

Useful Charts

[8.0.0 Utillt > Bair Graphic](#)

[Dthrow > Dash Dragdown Fair Max %s Graphic](#)

Character-Specific Interactions

Olimar and Diddy Kong: [Fair > shine on shield to reflect projectiles oos](#)

Shulk Shield Art Kill Confirms:

Examples:

- [Shield Art Kill Confirm: Dthrow > Dash Usplash](#)
 - [I did it!](#) (woo!)
- [Dthrow 2x Utillt Nair DD Fair Utillt Bair at 80%](#)
- [Dthrow Dtillt Nair Usplash at 120%](#)
- [Utillt Nair DD Fair Dthrow Usplash at 120%](#)
- [Utillt 3x Nair Usplash at 80%](#)
- Here are the general rules:
 - Combos you can convert into a kill start at ~80% and variations of these confirms work until ~150%. I will mention workarounds for you think Shulk will deactivate or MALLC.
 - You want to get at least one nair into your combo, preferably after your starter. Nair combos into itself, dd fair, and up smash for basically all %s against shield art Shulk. If Shulk starts canceling during the nair, start using dd fair instead. If Shulk does not cancel, put him on the nair train and finish it with a dd fair utillt bair, dd fair usplash, or dd fair dthrow usplash.
- Combo finishers:
 - Nair > Dash Usplash
 - DD Fair > Usplash
 - Dthrow > Usplash
 - Dtillt > Usplash
 - Utillt > Usplash
 - Or simply up tilt back air him if you drag him near the ledge and his meter is about to expire after a nair or dd fair.
- Combo starters:
 - 80-140: Dthrow > Utillt
 - 90-125: Dthrow > Dtillt
 - 80-150: Utillt > Nair
 - 70-120: Strong Dtillt > Nair
 - 90-140: Mid Dtillt > Nair OR DD Fair
 - 110-160: Tipper Dtillt > Nair OR DD Fair
 - 80-infinity and beyond: Dair/landing uair > imagination (go for nair at lower %s)
- Combo extensions out of nair:
 - Nair > Nair
 - Nair > DD Fair > Dthrow

- Nair > DD Fair > Utilt

Pikachu: [Reflected Thunder Kill Confirms](#)

- Pikachu will mash thunder to escape combos because the cloud spawns frame 1. At lower %s, reflected thunder combos into whatever you can reach Pikachu with in time.

Short Characters: [Spotdodge Coverage Against Short Characters OoS with SH Rising Dair](#)

Rosalina & Luma: [Dragdown Fair Infinite](#)

- Cannot be SDI'd

Characters with counters: [Grounded phantasm turns around certain counters](#)

Platform Movement, Pressure, and Conversions

[Instant Slideoff Aerials](#)

- If you dashwalk off a ledge, the aerial corresponding to the direction in which you flicked your cstick will come out frame 1.
- [Falco's back air autocancels](#) out of an instant slideoff aerial on any platform, which you can convert into a combo if it hits your opponent.
- [Falco's instant slideoff dair](#) is good.

Waveland > Grab

- Why am I listing this here? Falco's fullhop is the highest, and the FASTEST in the game. In total, the waveland grab takes around 30-40 frames, and is unreactable in practice as a mixup, especially if you have conditioned your opponent to expect platform pressure in the form of a poking aerial/utilt.
- [On Top Platform of Yoshi's](#)
 - Note: You can FH > Waveland down on the top plat. You do NOT have to double jump.
- [Droptthrough Nair > Waveland Grab](#)
 - Opponents often shield after getting hit by a droptthrough dragdown nair, so this is a good shield check against them.

[Platform Pressure Concept: FH B-reverse Laser > Landing nair](#)

- Works with FH shine > hit 1 of landing nair
- FH Laser > Bair is possible on BF, SBF
- FH uair, bair > bair is practical and applicable on all platform stages

[Low % Strong Back Air Platform Lock out of Grounded Phantasm](#)

Cheese:

Hitbox-Less Recoveries: [Runoff > Beefy B-Reverse Up-B 2-Frame](#) ()

Examples: [Joker](#), [Palutena](#)

[Lagless Firebird from Offstage](#)

Dtilt Shield Break Setup:

- [Dtilt > Dtilt > Shine](#)
 - Works on thin characters who do not stick their arms out of their shield when it gets small. Does NOT work on small chars - shine will poke from above.

- Dtilt > Dtilt > Tinywalk Dtilt
 - Works on small characters whose shields cover only the lower part of their hurtbox.

Neutral Options:

[FH Buffered Shine > Slowfall Nair](#)

- Will land the launching hit of nair as close to the ground as possible every time, making it an extremely consistent and safe landing aerial in neutral (-6) (hitbox the size of a dump truck)

Fullhop Fadeback Falling Fair (FFFF) - A Conditioning Strategy

- A somewhat overexcited [script](#) for a video I haven't yet made that describes the conditioning strategy.
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[Perfectly-Spaced Utill on Shield with Microdash Back](#)

[Microdashwalking](#)

- Dash back > forwards within 2-6 frames > cstick down/back/up within a few frames of that. Cool movement option.

[Crossup Falling Fadeback Dragdown Fair on Grounded Opponents](#)

- Will drag down grounded opponents from behind.

[Dash Instant Aerial Phantasm \("DAP"\)](#)

- Combos far, far better than grounded phantasm.
- Notable setups: Ftill > DAP, Roll read on shield > DAP OoS, Firebird > DAP

Miscellaneous

[Run Under Coverage out of Low % Dash Attack](#)

[Sliding grounded laser](#)

[Theorycrafting Falco's ledgetrapping](#)

[A Brief Analysis of the Species' Dash Attacks: or, Why Falco's DA Isn't 100% Trash](#)

Advantage State Options:

Low % Nair Lock Combos:

The Caembo: Low % Nair > Late Dair Locks

All credit goes to Cae(lifera) for labbing out this one, which is why I call it the Caembo.

Works from a nair 4 at ~0-20

On [Greninja](#)

0-4% Nair > Ftilt (2x if below 1 laser %) > Tinywalk Strong Dtilt

On [Greninja](#)

On [Ike](#)

Dthrow > Shine/Laser > Dtilt

[Dthrow > Laser > Dtilt on Peach](#)

[Dthrow > Shine > Dtilt on Luigi](#)

Dthrow > Shine/Laser on its own is a strong edgeguard setup, but against floaties and low-gravity characters, you can convert a dthrow > laser into a dtilt combo offstage.

Utilt > IDJ Nair

Works against all characters! More importantly, it works on characters on whom nothing else is true at 0.

Notable characters and frametrap concepts are shown in [this video](#).

Capitalization on plat situation [example](#).

Dthrow > Pivot Cancel (PVC) Front-Facing Utilt

Works against characters against whom dthrow > dd fair does not work.

Combos nicely into FH DD Fair.

Example: [Pikachu at 35%](#)

Uthrow > Bair > Uair Low % Frametrap

4-10% For non-fastfallers

0% For fastfallers

Covers mash, neutral airdodge. Looks uber swag.

Uair is highly disjointed and beats out all aerals that are not stall n' fall down airs.

Uair will come out AFTER initial frames of options like Bayo's bats within and early I-frame moves.

- [Basic Coverage vs. Mario + Covering Bayo's Bats Within](#)
- [Link's Nair \(example of uair beating disjointed hitboxes\)](#)
- [Luigi's Cyclone](#)
- [Fox \(and other fastfallers at 0\)](#)

The Ron: Utilt > FH DD Fair > Uthrow > DI Mix Uair

Naming combos after yourself is MEGA cringe, but I got tired of typing out the whole ass sequence 10x a day.

Best on Yoshi's, then PS2, then SBF. Dash to mix their DI.

Examples: [The first and last clips](#), [Chef's Compilation](#), [First clip \(Link\)](#)

0%: Dair > ATC Bair > Dtilt/Utilt

Dtilt for fastfallers + extra style points (you can utilt instead if you want)

Utilt for non-fastfallers, though I suggest using dd fair on them.

Note: Though I do turnaround bair in each of these clips, I suggest attack canceling.

Works on everybody and deals optimal damage output.

Examples: [Greninja](#), [Fox](#)

Dtilt > Shine Setups

Falling nair works best against fastfallers

Falling uair > bair works best against floaties

The clips below are from BEFORE 8.0.0. We now have more reliable options than dtilt shine.

Examples: [Roy](#), [Chrom](#), [Falcon](#), [Snake](#), [Lucas](#)

[Dair > SH Delayed Uair > Nair/Uair](#) BUFFED by 8.0.0 - bair, dair now possible

- Covers % range where options out of landing dair are "dead"

[IDJ Uair > Dragdown Fair Reset on Fox on Flat Ground](#)

- Works on Greninja, probably other fastfallers too

Fullhop Dragdown Fair

Nobody talks about this!

Notable setups: Utilt, dtilt, dair, uair (landing and rising), DAP

Examples: [Rising SH Uair \(Snake\)](#), [Rising SH Uair \(Sonic\)](#), [Rising SH Uair \(Samus\)](#), [Up tilt \(Richter\)](#), [Up tilt \(ZSS\)](#), [Rising SH Uair AND Utilt \(Doc. the 3rd Clip\)](#)

Weird combos and "combos":

Uthrow > Soft Bair Combos

Fullhop rising bair will connect the late, weak hit of back air at ~20/30/40% on light/mid/heavyweights. You can combo into the back hit of uair or bair. Sometimes, both, as demonstrated below.

Examples: [Ike](#)

Dair > Late Dair > Dash DD Fair

An extremely frame-tight combo that will only work on heavier characters. Interesting, but not usually optimal.

Examples: [Ike](#)

[Up Tilt > Up Smash > Double Jump Coverage](#)

Vods of My Gameplay

[Falco dittos with Active](#)

Notable things that I took away from this vod:

- Active's usage of nair in neutral and fadeback DJ laser from offstage to onstage while edgeguarding