

## **Pros / Cons**

### Pros:

- General jack of all trades (has a beam, low 2L, multiple anti-airs, mixup options, etc.)
- Very solid point character, not terrible mid
- Easy-to-use wall loops
- Fantastic pressure & mixups w/blockstrings (Amazing stagger pressure (2MM, 2L > 5L)
- Button reach makes him almost reflect-proof (often need to use reflect twice)
- Really good neutral (beam, 2M, jL, 214X, jS > 236S, etc.)

### Cons:

- Some buttons can be a little stumpy (5L, 2H)
- Assists aren't fantastic (A is usable, B is garbage, C is never used)
- Limited supers (one air-ok lv1 that gives no oki, lv3 gives great oki in corner)
- Tall character
- Staple combos often have some execution barrier/variables
- Other characters do what he does but better (UI, Gotenks, etc.)

## **Core Moves**

Note: Cell has a LOT of good moves, but these ones I think are the most important

### 2M

- +long-range low, M starter, fast, range makes it beat prior reflect options
- unsafe if not hit/block confirmed, whiffs hard

### 236S/j236S

- +beams, compliments kit greatly, jailing Vanish option in, j236S has an amazing angle
- weak upward option

### jL

- +fast, stuffs superdash options super easily, easy confirm, good angle, can mash out
- can be a little hard to do online, requires practice

### jM

- +best option for overhead option, bigger range than you think, crossup option

### 4MM

- +amazing stagger option: reflectable, but first M recovers so fast, both hits safe, easy to mash out

### 214X

- +all versions head invul, L/M are safe and force a left-right mix, H is Blue Goku's j214H

Various good moves: 6H, 2S, 5L > 2L/6L, jS > 236S, 236H, j236M, etc.

- 6H is an additional low you can put into blockstrings to make your opponent stay crouching
- 2S can be paired with a beam for fast approaching, + on block in some situations
- 5L into 2L/6L can affect the range and result in reflect punishes
- jS into j236S is good for stuffing SD's, but shouldn't be used often
- 236H steals corner after a level 3 and is a strong combo ender in the air
- j236M is a staple combo ender, and a decent neutral tool

## **Neutral**

### 236S

-standard beam, a way of pressuring from fullscreen where his other buttons threaten from midscreen

-air version has a shallow angle that goes fullscreen, pressuring both the air and the ground

-these in tandem with the head-invul 214X, and jL, makes SD's against Cell a risky bet

### 2S

-advances very far but can be SD'd

--if a beam assist is behind Cell, this can let him win the neutral with one button and assist

### 2M

-good long-range M button that is solid even after 3 years

--whiffs hard, and is unsafe by itself, so use with a gameplan

### jL

-hella easy confirm into jLL > 2H for small combo, stuffs not only SD but a lot of other options

### 214L/M/H

-the classic ToD setup tools. All head invul, M gets a wallbounce with his back to it. Can escape corner easily after jumping.

### j2M

-a slow but free teleport. Not bad as a beam punish, can be squeezed in once in a great while. Easy to 2H.

### 5M/5H/(5L)L

-buttons with really good range. Can threaten from a full character space or more away.

### j236L/M

-not bad tools for returning to the ground from the air. Priority so will beat SD. Different angles. H goes straight down. Also okay tools when escaping corner.

Dishonorable mention:

2H

-notoriously bad. Small horizontal reach (often whiffs after a blocked 5H), small vertical reach. Often best used strictly as a SD punish, but even that will miss at angles.

### **Mixups**

Cell has more than enough ways of opening people up

#### **High-Low iAD:**

iAD jM for high, jL for gatling high

2L has decent range

2M good for closing distance if 2L pushes you out too far

#### **Blockstrings:**

Basic gapless blockstring: 2L > 5LL > 5M > 2M > 5H

6H can be used after 2M to present a 3rd low (forces a reaction to 6M overhead)

5M has an extension in 4M (can mash out), this is great for stagger

-very hard to react to just the 5M if you expect 4MM; you can reset blockstrings a ton

-if your opponent goes to reflect 4MM and you stop on 4M, you can kill them lol

--if you do get 4MM reflected, 2M will put you right back in there so they have to reflect twice

2LL > 2M > 6H is four lows in a row

5S can be used to further scare against button presses (can be reflected, but range is okay)

Long blockstring: 2L > 5LL > 4MM > 2M > 6H > 5S > 5H > 236L (tons of gaps)

#### **Stagger:**

2L (-3), 5L (-3), 6H (-5), 5S (all hits -4)

4MM: Both hits are -5, reflecting 4M means you can cancel into 2M to return to being back on them (and if do reflect twice, you can punish from a range w/2M)

-4MM is such a devastating stagger tool that you can so often steal turns with this alone

#### **Ender mix:**

236L/M is a safe ender that ends with an overhead

214L/M are both safe, but easy to guard cancel

214H puts you up and above your opponent like Blueku's j214H

-w/o an assist, your opponent can escape most mixup options, but with a 30+ frame advantage move, Cell can enforce a devastating high-low, left-right mixup game

--this move is part of the reason Cell is best on point and wants at least one assist w/him

In corner, 214S becomes a decent command grab mixup option

236H got buffed a few patches ago to allow for side switching (see below)

### Level 3 Oki:

Solar Kamehameha in corner gives the usual beam corner oki (really strong, point blank)

-all high-low options are present

-opponent needs to hesitate using GC because of Cell's strong corner loop

-cheeky classic: 236H can steal corner, and can Vanish/Sparking to extend

--can also mix that up by keeping it same side

5LLL ends in a command grab. W/proper spacing or low blockstun assists, can be used for a command grab/strike mixup.

5LL can be turned into 5L4L or 5L6L. This adjusts the range of the shoulder tackle of the 2nd hit, so you can make your opponent either have to reflect twice to get you off them, or you whiff a hit so they're stuck in a whiffed reflect animation and you can punish them.

All of this together is why Cell is so terrifying to block and why you don't want to gamble with reflect too often, on top of really wanting him on point for multiple assists

## **Assists**

Cell is unfortunately not great on his assist options

A:

Beam assist (and all the properties that entails)

-beats ki blast, beats superdash, neutral control, good balance of speed/blockstun/hitstun

Unlike other beam assists, this one points downward

-doesn't completely fill one linear lane of the screen, but does cover area above you and nearly fullscreen

Pointblank: i41, +30 on block, pops upward on hit for combo synergy (better than most beams)

One of the few beams in the game that can allow combos off 6M due to popup knockback

-my own timing is pressing 6M and Assist at the same time w/simple change turned off

Since DBFZ is rarely played at complete opposite ends of the screen, this missing from that range isn't important

Cell jumps up during this assist, so he's harder to Happy Birthday

B:

Shoulder tackle (2nd hit of autocombo)

i20 at point blank, +26 on block, small horizontal knockback

Range is incredibly short (super hard to do basic rejump combos, barely hits from round start)

Arguably one of the worst assists in the game?

His one fast option for moments that require a very fast assist, so there's that

C:

214L done on the ground

No vertical tracking

i35, +25 on block

Might carry over head invul properties? (Too slow to matter)

A assist is the best assist by a country mile

-B has too short range and not enough merit to warrant using as a "lariat" assist

-C has absolutely no special properties to consider the huge cooldown time (one of the worst?)

-A is also still a beam, a bit slower than normal beams but can be worked around, covers an area of the screen no other beams cover making it great for neutral, can combo off of, etc.

These assists are often why Cell is also run point, or at least mid, because while the A assist is serviceable, it's not "ideal" either compared to most other assists

## **Team Synergy**

Cell is primarily best as point but can function as a mid

Point:

Really wants two things: frame advantage assist, or beam

- frame advantage assists let him do his 214H flip mix reliably (nullify guard cancel, force mix)

- Kuwanger says you want something with at least 30+ frames or above

- good and common choices: Bardock B, Gohan B, Yamcha A, Baseku A, GT B, etc.

- these also help with combo game, like extending off of j236M mid-combo

- beam lets him use 2S to approach behind easily, as well as cover j2M for gimmicky approaches

- beams are just good in general, but Cell likes it especially for approach and lockdown

Vegeta A:

The most iconic assist for him thanks to Fenritti (either current or former best Cell)

- catches opponents in neutral easily, easy combo extensions, fake but heavy mix

- you don't want to SD or Reflect against Cell recklessly in case he punishes hard

Bardock B:

The other best assist to throw behind Cell (arguably)

- monstrous blockstun, hitstun, still travels forward a good amount, on top of good DHC synergy

Mid:

Cell functions decently as a mid due to his good A assist and still having an assist behind him

- ironically a decent pick to put behind Teen Gohan

- Cell A gives that good combo game and neutral approach, so if you learn to work around the slow startup, it's really not too bad

Frequent Cell teams:

Cell A/Bardock B/SS1 Vegeta A

Cell A/GT A or B/SS1 Vegeta A (GT A got nerfed recently)

Cell A/Broly A/Baseku A

Teen Gohan A or B/Cell A/Baseku A

Varying combinations of:

Z Broly, Baseku, SS1 Goku, SS1 Vegeta, Teen Gohan, Gotenks, Kid Buu, 21, etc.

## **Combos**

Combos are very flexible, but have weird variables

Main B&B:

2M > 5M > jMII > j2H > jLL > jMLLH > jS > j236M

(An easier version I use is end in jML > jLLL > jS > j236M)

Meter burn open field:

2M > 5M > jMII > j2H > jML > jLLL > jS > j2S > Vanish > 2M > delay 6S > 236M

Easier ender: Vanish > 2M > 5M > jLL > jLL > 214L

- Easy route doesn't give SKD, but that's 5k damage right there

Vanish:

Beam > Vanish > microdash > (6L)LL > SD > jMLL > jLL > j214L(or M to switch side)

Beam > Vanish > microdash > (6L)LL > SD > jLL > jLL > jS > j236M

(Easier version: 2M > 5M > jMLL > jLL > j214L)

- Also enables airdash mixup

Wall ender conversion (start midscreen):

2M > 5M > jMII > j2H > jML > jLL > j2H > j236M

Wall loop:

2M > 5M > jMLL > jLL > jS > (j214L) > jLL > jS > SD > jLL > jS > j236M

- There are ways to do more reps
- Flexible w/enders (can end with this to get SKD, can extend easily w/assists, set up lv3 oki, or try to kill w/multiple supers)

Jump beam Vanish route:

Vanish > 2M > 5M > jLL > jLL > jS > SD > jLL > jS > j236M

- Vanish routes get weird depending on height, sometimes you want to end in 236L or M, since both have different trajectory angles
- If you connect with jS right in front of Cell, he can SD in a lot of cases (very stylish combos, very tricky)

I'd show Sparking loop combos or ToD's, but I'm dogshit at them with Cell lol

- Good resources for this are Rooflemonger, Kuwanger, and TinyTorgue