12.6% damage)

Pikachu/Pichu:

- Thunder Jolt (Automatically swallowed)
The projectile can actually go over the grabbox for Inhale, so timing & positioning is crucial.
Thunder cannot be inhaled by Kirby.

Luigi:

- Fireball (Automatically swallowed)

Ness:

- PK Fire (Automatically swallowed)
- PK Fire Pillar [Early] (Held, deals 12.6%)
- PK Fire Pillar [Late] (Automatically Swallowed)
- PK Flash (Held at any charge, [the star is huge at full charge...](#))
- PK Thunder (Automatically swallowed at base, tip, and tail)

Peach/Daisy:

- Turnip (Automatically swallowed. I mean, it's just an item.)
- Counter Spore (Automatically swallowed, but you're probably gonna get hit immediately anyway.)

Bowser:

- Fire Breath (Automatically swallowed with the flinchless hitbox. Held with any part of the hitbox that deals hitstun.)

Ice Climbers:

- Ice shot (Automatically swallowed)
Blizzard cannot be inhaled.

Sheik:

- Needles (Automatically swallowed)
- Burst Grenade (Deals 6% damage to Kirby)

Zelda:

- Din's Fire Explosion (Held at any charge)
Kirby cannot inhale the Phantom Guardian. It gets pushed a bit, though... Not like that's useful.

Doctor Mario:

- Pill (Automatically swallowed)

Mewtwo:

- Shadow Ball (Automatically swallowed if it isn't fully charged. Held if fully charged.)
- Disable (Automatically swallowed) *Why does this work? It goes right onto Kirby's eyes... I'm very confused.*
 - *Doubles/FFA only*
 - Fthrow Shadow Balls (Held, deals 12.6% damage)

Mr. Game & Watch:

- Chef's projectiles (Automatically swallowed)
For anyone wondering, Oil Panic cannot be inhaled. It doesn't count as a projectile, but rather, a large disjoint.
[Apparently G&W's fair disappears when it interacts with Kirby's inhale.](#)

Pit/Dark Pit:

- Arrows (Automatically swallowed at any charge)

Zero Suit Samus:

- Paralyzer (Automatically swallowed at any charge)

Wario:

- Bike (Automatically swallowed, but is a large item so it's slower)
- Parts of the Bike when destroyed (Automatically swallowed)

Snake:

- Grenade (Deals 6% damage to Kirby.)
- Nikita (Automatically swallowed)
- Cypher, once detached from Snake (Automatically swallowed)
- Box (Automatically swallowed, but is a large item so it's slower)
- C4 Explosion (Held, does 17.6 damage but has a huge star.)
Upsmash and Fsmash cannot be inhaled.

Pokemon Trainer:

Squirtle:

- Water Gun (Automatically swallowed)

Ivysaur:

- Razor Leaf (Automatically swallowed)
- Bullet Seed (Automatically swallowed)

Charizard:

- Flamethrower (Automatically swallowed)

Diddy Kong:

- Peanut (Automatically swallowed, it's an item.)
- Banana (Automatically swallowed, it's also an item.)
Rocket Barrel misfire doesn't look like it can be inhaled, but it's also really difficult to test this out. Contact me if it can be with proof.

Lucas:

- PK Fire (Automatically swallowed)
- PK Thunder (Automatically swallowed at base, tip, and tail.)
- PK Freeze (Held at any charge, size scales just like Ness' PK Flash)

King Dedede:

- Gordo (Automatically swallowed)
- The stars from Super Dedede Jump (Automatically swallowed)

Olimar:

- Fsmash **Red Pikmin** (Automatically swallowed regardless of charge and distance)
- Fsmash **Yellow Pikmin** (Automatically swallowed at long distance, held regardless of charge at close range. Deals 15.1%-17.6% based on charge)
- Fsmash **Blue Pikmin** (Automatically swallowed regardless of charge and distance)
- Fsmash **White Pikmin** (Automatically swallowed regardless of charge and distance)
- Fsmash **Purple Pikmin** (Automatically swallowed regardless of charge and distance)
- Dsmash **Yellow Pikmin** (Held regardless of charge and distance. Deals 12.6% regardless of charge.)
- Dsmash **Red Pikmin** (Automatically swallowed regardless of charge and distance)
- Dsmash **Blue Pikmin** (Automatically swallowed regardless of charge and distance)
- Dsmash **Purple Pikmin** (Automatically swallowed regardless of charge and distance)
- Dsmash **White Pikmin** (Automatically swallowed regardless of charge and distance)
- **Yellow** Pikmin Toss (Automatically swallowed at long range, held at close range. Deals 12.6%.)
- **Red** Pikmin Toss (Automatically swallowed regardless of distance)
- **Blue** Pikmin Toss (Automatically swallowed regardless of distance)
- **White** Pikmin Toss (Automatically swallowed regardless of distance)
- **Purple** Pikmin Toss (Automatically swallowed regardless of distance)
- **Yellow** Usplash, but only when the Pikmin is at peak height (Held regardless of charge, deals 12.6%-13.8% damage based on charge)
- **Red** Usplash, but only when the Pikmin is at peak height (Held regardless of charge, does 18.9%-22.6% based on charge)
- **Blue** Usplash but only when the Pikmin is at peak height (Held regardless of charge, does 12.6%-16.3% based on charge)
- **White** Usplash but only when the Pikmin is at peak height (Held regardless of charge, does 12.6% regardless of charge.)
- **Purple** Usplash but only when the Pikmin is at peak height (Held regardless of charge, does 17.6%-21.4%)

I guess Kirby really loves eating pikmin.

I hated revising this.

Lucario:

(No aura):

- Aura Sphere (Automatically swallowed at any charge)
Force Palm's "projectile" cannot be inhaled.

(Max aura):

- Aura Sphere (Automatically swallowed if not charged in the slightest, but if it's even slightly charged, it will be held.)
Force Palm's "projectile" cannot be inhaled.

R.O.B.:

- Laser (Automatically swallowed at full & mid charge)
- Gyro (Automatically swallowed. I mean, it's an item.)

Villager:

- Lloid Rocket (Automatically swallowed)
- Watering Can Water (Automatically swallowed)
- Fair/Bair (Held at close range, does 12.6% damage. Automatically swallowed at long range.)
- Dash Attack (Automatically swallowed)
- Fsmash (Automatically swallowed at any charge if Kirby is airborne, held if grounded.)
- Wood Piece from the Tree (Automatically swallowed, as it's an item.)
Kirby cannot inhale the Tree. Ironic.

Megaman:

- Metal Blade (Automatically swallowed. It's an item.)
- Fsmash (Automatically swallowed at no charge. Above half charge, it's held.)
- Crash Bomber (Automatically swallowed)
- Uair (Automatically swallowed from far away. Held when up close. Deals 12.6%)
 - *Uair also has a flinchless hitbox later on. This cannot be inhaled, but it won't take Kirby out of the inhale animation. He still takes damage, though.*
- Pellets (Automatically swallowed)
Kirby cannot eat Leaf Shield.

Wii Fit Trainer:

- Sun Salutation (Automatically swallowed at half charge and lower, even when WFT is charging it herself. Higher than that will result in it being held.)
- Header Soccer Ball (Automatically swallowed)

Rosalina & Luma:

- Star Bits (Automatically swallowed)
No, Kirby cannot inhale Luma.

Greninja:

- Water Shuriken Uncharged (Automatically swallowed)
- Water Shuriken Mid-charged (Held, damage scales with charge)
- Water Shuriken Full Charge (Automatically swallowed)
- Water Shuriken Full Charge Launching Hitbox (Held, deals 12.6%)
- Hydro Pump (Automatically swallowed)
- Substitute Props (Automatically swallowed)

Palutena:

- Autoreticle (Automatically swallowed)
Explosive Flame cannot be inhaled.

Pac-Man:

- All Fruits (Automatically swallowed, as they are all items.)
- Power Pellet (Automatically swallowed, as it is also an item.)
- Hydrant, but it's a little weird.
 - [If Kirby is shoving his face straight into the hydrant, then it will not be inhaled.](#)
 - [If Kirby is slightly spaced, then the hydrant will be inhaled successfully.](#)
 - If the Hydrant is in the air, then it will always be inhaled successfully, regardless of spacing.
- Hydrant Water (Automatically swallowed)
Trampoline cannot be inhaled.

Robin:

- All variations of Thunder (Automatically swallowed)
- Arcfire, both the projectile and the flame itself. (Automatically swallowed)
- Elwind (Automatically swallowed)
- Tome & Book (Automatically swallowed, they're items.)

Bowser Jr.

- Cannonball (Automatically swallowed at any charge, both grounded & aerial)
- Mechakoopa (Deals 6% damage to Kirby)
Kirby cannot inhale the Koopa Kart after Bowser Jr. ejects from it.

Duck Hunt Dog:

- Clay Pigeon (Automatically swallowed)
- Can (Automatically swallowed)

The gunmen's shots cannot be inhaled.

Ryu/Ken:

- Hadouken (All variations are automatically swallowed)

Cloud:

- Blade Beam (Automatically swallowed)
- Limit Blade Beam (Held, deals 12.6% damage)

No, Cloud doesn't lose limit if he's inhaled.

Corrin:

- Dragon Fang Shot (Automatically swallowed at low to mid charge, high to full charge are held.)

Bayonetta:

- Bullet Climax (Automatically swallowed)

Inkling:

For some reason you can't Inhale Splattershot or Splat Bomb, making Kirby unable to inhale anything from Inkling.

Ridley:

- Plasma Breath (Automatically swallowed)

Simon/Richter:

- Axe (Automatically swallowed)
- Cross (Automatically swallowed)
- Holy Water Projectile (Automatically swallowed)

King K. Rool:

- Blunderbuss Cannonball (Automatically swallowed)
- Crown toss (Automatically swallowed, it's an item)

Isabelle:

- Fair/Bair (Held at close range, does 12.6% damage. Automatically swallowed at long range.)
- Dash Attack (Automatically swallowed)

Mii Fighters:

Brawler:

- Shot Put (Automatically swallowed)

Swordfighter:

- Gale Strike (Held regardless of distance travelled, does 12.6% damage)
- Chakram (Automatically swallowed)
- Shuriken of Light (Automatically swallowed regardless of distance)

Gunner:

- Charge Blast (Automatically swallowed below half charge, can be held above half charge)
- Fair (Automatically swallowed)
- Flame Pillar Projectile (Automatically swallowed)
- Flame Pillar (Held, does 12.6% damage)
- Laser Blaze (Automatically swallowed)
- Bomb Drop (Automatically swallowed)
- Gunner Missile (Automatically swallowed on both inputs)
- Grenade Launch (Automatically swallowed)
 - *Doubles/FFA only:*
 - Uthrow Lasers (Automatically swallowed)
 - Bthrow Lasers (Automatically swallowed)

Piranha Plant:

- Ptooie (Held regardless of position/distance. Does damage between 13.8-18.9% which scales on distance for both the Ptooie and the Star Shot itself.)
- Poison Breath (Held regardless of charge, does 12.6%)

Joker:

- Eiha (Automatically swallowed)
- Eiha Contact Explosion (Held, deals 12.6%)
- Eigaon (Automatically swallowed)
- Eigaon Pillar (Automatically swallowed)

Hero:

- Frizz (Automatically swallowed)
- Frizzle (Automatically swallowed)
- Kafrizz (Held, deals 18.9%)
- Kafrizz Explosion (Held, deals 12.6%)
- Woosh (Held, deals 12.6%)
- Swoosh (Held, deals 12.6%)
- Kaswoosh (Held, deals 12.6%)
- Bang (Automatically swallowed)
- Snooze (Held, deals 12.6%)
- Sizz (Automatically swallowed)
- Sizzle (Automatically swallowed)
- Kaboom (Automatically swallowed)
- Whack (Automatically swallowed)

Banjo & Kazooie:

- Egg Firing (Automatically swallowed)
- Breegull Blaster (Automatically swallowed)
- Rear Egg (Deals 6% damage to Kirby)
- Shock Spring Jump's Pad (Automatically swallowed)

Terry Bogard:

- Power Wave (Both variations automatically swallowed)

Byleth:

- Failnaught (Uncharged)
Kirby is unable to eat the full charge variant.

Steve:

- TNT (Deals 6% damage to Kirby)
- Dtilt (Automatically Swallowed)
- Minecart (Automatically swallowed)
- Anvil (Held, deals 18.9%)
- Dsmash (Automatically swallowed)

Sephiroth:

- Flare (Autoswallow)
- Flare Explosion (Held, deals 12.6%)
- Megaflare (Autoswallow)
- Megaflare Explosion (Held, deals 12.6%)
- Gigaflare (Autoswallow)
- Gigaflare Explosion (Held, deals 12.6%)
- Shadow Flare (Autoswallow)
- Shadow Flare Orbs (Autoswallow, can only be inhaled as it's about to hit Kirby)
- Scintilla (Held, deals 12.6%)

Pyra/Mythra

- Blazing End (Autoswallow & only when the sword is initially thrown. Gives Pyra her sword back too so lol)
- Ray of Punishment (Projectile only, Held, Deals 12.6%)
- Chroma Dust (Projectile only, Autoswallow)

Kazuya

- Devil Blaster (Autoswallow)

Sora

- Firaga (Autoswallow)
- Thundaga (Autoswallow)
- Blizzaga (Autoswallow)