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-  = Buff
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1.0.0

Grounded Normals

Jab combo

-  Jab 1 jab resets. [Mp4](#)
-  No longer crosses up shields as easily. [mp4](#)
- Jab 1 FAF unchanged (still 21f). Potential for followups on jab reset opponents.

Dash Attack

-  Crosses up shields with early hitbox
- No other apparent changes.

Ftilt

- No apparent changes.

Utilt

-  There is no longer invincibility on the legs.

Dtilt (!!!)

-  FAF reduced to 28F at most.
-  Launches at a slightly more vertical angle
-  Combos into [Uair](#) or [Fair](#) at low %, combos with inward DI at higher %s
-  Less horizontal range
- According to [@RivalZss](#), raw Dtilt killed Pichu from Mario Maker's base at 120%

Fsmash

-  Now able to be angled up and down! Downwards angle looks able to hit pancakes.
[Mp4](#)

- Credit to [@TheEmanos](#)

Usmash (!!!)

-  Kill potential significantly increased.
-  Range decreased significantly. Ultimate's finishing hitbox is about the size of S4's multihits.
 - The finisher is now closer to the ground, so is easier to follow up on.
- Knockback seems unchanged on low (~20% opponents, still an early combo starter/extender)

Dsmash (!!!)

-  KBG 90/50 -> 90/85 (sweet/sour)
BKB 50/40 -> 0/0 (sweet/sour)
-  Stun time and knockback greatly decreased.
-  Damage decreased. 8%/6% -> 6%/5%?
-  Aerial opponents receive drastically less stun time than grounded ones
- The stun time seems more greatly affected by opponent's percent and charge time.
- No longer treated as a projectile vs shields; both ZSS and the recipient experience hitlag and shieldlag
- Combos into FJK on midweights at 80%.
 - In [this example](#), It still doesn't launch enough for tumble, so Marth couldn't have DI'd the launch to avoid the FJK.

Grabs + Throws (!!!)

Standing Grab

-  New hitbox on the hand/gun on f15. The whip's hitbox still doesn't appear until f16. [mp4](#)
-  FAF reduced 67f -> 58f

Dash Grab

-  Endlag decreased 72f -> 67f
-  Inability to crossup prevents blindspot from arm reaching past opponent. [mp4](#)

Pivot Grab

-  Endlag decreased 80F -> 60F

Fthrow

- ☒ Damage increased. 8% -> 9%
- ☒ Consistently causes tech situations with DI out around 20-40%
- Animation overhauled into a chest kick.
- Endlag and knockback are approximately the same as in S4.

Bthrow

- ☒ Base knockback increased significantly, no longer possible to followup.
 - Knockback against very low (10) % opponents looks much larger. [Mp4](#)
 - Knockback against less low (~25) % opponents looks closer to Sm4sh.
- According to [Marcpq](#), still possible to combo, but stricter.

Uthrow

- ☒ Knockback greatly increased. Now kills Mario on FD at 195% (with DI). It doesn't sound like much, but it used to not kill until above 250%.

Dthrow (!!!)

- ☒ Damage decreased. 5% total -> 8% total
- ☒ Endlag greatly increased (nearly doubled). 17f -> 30f [Mp4](#)
- Knockback seems unchanged.
 - Knockback against low (~30) % opponents looks about the same.
 - Knockback against mid (~45) % opponents looks about the same.
 - Knockback against higher (~90) % opponents looks about the same.

Aerial Normals (!!!)

Nair

- ☒ Landing lag reduced to 6 frames (from 10f)
- Potentially changed hitboxes (larger or more horizontal) (needs confirmation)
- Knockback seems unchanged against zero, low (~25) and high (~90) % opponents, still a great combo tool!

Fair (!!!)

- ☒ Landing lag reduced to 10 frames (from 16f)
- ☒ According to [Marcpq](#), combos into itself.
- ☒ Animation starts lower on ZSS' skeleton, allowing it to [hit lower](#) without changing its hitboxes

-  Now hits shorter characters when used rising on SH. [Mp4](#)
-  Better for challenging other aerals.
-  Landing Fair2 combos into FJK before Nair does. [Vid](#) (without DI)
 - Probably DI dependant like Nair
-  SH Fair1+2 FF seen comboing into FJK (without DI) on Marth at 60%. [Vid](#)
 - Definitely doesn't combo with DI out
- Knockback seems the same as S4.

Bair

-  Landing lag reduced to 10 frames (from 11f)
-  A new hitbox for the sourspot reaches closer towards her torso, covers the blindspot [mp4](#) (this did 6.7% with the shorthop x0.85 multiplier, w/o the 1v1 multiplier and slightly stale)
-  Range reduced, now strict to the foot.
- Knockback seems unchanged against low (~10~30) and high (~100) % opponents, still a combo extender at low % and a great kill move at high %! Some players report it being slightly weaker, however.

Uair

-  Landing lag reduced to 5 frames (from 9f)
-  Ladder combo is **still** in! [Mp4](#) [Mp4.2](#)
- According to [@NairoMK](#), reduced range
- FAF is **unchanged** (still 34f) (Needs confirmation.)
- Knockback seems **unchanged** against zero (0), low (~20), mid (~40) and very high (~170) % opponents, still a combo move at most %s and a kill move in desperate times.

Dair

-  Landing lag reduced to 24 frames (from 30f)

Zair (!!!)

-  1v1 damage now 6% along the whole whip (no tipper hitbox with extra damage).
-  According to [@ZamasuZSS](#), Zair has significantly less aerial endlag. Now can start combos without being used on landing.
-  Can now reliably hit low hurtboxes such as crouching Pikachu and crouching Diddy. Either the hitbox was enlarged or the animation happens lower on ZSS' skeleton.
 - Credit to [@TheEmanos](#)
-  Aerial lag decreased 60F -> 48F
 - Credit to [@TheEmanos](#)
- Landing lag **unchanged** (still 8f)
- Tether range decreased.

- Still **tethers** quickly and reliably.

Special Moves

Paralyzer Shot

-  Charges to full much more quickly
- Aerial opponents seem to receive drastically less stun time than grounded ones.
- Without comparison to Sm4sh's **stun times**, charging the shot even a little increases stun times dramatically and the stun time is %-dependent. [Raw data image](#)

Plasma Whip (!!!)

-  Received an **entirely new function**: If ZSS holds Special during the move, Plasma Whip will instead launch vertically and towards ZSS, setting up for combos and traps.
 - [Mp4](#)
 - Hitboxes last until *at least* F42
 - FAF of this version is about F61 (old version is 56F)
 - Seemingly less range on this version?
 - The finisher inflicts an electric effect instead of a fire effect
 - Looks good for combos at very low %, bad for combos above high %. (Try trapping instead!)
-  Knockback increased, strong kill move.
-  According to [@Alex is Del](#), now easy to clank with. ZSS recoils heavily.
 - Ike's Nair given as an example of a move it clanked with.
-  Only reliably **snaps to ledge** when used above ledge, takes time when it does snap. [mp4](#)

Boost Kick (!!!)

-  RCO lag removed as a game-wide change
-  Seems to consistently connect more reliably.
-  Grounded version seems like it has slightly **more knockback** than S4 version
-  Grounded Version hitbox shrunk dramatically; only hits directly in front of her. [Tweet](#)
-  Aerial version has slightly **less knockback** than grounded version. [Mp4](#)
-  Landing lag increased. 23f -> 31f
-  Damage decreased. 16.8% -> 16% (finisher does the same damage)
-  Significantly decreased **range** on the first hitbox.
- **WBKB** (multihits) no longer affected by rage
 -  RIP rage jank
 -  Connects more reliably when ZSS is at high %

Flip Jump

- ☒ Overall moves significantly faster. Reaches the apex of the jump and the end of the jump in less time. Returns to the ground faster after flipstooling someone.
 - ☒ New FAF is at most 45F (down from 50F)
- ☒ Now cancellable into the kick after 14F (down from 19F). Kick still has the same startup.
- ☒ FJK is no longer ledge cancellable.
- ☒ Smaller hitbox for the kick. Hitboxes seem more faithful to her real leg.
 - ☒ Players report being able to land the spike hitbox more easily. Likely due to the 'sourspot' hitbox not being as large and taking priority over the spike.

Dodges

- ☒ Spotdodge intangibility 2-15 -> 3-14
- ☒ Spotdodge FAF 25 -> FAF 19
- ☒ Back Roll intangibility 4-15 -> 4-14
- ☒ Back Roll FAF 28 -> FAF 33
- ☒ Forward Roll intangibility 4-15 -> 4-12
- ☒ Forward Roll FAF 28 -> FAF 27
- ☒ Airdodge intangibility 2-25 -> 2-26
- ☒ Airdodge FAF 31 -> 46
- ☒ Directional Airdodge side intangibility 2-19
- ☒ Directional Airdodge side FAF 78

2.0.0

Fsmash

- ☒ Sourspot Fsmash2 significantly weakened

Fair

- ☒ Can now snap to ledge more quickly afterwards

Uair

- ☒ Can now snap to ledge more quickly afterwards

Flip Jump

-  Reduced burial's 'BKB' 60 -> 25; less burial time against low % opponents
-  Increased burial's 'KBG' 140 -> 145; more burial time vs. high % opponents. [Tweet](#)
 - New burial time overtakes old burial time at 74%
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3.0.0

Zair

-  Zair made less 'floppy' in the air, allows it to hit very low hurtboxes while falling. [Video](#)

3.1.0

Plasma Whip

-  Made to connect more reliably

Flip Jump

-  Restored original maximum and minimum jump range. (Nerfed in 3.0.1) [Video](#)

7.0

Flip Jump

-  Burial duration nerfed to always be approximately half the length it was previously. [Google Sheet Comparison](#)

11.0.0

Nair

-  Landing lag increased by 2 frames. 6F -> 8F

Boost Kick

-  Startup increased by 2 frames. 4F -> 6F