

Zip's Smash 4 Impressions

Zip's impressions from a playable demo in Japan. Demo was based on the final retail version of the 3DS game, which launches in Japan on September 13th. The comments below have been made by Zip, and are gathered from his reddit threads, comments, and Smashboards AMA.

Game Mechanics

Landing Lag

The elephant in the room. I will be blunt. Some moves have been given more landing lag. Sonic's bair. Falcon's knee. Air dodging.

However...

Many (I'd actually say the strong majority of) moves in the game have basically little to no landing lag. It was very easy to identify them quickly simply through playing. I believe that this whole landing lag thing is suffering from a near-sighted syndrome effect. People are playing the characters they like in the way they always have, and when they come across a move they are used to using a lot and it seems to have a bit of landing lag, they suddenly attribute that to the entire game. Now all of the sudden every single aerial has more landing lag?

The fact of the matter is that landing lag isn't so serious as has been blown up to be.. It does make characters with moves affected feel different to play, because you need to change how you move and what abilities you use. You have to adapt, but it certainly does not make the game slower. Many of said characters other attacks have received changes to compensate.

Overall, I can say with confidence that the game is not suffering from some kind of overall landing lag issue.

Combos

Tilts.

Tilts, tilts, tilts.

Tilts are going to be huge. Most experienced players know how important good tilts are for combos and that seems to be the case here. In any case, combos tend to become way more difficult when your opponent is at higher %s, but at low %s combos are definitely a thing. Something about the way the characters connect in this game has been seriously changed from past iterations.

Advanced Tech

Brawl dash dancing. No wavedashing. No I-cancelling but there is teching (or maybe it was auto-cancel? Hard to say...) Pivot cancel is still in. You are able to do tilts as well in the same way. It's pretty neat. I wouldn't say it's like the definition of a meta, but it's a neat trick for mix-ups.

Ledge Mechanics

Okay, lets get this explained.

The ledge snap has been nerfed significantly. It's way more similar to Melee than Brawl. I don't know frame data for Melee so I won't say it's the same, but tbh I think it may just be a tad more forgiving than Melee, but it is definitely nerfed.

There is a small "ledge immunity" after letting go of a ledge. The ledge immunity is to you. I tested this extensively with Ike, Megaman, and Charizard.

Basically if you drop off the ledge (in a manner that you would do if you were trying to maybe stall there), the ledge actually becomes un-grabbable (is that a word? lol) for a very small window of time.

For example if you are Charizard and you drop off the ledge or get trumped, and you hop very quickly back to the ledge, you will not grab it. You will just fall right past it.

Characters with flips for their 2nd jumps or anything resembling a buoyant animation (like Kirby) are less affected by this and I'll tell you why. It seems that the game waits for some of the ending frames of the characters flip animation before enacting the grab mechanic. I tried with Marth and Shulk who both have flips, and they basically just bumper car'd the ledge until their flip animation was done, then they would grab it. Characters like Charizard, Megaman, and Ike would just not grab it at all and fall. The details around these mechanics needs to be explored

a lot more, but overall, I think the off-stage game has been given a whole new make-over.

Back Ledge Grabbing is back.

Game Speed

The speed of the game is...omg this must be so surprising to hear, but it's inbetween Brawl and Melee. However...air speed is still closer to Brawl. Ground speed is very Melee feely though.

Fast falling is incredibly fast though.

Shields are fast. Very fast. They are basically the new wave-dash (I dare say), I'm being totally serious, and you can attack out of them with a great deal of attacks.

Shield rolling is extremely fast and there's a neat little sparkle star effect when you do it and acting out of shield is as well. I think of it like a mini-wave dash. No wave dashing or I-cancelling. Just rolling baby.

Overall

This game did not feel like Brawl, and I've been playing a lot of Brawl lately to prepare and I almost feel bad for doing so. It actually felt more like Project M, to be honest if I had to compare it to something, but when it comes down to it I almost feel like I'm insulting the work put in to this game to simply size it up to some previous iteration by saying "It's like Brawl" or whatever else.

This game has soo much freakin' stuff in it. I now understand what Sakurai was saying when he said they basically rebuilt all the characters. Even though many characters possess the same movesets, you can really tell they aren't the same. The animations have been rebuilt from scratch. Peach has mostly the same moveset, but her body moves so intricately and 100% differently in the way that she executes them. It is absolute madness to witness.

I really do believe the characters were built from the ground up. Same move-sets withstanding. Characters interact with one another in a way we've yet to see, the hit-stun in Smash 4 is unique, and the characters have had literally everything revamped to fit Smash 4's new "style" of mechanics.

Characters

Meta Knight

- Meta knight's up b is like Marth's up b. It hits people like once and sorta knocks them away and has an upward direction to it.
- His tornado still has a lot of hits but you can DI it pretty easy because the hits are actually less frequent, I don't know yet about its priority.
- Meta-Knight is not the same. His attacks, while still possessing that flashy "ka-chink" aesthetic are not nearly as intimidating as they are in Brawl, to the point where he is literally like a Melee character in Brawl. They have some start-up to them now, they aren't instantaneous. The shuttle loop nerf is hilarious, it basically mimics Marth's dolphin slash sorta except he like jolts up using his sword. His recovery is not even close to what it was in Brawl. I guarantee Meta-Knight will not be an issue as he was in Brawl.
- I want to reiterate again that Meta Knight was severely weaker. His attacks were slower and his recovery got slaughtered. His tornado is easy to DI and hits less times.

Pac-Man

- Pac Man is SLOW. Every single one of his aerals are kicks. His forward aerial is a double kick, his back air is like Mario. The thing that stood out about him is his utter sluggish-ness. His fall speed is like brawl. His run speed is slow. His forward b sends a pellet out in front of him, and then he turns in to classic pacman and boosts towards it. It's kind of like greninja'd shadow sneak thing except you can't time it.
- He feels slow, but his attacks felt like they had a good hitbox, because he's really fat and his legs stretch when he kicks. He just felt really interesting to play, but I ended up using his aerals the most because of their hit boxes.
- Pacman's forward a is a combo like Marth except with punches
- Pacman's costumes change his gloves and shoes
- His down aerial is like Lucario's except he kicks like 2-3 times.

- He DID feel slow but he wasn't ineffective. I generally play faster characters in general. Me and my friend have talked extensively about him having both played him and he feels A LOT like mr game and watch. It's kind of a..."dorky" slowness, does that make sense? It's really so hard to explain without you actually playing him. He's got this quirkiness in his movements, but his hitboxes are really good which appear to be the compensation for his pretty slow movement speed.

- Pac-Man felt like the "new" G&W. His moves were very quirky and absurd, with lots of large hit-boxes. He has a fire hydrant move that pushes other players, and his aerials have extremely disjointed hit-boxes due to the nature of how his legs stretch and act so "wobbly". Despite the fact he felt a bit slow, there was a sense of "bounce" to him (given he's a ball that seemed natural). His air falling speed is slow. He falls like there is no gravity, I kid you not. His alternate costumes consisted of only changes to his gloves and shoes. There was one extra costume where he is given socks that cover his legs.

Lucario

- Lucario is unchanged except his smash attacks feel MUCH faster

- Lucario has a purple and green skin and dark grey skin. Rest are shades of blue.

-There is no yellow lucario. There is green, purple, dark gray, and the rest are shades of blue.

Peach

- Peach is unchanged except for her up aerial. It's now a rainbow thing, it has an arched hitbox over the top of her head, she draws it with her hand.

- Peach's turnip pull speed is nerfed. She can still move in to float to do things like crown and nair. Her fsmash goes tennis club, golf club, and frying pan. I believe it's a set order now.

- Peach's forward B has BARELY any startup time anymore (the butt slam) It felt REALLY FAST.

- Peach's butt bomb is hugely buffed. It has barely any startup time anymore.

- Peaches second jump appeared to be the way it is in Brawl. It did not give her significant height.

- (*Peach's Final Smash*) - It seemed the same as Brawl (IE kinda bad).
- Did not pull any items, but the turnip type seems to be random. Didn't pull a "nasty" turnip though. Also, her turnip pulling speed is hugely nerfed. I can't emphasize that enough. It's way slower. The effect it will have on her competitive game play is a bit unknown to me as I do not fully understand the meta for peach and I'm not a pro with turnips. All I can tell you is that, factually, they were really dang slow. The slowness comes after the tug, there's an animation where she cradles the turnip like she's super happy to have pulled it out.
- (*On Peach's down smash*) - They added an actual visual to it's utterly redonkulous hitbox. It's a little "air wave" circle around her. You can tell where the hit box begins. It doesn't knock back like melee, it actually sucks the opponent in and hits them multiple times before shoving them off.
- (*Has float cancelling returned?*) - No float canceling.
- (*There was a picture of Peach using some attack that looked like generating a rainbow above her head with her hand a while back... do you know what attack this is?*) - I can't really place it. That's her new up air. It has an arced hitbox over her head, similar to sonics new up air.

Zelda

- Zelda has a white costume
- Zelda's new phantom move - It doesn't hit a character right up in her grill. The phantom spawns maybe a character away, so if your opponent is right up on you, the phantom will just spawn in front of them and whiff.
- Zelda has no alternate costumes, only colors.
- (*What is the time between releasing the special attack button for Din's Fire and it creating a hitbox?*) The explosion seems to happen more instantaneously from the point in which you "release" it.
- (*Is Lightning Heel closer to Melee or Brawl (or, god forbid, Project M)?*) Thunder heel feels a little nerfed but her recovery has some ridiculous kill power on it for some reason.
- (*Overall, how does Zelda feel to you, does she feel stronger in this than she did in Brawl?*) Her phantom attack is actually pretty cool but something to note is that

it will not hit a character standing directly in front of you. It will start a model away from zelda and rush forward, completely ignoring the character standing in your grill. I haven't played Zelda all too often in previous iterations but she felt like a glass cannon, if you will. Each of her abilities seemed to really freaking hurt when connected, but she's pretty light.

Sonic

- Sonic still dies pitifully if you end up in a spin without a jump.
- Sonics forward b snaps to the ground, it is really fast now.
- No Metal Sonic. Shades of Blue/One White skin
- Hiis uair is like a scissor kick, has a way better hitbox than the twist kick thing.
- His homing attack is now reminiscent of Project M speed. His side B is amazing, it snaps to the ground and it ends with a kick (also like Project m..lol). The kick is a little different from the project M one though. His down aerial didn't seem too different from Brawl but his bair kick definitely had some extra landing lag. If you down air from high enough you get no landing lag though.
- Sonic does not have the disjointed hitbox on his utilt anymore.
- (*On Sonic's fair*) - I won't say that it has less but it felt like it has a generous auto-cancel window (or maybe it was teching that was happening, I'm actually unsure).
- His ground snapping side-b is so damn cool, and combined with the higher ground speed, playing him actually feels like Sonic!
- His up aerial has a better hitbox, it's wide. His up-smash has KO potential. His side-b ends with a kick. His spin dash is really fast. his side-b clamps to the ground, and zooms at your opponent. It really gives the feel like being a speedy little hard to hit sucker. Unfortunately is bair has a bit more lag if you land during the kick, but his fair seems to have a really easy auto-cancel (or tech?) window.
- Metal Sonic was not in the game.Sonic had a white, black, and then a bunch of shades of blue.

Ike

- Ike feels unchanged. I was never an Ike main so I don't know the specifics but his attacks were all the same general thing, nothing new I noticed.
- Didn't check his colors but he has no alternative costumes, all just recolors of his basic costume as far as I can remember. Ike honestly felt the same as he does in Brawl with faster run speed.

Palutena

- Palutena's smash reach is incredible. Her up smash is the giant pillar laser beam thing. Her side smash moves a bit forward and her wings slap in front of her.
- I would describe her as a "Tank" class if this were an MMO. She's very beefy, and yet somehow still moves incredibly quick. She has good spacing and her recovery is like Zelda.
- When palutena rolls she turns invisible, like she's teleporting
- She has no alternate costume that completely changes her look though, just colors of her current costume.
- I posted a little about her costume color swaps. I think it was black, pink, green, red/white, a super dark violet one, and I can't remember the others. Nothing significant though, just colors.
- Her Upsmash is the one I'm most afraid of. Throws I did not test, but her Upsmash is freaking ridiculous.
- *(Does Palutena call out her attacks, or was that just flair for the trailer?)* She does not.

Robin

- Robin is FANTASTIC. Magic is not slow, when he has his spell book his attack speed is really good. If you use a smash attack in the air IT USES HIS MAGIC SMASHES. If you use a normal aerial it uses his other weapon. Let me reaffirm this. Robin feels AMAZING.

- The alternate costumes for Robin are just gender/hair color swaps (with match tinted robes).

- You could still use magic attacks (b moves) when you lose his magic sword. The magic sword only dictates the properties of his smash attacks only. The magic sword literally recharges in like 5-7 seconds. I'm really not kidding here, you hardly notice it gone mostly but I can see it hurting in a pinch. Use it wisely! He is the only character I know of that can do attacks in the air with smash attack inputs.

- Chrom appears in robins victory pose.

- *(Does Robin just discard his/her tomes automatically once they are used up or do you actually get to throw them like an item?)* It's all automatic.

- He has two swords, the magic and the non-magic one. (Forgive me, not an awakening veteran).

All of tilts are using the physical sword. They have good combo ability. All of his smashes use the magic sword, which has an electric effect.

When in the air, if you use the inputs for a smash attack (and you still have the magic sword available), you will do an aerial that uses the magic sword. If you just typically hit an aerial he will use the normal sword.

You use up your magic sword quite quickly but it regenerates rather fast so it's not like it ruins your tempo. Very fast.

The fire move we've seen is actually a fireball that comes from above robins head and rains down in the vicinity in front of robin. His neutral b shoots an electric lightning bolt straight across the stage.

The healing move is his down b and you would be surprised to know it heals for a LOT (I healed for about 20%) and it stuns your opponent while you heal. It has a start up though so it's not as easy to land as any regular grab. I can see Robin being a PAIN IN THE *** to people who can't avoid getting caught in it. Unsure if you can force break it from slapping buttons, I only played AS him.

His up b jumps up a bit and shoots wind slicers down. Important to note it's actually not straight up, he jumps up and slides slightly to the side in the direction you're facing THEN shoots them down, so it can be a ground option too.

- *(question about Robin's tomes running out)* - I do remember that being mentioned when he was revealed but I honestly don't remember losing the tome while using Robin. I definitely would lose the Magic Lightning Sword and it would come back after a bit but I don't remember losing my tome special attacks (b moves). I knew there was some stuff about the color of the tome and what not, it's unfortunate that I couldn't attempt to fully explore those mechanics, but I never

remember being "out of gas" with his magic b moves. I can't imagine what his b-moves would be replaced with anyhow when you think about it.

Villager

- Villagers up b is the most overpowered recovery I've ever seen.

Shulk

- Shulk has amazing spacing options because his Monado reaches so damn far
- Shulk's standing A is a 3 hit combo.
- Shulk's up B is a TWO PART combo. You can choose to do the second part by inputting B again. Basically he swipes up like dolphin dash, if you hit B again, he will do a swipe in front of him and send the opponent flying.
- His smash is sort of like Palutena, except a much smaller pillar of light coming from his monado
- I think his running dash attack is just a sword swipe
- Shulk lunges forward and swipes down with his forward B into the ground.
- When you press neutral B, it changes the insignia. You can't change when rolling, unsure if you can when attacking.
- His bair - he shoves his sword behind him without even turning around, like under his arm.
- Shulk's second jump is a somersault. Feels funny. All his smash attacks have a strange millisecond-ish load-up time before they come out. The Monado powering up or whatever.
- Shulk has the underpants alt we all know about, rest are recolors
- (*on switching modes*) - You pre-select the mode you want to switch to by a giant emblem that kind of overlays Shulk. It sort of flips through them, when you find the one you wanna use you activate it, There is a small animation involved with switching.
- His sword has incredible range. He plays similarly to Ike in terms of his movements but a wee bit faster. Do not misinterpret this as me saying he's a clone

of Ike, he's a completely fresh character, but I have pretty high hopes for Shulk. His Up Smash is similar to Palutena's but a bit smaller, his fsmash has a ridiculous hitbox in front of him. Changing to certain monado stances will make him faster, or stronger. Shulk is such a magnificently deep character it's almost mind-blowing to think what his top players will do with him.

- Also, Shulk's Monado stance changing is done by pressing B to flip through the different stances, then confirming which one you want to swap to. There's an animation for it, but it's short. He just goes "hiyah" and pumps his sword and he changes color.

- *(How do the inputs work? If you use B to flip the stances, how do you confirm? How many of them did you try out?)* - I've been avoiding this question because I'm not 100% fully tested on Shulk. I played as him 3 times and still don't fully understand how to properly control his stances. I am going to return tomorrow and have this as a point of priority for experimenting with.

Marth

- Marth double fair is not possible.

- Marth has an Orange Skin

- His counter has KO power now. I can confirm this as my pants are still wet from the moment when that poor Bowser attacked me while clumped up on everyone.

- Marth is quick on his feet, but his hitbox is nerfed and he cannot double fair in a short hop.

- Marth feels very nerfed. His range seems even worse than in Brawl (I was whiffing fsmashes like crazy and I'm pretty good with tippers). Aside from his range and no ability to double fair he seems mostly the same, aside from running faster. It's his range that REALLY feels kinda killer to his melee/brawl play style.

Tippering with Marth seems to require your opponent to be a lot closer than ever before, it seems he won't be as much of a spacing monster as he's always been.

This can't be overstated enough, his range feels significantly shorter (by significantly I mean that it's noticeable. It's all relative of course), and seems to be his most notable nerf. Spacing his tippers seems to be considerably more skill-based due to the range needed.

Zero Suit Samus

- ZSS comes in dark blue, grey, green, black, and red.

Link

- Link has a costume with like red markings under his eyes. It looks nothing like link... But his eyes are whitened and has red markings and he's dark colored clothing. There's also a white and blue link.
- Fierce diety link IS in as a costume.
- Link is faster. I especially noticed his fsmash 2-hit combo being quicker.

Toon Link

- Toon link has the four swords colors + old style link color, the black with red eyes.
- There is no island toon link costume.
- There was a costume that looked similar to his "old" costume. A "greyish" dull green tunic with brown undershirt. Another that mimiced his old look from link the first zelda.

Pikachu

- Pikachu has a hat with sunglasses on the front costume, and a fighter headband (red and black colored I think).
- Pikachu also has a black & yellow backwards hat costume
- (*On whether Thunder can still KO higher up opponents*) - Not by stage roof no, thunder now has a peak height in the form of a cloud thing. If you get hit by thunder near the cloud, it is a meteor smash. So possibly downward KOs sure.

-Pikachu's electricity hitboxes seem to create (like his fair, dair) more hitstun, it felt like Smash 64 version of those attacks.

- His tail uptilt is legendary.

- His bair is still kinda...eh...awkward to do with a bad landing lag but it didn't feel any worse than brawl. Quick attack is kinda tough on a circle pad (it was for the small time I played pikachu).

- Pikachu does amazingly with pivot cancel forward tilt, the kick comes out really fast.

Mega Man

- Megaman has a green/orange costume, and white/red costume, a blue and white costume.

- No helmet-less costume, sorry.

- I did play Megaman and I wasn't super impressed with him. He seems like a zoning character which I am never a big fan of playing. I can see a player being really annoying with him when pushed to his limits though.

Fox

- Wolf deconfirmed. Fox has an alternate skin that looks exactly like wolf. He's gray fur. Purple eye device and grayish clothing. It's the only skin that changes foxes fur. This is only a color, NOT a costume. It's not dark fur. It literally makes fox GRAY. The actual color. A light gray. Essentially, his fur turns completely grey, and the color of his costume turns to a grey with purple linings. I repeat it does not simply turn his fur "dark". It's actually more of a light gray.

- Again, it doesn't make his fur darker. It makes it straight up gray. In fact the tone of gray is actually lighter than his brown fur. It looks utterly unnatural. Everyone around immediately said "YUP WOLF IS CUT" when I showed it to them. It was so obviously contrasting to the rest of his alts it just seemed obvious it was an attempt to recreate wolf.

Pit

- Pit's side b fist has a bad lag if you whiff, big KO power if you hit at higher %s
- Pit's fist is pretty neat, it does a ton of damage. Sort of like Little Mac's KO move if you hit someone with high %. It has a TERRIBLE lag on it if you whiff though. Don't miss. His recovery is obviously very nerfed as he cannot fly but it's fine.
- Pit does not have a Dark Pit costume.

Charizard

- Charizard can be purple, yellow, red, grey, dark red, blue.
- Flare blitz reminded me of Meta Knight's forward b drill move.

Kirby

- Kirby has a "naked Metaknight" alternate

Diddy Kong

- Diddy Kong only gets 1 banana, if you pull another, it disappears.
- Diddy has no alternate costumes, just color swaps, unfortunately.

Captain Falcon

- Captain Falcon still has his knee of justice by they made it have HUGE landing lag.

- (*Question on the topic of Falcon's knee sweetspot*) - Hm, this is a really specific question that is tough to answer as I only played him once and just tested his landing lag, mostly. The difficulty of landing his knee sweet spot? Hard to say. I did land one though on my opponent. I don't know if it was difficult to do or not, though. His knee does a lot of damage now if you nail it.

- His knee hurts like a ***** but the landing lag is GINORMOUS. The fire uppercut seemed like a combo starter. It didn't have much knock back but kept the enemy close while letting you close in on them and get a few hits of damage.

- Captain falcon felt rebuilt. Same general moveset but his physics were given a total make-over (a lot of characters actually, like Peach). I'd say his handling felt more like brawl but his moves had better hitboxes and his knee is re-goddamn-tarded damage at the risk of insane lag.

I noticed his up-air is not as spammy as in melee. It was kind of given the Marth treatment (fair nerf).

- Stomp has pretty bad lag too if you land on the ground during it.

Little Mac

- Little Mac has 16 costumes!

- He has 8 costumes for his fleshy self, and 8 costumes for his wireframe

- (*Question asking about sweatsuit colors other than pink*) - I only remember seeing the purple/pink-ish sweatshirt on all of the costumes both wire-frame and flesh.

- (*You mentioned that Little Mac has 16 costumes: 8 for the original and 8 for his Wireframe version. What were his costumes like as Wireframe Mac?*) - Mostly changes to his boxing gloves, and a couple with the pink-purple-ish hoodie on.

Yoshi

- Black Yoshi is in.

King Dedede

- His final smash ends with him driving his hammer in to his opponent like it's the fist of god, it's so over done it's silly. I don't really remember to well the first bit of the animation, I only caught the end of it.

Greninja

- Greninja is a great character with (I feel) a high skill cap. Great zoning. Good mobility. The shadow sneak I can't get enough of. Pretty light though.
- Greninja feels like one of the stronger characters. His footsies to me is really strong because of his zoning abilities and his unique moves. It's really hard to mind-game a Greninja.

Olimar

- He has 4 skins of Alph, and 4 of Olimar, totaling 8 alternate costumes. Alph is 4 out of 8 of Captain Olimers costumes. Like, an actual Alph model.

Sheik

- Sheik...feels like a melee character in Smash 4.

Mario

- The "America" Mario was there. I don't remember any other ones that stood out nearly as much lol.

AMA answers that didn't pertain to a specific character

Was shielding the only option of dash-cancelling?

As far as I could tell, yes.

What was the lag like after throwing an opponent? In the E3 build, throws were too laggy and launched the opponents just barely too far for any kind of follow-up. Has this changed at all since the E3 build?

Follow ups are still possible.

In the E3 demo, all characters had only one victory animation. Can you confirm if that's still the case?

I stamp through the victory poses, the only victory pose related thing I noticed was that chrom shows up in Robin's victory animation so I'm actually completely unsure of this. I'm sorry.

Did you happen to catch a glimpse of any new Assist Trophies which you don't remember seeing from Brawl? I don't imagine there will be but it'd be nice to see any unannounced ones.

One thing that caught my attention was an Advance Wars assist trophy. The little 16 bit advance war sprites come out and march at your enemy with the tanks and stuff. It's funny.

Did you see/experience anybody exploiting the trump mechanic as an edgeguard, like popping somebody off right when they grab the ledge, then jumping off and attacking them? In general, what characters seemed like they had a good edgeguarding game? Thanks again, sry I posted this a few times but you're the man for doing this!!!

Hell yeah I did! I was playing Robin and somebody trumped me from the ledge, and I had magic sword active, I immediately went in to a air-fsmash and nailed the kill.

Do characters only have one victory pose still?

I pretty much clicked through all the victory screens to get as much actual play time as possible while the clock was ticking so I didn't notice much about the victory poses >_<

Did you noticed someone spamming air dodges and shield and how punishable is it?

If you air dodge in to the ground you get punished for it. It's not like holy cow bad but in a top tier match probably a fatal thing to do.

Do you think you think this game will reward aggressive play?

So this is a pretty tough question to answer so early on but...

The off-stage game **will** be more aggressive once people get comfortable with the new ledge mechanics. There is some crazy stuff going on with off-stage/ledge mechanics in Smash 4, and we've yet to even scratch the surface.

As for neutral game, the running speed is so high, so we're already off to a good start. Rolls are really strong, and tilts have amazing combo potential.

The only thing I'm a little miffed about are blast zones being a bit too big. This leads to characters surviving at rather high %s, leading to matches lasting maybe longer than they should. However this doesn't seem to affect the neutral game, it just means I think we should be starting with 3 stocks.

Attacking a shield seems much safer than before, and with rolls being strong it's easier to maneuver without worrying about getting caught. The

interesting hit-stun in smash 4 seems to allow you to land a tilt or a combo opener without worrying about getting jipped simply because the other player is spamming a.

That's the one thing about Brawl I dislike, how the opponent is just NEVER too stunned to hit you in the middle of a combo, and that was definitely not present here in Smash 4.

So overall, I think aggressive play is being fervently supported with the tools we've been given, but I do feel slightly concerned about match time due to long stocks because of wide blast zones. This can be addressed through lessening stocks at worst.

Does your momentum from Dashing/Running transfer over when you jump like it did in Melee?

No.

You say the game felt like PM. That's the best news I've heard in awhile. Can you elaborate more on rolls' viability. And any other "competitive" components to the game? Also, are ledges less magnetic than Brawl?

Goodness, way less magnetic than Brawl. Our first thought was that the ledge felt like Melee. I managed to catch a tiny snap at one point, but it was tiny. Ledge snap is definitely nerfed, as I've stated before though.

I noticed that some characters have better rolls than others, and some also have interesting traits.

1. Does the game have anti aliasing? Google it if you don't know what it means.

2. Any framerate differences between no 3D and with 3D?

Also; was there a MOTHER stage? As in, from the whole trilogy.

The frame rate was GORGEOUS 3D on or not.

Such a beautiful game. I also want to say it's much better appreciated on the larger 3DS. It's actually kinda hard to even see your character on the regular 3DS, I was a bit disappointed by that, although I have a larger 3DS, I'm a little concerned for how regular 3DS users will feel about the game when they see that their screen makes them a bit tiny.

You say that low% combos are possible, but low% combos existed to some degree in Brawl -- how low% are we talking? 20%? 50%? Sheik's Ftilt in Brawl, for example, could lock characters until 50% and then the characters would start to go into their tumble state (higher %age and all). Is the threshold 50% where things start to become harder to combo? Also, would you say that there's a chance to combo into a finisher at higher %s?

That's a good guess. I was going to say after around 60% your opponent seemed to start flying a bit far, giving you little room to miss frames on a follow up before your hit stun wore off.

One other thing, did you notice if you could DI normally at low%s? In Brawl, you couldn't DI during the non-tumble state and that's what lead to things like DDD's chaingrab being a thing. Is DI'ing reimplemented into the non-tumble state or could you not notice while you were playing?

Chain grabbing is basically now impossible because the throw distance seems to be relatively increased and also sort of lodges the characters too far in the air. DI is definitely in but it's slight. It's definitely there though. Not sure about the timings of tumble state and what not.

Oh and is there any shield drop lag like in Melee? Or, is the shield drop more like Brawl? What about shieldstun? Could you shieldgrab almost everything that hit your shield?

Attacking Shields were a lot safer. It was a real street fighter feel in that you could pressure an opponents shield without it being really cheap, akin to pressuring an opponents block. Shields also break easier so you can't just sit there in shield.

