

General stuff

- Pikachu UThrow kills eventually.
- DA kills
- Pikachu BAIR OOS doesn't work super well vs us, USmash is a good answer after initial few hits.
- If Pika is drifting away while doing NAir or BAir on our shield, GSA or Grab can be an effective punish.
- NAir OOS seems to get pancaked a lot by Pika landings.

Playlist: <https://www.youtube.com/playlist?list=PL4s03DzRG4Lr-IXg22X2-DZX-gWheU2po>

Toast vs Cosmos https://www.youtube.com/watch?v=EPubI5_Cgtw

Game 1 (T&C): Pikachu approaches aggressively covering himself with TJolt so projectiles aren't very effective. Toast either tries to punish the landing or intercept Pikachu in the air, he doesn't use too many projectiles unless Pikachu is in the corner. He punishes landings by spacing and grabbing and also GSA. He places bombs on the ground when he has time to disrupt TJolt covered approaches, since Pikachu can't follow the TJolt as well. Sometimes he uses projectiles to cover some space and get into an advantageous position. He seems to try a lot of buffered SHop FAirs in neutral, the disjoint has a good change of beating out Pikachu hitboxes it seems, though he trades too. The trick with punishing with UpB is to do it when he gets out of range (his aerial may still be active) rather than when he lands. He also mixes in grabs OOS to counter Pika shielding after safe aerials to avoid GSA. He goes for a lot of USmash at kill% since the disjoint can anti-air Pikachu. Cosmos narrowly wins with a UThrow at ~150%, he had a lot of range too.

Game 2 (Kalos): Toast uses jab as a pretty good get off me tool. Cross up OOS BAir can be punished by GSA. Pika can cover his recovery by sending TJolts up the walls but DAir can bounce off them for a mixup. Pikachu's offstage is extremely scary, basically a hit means your dead as Toast did at 60%. DAir off stage seems decent because of TJolt bounces and big disjoint. In the air too to disrupt super aggressive Pikachu movement. It seems hard for Pikachu to land safely and he gets a lot of mileage out of GSA OOS. FHop NAir -> Landing NAir seems to deal with a lot of Pikachu options. Toast takes game 2 by killing early with UAir and ASA.

Game 3 (FD): Toast gets an early kill by calling out a Pikachu UAir with DAir. Cosmos is adapting to Toast's landing NAirs by just beating them out with DA or getting under him and shielding grabbing it (NAir isn't safe when landing on top of shield. Toast has a very hard time dealing with quick attack, it's strong by itself and also because pika grab is so strong. FD makes high recoveries hard and edge guards very strong. Cosmos manages to get stocks very early while Toast doesn't manage to kill early at all.

Game 4 (T&C): Toast continues his usually gameplan and gets a nice upsmash again as a counter to BAir OOS, seems like a really nice option. With the stock lead he tries to stay center stage and trade. He does a pretty good job avoiding edgeguarding and covering his recovery with projectiles in this game so Pika can't kill early. For some reason cosmos tries to recover high and gets FAir'd a lot.

Game 5 (Lylat): Toast gets some really good DTilt shield pressure early on and catches Pikachu well. He uses bombs to cover space well too on Lylat platforms. DTilt ASA in the

corner kills early. He calls out a few attacks with DAir, and seems even better on Lylat. He also grabs a lot when he sees Pikachu's aerals drifting away from his shield. With a percent lead he covers some angles with Rang/Arrow then AAs. Pika kinda pancakes NAir a lot. ASA catches pika pretty well off stage, kind of our only solace. Will Pika grab vs will Pika DA is such a tedious game, both lead to very good situations for Pika. Toast manages to get an early lead but a bad tether collision makes him lose and he narrowly drops the set 3-2.