

Hey everyone, I'm back with another episode of Optimizing Ivy, this time focusing on Ivy's recovery. Tether recoveries are generally kind of bemoaned in the community for being relatively bad, but there's a lot more to them than most people realize, and often you have a lot more control over your recovery as Ivy than you think. Betch put out a cool guide on how to edge-guard ivy last week, which goes over the basics of how her tether works, so I'm going to skip that and you can read it [here\(link\)](#). Generally speaking, Ivy has one of two goals she's going to tether to the ledge: to either make it to ledge without the other player already occupying it, or to get onstage without incurring the 30 frames of lag from landing in the forced tether hop.

A lot of people like to simplify her recovery to a 50/50, where she can either fade back and tether again if you don't give up ledge or she lands on stage and can be punished, but Ivy has so many more options to make this more complicated and to reverse the situation on an opponent who isn't prepared.

Even before we up-b, ivy has a few things she can do to try and make things easier for her. Because the way to punish tethers is to be holding ledge, let's talk about how to get people off that edge. First and most obvious, if they're just sitting there after their invincibility runs out, you can just hit them, but that doesn't happen very often against good players.

What's usually most effective is to jump backwards when you're at the height of the ledge and throw a razor leaf. It's important to jump backwards or already be far from ledge because the leaf slows down the further it goes, so at the end it's just a stationary hitbox that will catch anyone who didn't refresh their invincibility right before you threw it, and this also makes it basically unpunishable at that range barring DK and Mewtwo who can still just go out and bair you. If the leaf hits, you just reel in and dair them, like so, reversing the situation entirely.

If you got sent high you can also throw out seed bombs as you come down and if aimed correctly they can also knock opponents off the ledge, like so. If you know you have a seed bomb coming down at the edge, you can tether and hang there, like I'm doing here, and just wait for it to hit them before reeling up. The angle you need to send it at depends on where exactly you are, so it takes a lot of time to get a feel for it, but it can come in handy to be able to do this consistently.

Now all of this is relatively easy to avoid if the opponent knows when you need to tether, but ivy's uair and dair allow her to control her vertical momentum in a way that makes this ambiguous, and mixing up coming down fast with uair, falling normally and stalling with dair can really help make it difficult for them to be invincible at the right times.

But say none of this works and you're still forced to tether when the opponent is on ledge, now we're forced into Ivy's tether hop animation and we have a few different ways we can approach this other than just going onstage and taking the punish or fading back and hoping they give up ledge. We can fake them out, or we can go for a suicide.

We can fake them out by looking like we're going onstage or looking like we're going offstage. If we fade offstage, it's generally assumed that we're going to tether again, but we actually have two ways to get back onstage without using a tether. We're only inactionable in the air for 20 frames after the hop starts, so we can actually just air dodge diagonally back onstage after we fade back, a relatively simple option that people forget about. In addition, if we've used both of our tethers it usually seems like Ivy is out of options, but if you input up-b immediately after the 20 frames are up the little bounce you do when your up-b fails to tether is still enough to put you onstage.

Alternatively, we can fake them out by pretending we're going onstage then edge-cancelling the tether hop, which not only makes us actionable but gives us back our double jump and all our tethers. This is done by holding in after the hop, then rolling your stick back slowly, it's hard to demonstrate without a hand cam, but edge-cancelling gives us a ton of options. Most simply, because it looks like we're landing onstage, if the other player tries to get up and punish us then we just fall onto ledge, like I did here: ScraKet "saw" me land onstage and thought he was safe to punish, and I took ledge safely. If they don't bite, and wait on ledge anyways, we can just double jump waveland back onstage and take stage control or we can dair them as they're sitting on ledge without invincibility.

Finally, we have the option to give up on making it back onstage and trade stocks. Given that tether punishes often happen at higher percents, this can be well worth it sometimes, and we have a few ways to trade with them. If we fade back and fall below the ledge just below where up-b's grab box reaches, up-b will come out as a hitbox instead of a tether and you can stage spike the person on ledge like I did here. You can use beam in similar fashion, although this obviously this does come at the cost of beam. Both of these only work if the opponent holds ledge after you drop too low to tether back, since if they roll from ledge at that point they're safe and you're dead, but you have another option on characters with bad vertical recoveries. You can nair as soon as you come out of the 20 inactionable frames and drag them down, fast-falling just before the final strong hit that might help them recover, and they'll be dragged too low to make it back. When you incorporate suicides into your gameplay, it's important to be using them not just after you run out of tethers, since that's when people tend to look out for them, mixing them into your gameplay when you still have tethers left makes people

less comfortable holding ledge against you, especially if you dip low and they aren't sure if you're going to re-tether or stage spike them, and as a result they might just give up ledge to make sure they don't lose a stock trying to take yours.

So the obvious caveat of everything I just said is that if the opponent calls out what you're doing, or has an option that covers both fading on and offstage, then you're in a bad spot, which is the nature of a tether recovery. Take this clip right here, if I fade out I get baird offstage with one less tether, and if I fade in, which I did, I get grabbed, so I have no option to edge-cancel because my opponent was able to cover all of my options before I got that chance, and against some characters your best bet is just to assume all of your options are being covered and DI accordingly. But if you're fighting a character that can't do that kind of option coverage then these tools make their life a lot more difficult. The options covered in this video are intended to make them second-guess themselves, feel scared to stay on ledge too long and at the same time to guess wrong and get up too early, and hopefully they can help you save some stocks.