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Murasa.EXE

Introduction

Originating in Touhou, Murasa is a youkai whose legend involves use of a bucket to sink ships-

Oh, sorry, wrong one. DiveMan.EXE is an antagonist from Mega Man Battle Network 6-

No, no, excuse me. Ahem. Murasa.EXE is a minor antagonist from the game Shanghai.EXE Gensokyo Network, the obligatory 'Touhou fans make fangames of everything' fangame for Mega Man Battle Network. Working for the standard evil internet-related terrorism group ROM (as is the standard flavor of Battle Network

antagonists), she is an autonomous Navi (one who doesn't work with a partner) who attempts to sink the luxury cruise ship the player characters were riding as part of their prize for winning the tournament arc immediately prior.

If you're wondering why I spent so much of that paragraph establishing setting stuff, it's because Murasa.EXE herself doesn't get much time to establish her personality, due to making what we can generously call a 'tactical error'. Unlike the rather upstanding MegaMan.EXE or even her own operator, Alice, Shanghai.EXE can be generously called a 'legitimate businesswoman', or more accurately 'a gang leader by way of having bullied every nameless goon in her local area who tried to cause trouble into working for her', and Murasa.EXE's attempt to sink the ship ruined her plan to stockpile a month's worth of luxury digital food- washing the massive mouth-watering treasure trove she and her lackies had gathered away.

Before she can even begin her per-boss banter, barely getting to confirm Alice's suspicions that she was a ROM navi, Shanghai.EXE interrupts.

"Arms or Legs?"

"...huh??"

"Your arms or your legs. Which would you like me to break first?"

Her standard Mega Man boss rematch dialogue is little better, Shanghai having only slightly more patience for the villainous Navi than before, and being on a time crunch to save one of Alice's friends. Rather than face deletion, Shanghai.EXE decides to leave her weakened but alive since the ROM servers will simply revive her if deleted again- she instead calls in her goons to capture her (Murasa.EXE understandably panicking when the phrase 're-education' pops up), and pressgangs her into working for her from there on as seen in the end credits scenes.

Stats

Air Speed: 1.281 [Wolf, 6th~7th]

Fall Speed: 1.87 [Mythra, 7th]

Ground Speed: 2.255 Initial Dash, 1.971 Run Speed [Bowser, 22nd]

Jump Height: 46 Full Hop; 22.11 Short Hop; 46 Air Jump [Greninja]

Traction: 0.127 [Falco, 13th]

Weight: 104 [Yoshi, 22nd, Heavyweight]

Special: Crawl

Good at short burst movements, Murasa.EXE is a mid-range fighter with a lot of powerful but high-commitment or otherwise flawed attacks. A heavyweight who despite her stature

hits like a superheavyweight. Great jumps and air speed (and acceleration) allow for effective air to air combat, Murasa.EXE rocketing into the air with her jumps to quickly meet opponents.

High fall speed makes juggles and going off stage dangerous for her, and poor air deceleration makes her leaps forward or back more committal than others, but clever use of her strong recovery is capable of letting her go deep with a fast enough aerial- far better off than the otherwise lightweight and linear recovering species she'd otherwise be comparable to. That recovery and her high air speed/acceleration also allows her to recover far more effectively than similar fast fallers.

In terms of hurtbox, Murasa stands a little taller than Princess Peach, but noticeably wider- her stance wide and ready to pounce. Her dodges are notably superb, also- I-frames arriving very quickly, and the window being a touch wider than most, with the lag as she exits the dodge also being ahead of the curve; Murasa literally teleports a short distance, moving as she did around the grid in Shanghai.EXE's Battle Network-like combat system.

Note: This set uses 'Units' for measurements; these refer to the roughly Kirby-sized numbered squares on the Training Stage. The fall-through platforms on Battlefield, for ease of reference, is 3.2 Units long.

Special Moves

Neutral B: Steered Shot

With her free hand, Murasa.EXE reaches back and grasps the ship's steering wheel off of her back, its two halves clicking together in place to form a proper wheel. In a smooth horizontal motion, she sends it spinning through the air like a disk, and another appears in its place behind her shoulders. The wheel is roughly 1 Unit wide, and goes spinning straight forward through the air at slightly faster than Kirby's walk speed. Contact does multiple dragging hits of 3% and light radial knockback, averaging between 2~4 hits depending on the width of the opponent and their weight/damage. It's a fairly simple projectile all told, a little slow to come out in exchange for not being as bad on the end lag side, providing stage control via its presence. It lasts until it's traveled 6 Units.

The trick comes when Murasa inputs Neutral Special again while the wheel is present. A tap will simply despawn it sooner, allowing her use of Neutral Special once again. Holding Neutral Special, however, allows Murasa.EXE to change its direction a single

time mid-flight! With a quick gesture of her free hand- sweeping her arm back and up- the Wheel will seamlessly change direction, retaining its speed and remaining range. Murasa can do this for anywhere within a 180 degree radius, centered on the direction the wheel is moving- so it can't go back, at best taking a 90 degree turn to move straight up or down.

The act of redirecting the wheel or despawning it is very quick, so opponents need to take care when trying to run under or jump over the attack- encouraging rolls or shields to deal with it. Rolls can be predictable, with Murasa having a few ways to punish it on read, and shields force the foe to halt in place for a moment due to the wheel's somewhat slow movement and multi-hit qualities. And of course, Murasa can smack the foe into the wheel once they're past it to act as combo glue, running in with Dash Attack or leaping in with Forward Aerial to send them packing with another hit right as they'd pop free of the wheel's hits.

The option to go straight up or down even provides it some use against recovering foes- toss it out as they get near, and either angle it up or down or let it keep flying forward depending on if they recover high, low, or level to the stage. It won't have the knockback for an early KO this way, but later in a stock it can smack foes just far enough that their remaining recovery options won't cut it- especially in the recovering low scenario where the dragging hits pull them straight down.

Side B: Anchor Shot



Murasa.EXE dramatically points dead ahead with her anchor, wearing a cocky grin on her face. The anchor flies forward, revealing a perfectly normal arm like the other underneath. The anchor comes out a slower than her wheel (enough that trying to use it raw can conceivably catch opponents off guard, but is likely to result in being interrupted). In exchange, it's a little bit bigger than Kirby in each dimension, moves at the pink puff ball's run speed as opposed to his walk speed, and travels 5 Units. The end

lag is also on the longer side, too, though she still has time to try and chase after the anchor once it's deployed.

The biggest difference is what happens when it hits the opponent- a whopping 18% damage and moderate low-angle knockback with good scaling, one of Murasa.EXE's better finishes on opponents at ledge or off stage. Unlike the wheel, it's also able to punch through weaker projectiles without stopping- her own counterplay option to opponents who focus on ranged attacks. On striking a shield, it lacks the cumulative shield stun of the wheel's multiple hits, but does pretty respectable shield damage as far as projectiles go- allowing a potential break if they get too reliant on shielding Murasa.EXE's longer ranged options.

That said, it lacks the the ability to be redirected mid-flight, so she's not likely to spike someone to kingdom come with this attack. What it does do is return to Murasa.EXE. Once it's reached its maximum range of 5 Units, it'll teleport- appearing 5 Units away from Murasa.EXE, lined up horizontally with her in the direction she faces, flying back at the same speed. Once it reaches her or the spot she was when it started its return trip, it'll slip back onto her arm in an animation that conveniently also cancels her out of whatever other attack she is performing with minor lag.

There's the benefit of a boomerang projectile here of course, with the added benefits that she can have it 'snap' to her vertical height when it returns (which with her high fall speed and fast-rising jumps makes being exactly 5 Units from her pretty dangerous). As powerful as it is, though, the projectile is still a higher commitment attack, and doesn't have the same longevity as her steering wheel.

Murasa.EXE cannot repeat Side Special until her anchor is back. If her anchor is pocketed, reflected, or would be blocked by/reappear in solid terrain, a new one appears on her arm when she is not in the middle of another attacking input (so no oddball cancel corner cases to abuse and no stealing her Side Special.). Side Special is also reversible, allowing Murasa.EXE to set up coverage behind herself as she crosses an opponent up or in response to a premature roll.

As an animation note, Murasa.EXE has a good few attacks that involve use of her anchor arm. For those moves, a small, dark gray sphere is visible in her palm during the start up- replaced with a gray anchor during the active frames that functions identically to her usual weapon of choice, which then vanishes during the end lag. She has a few spares for the purposes of sinking the opponent. Speaking of which...

Down B: Anchor Drop

A dark gray sphere that appears almost like a miniature cannon ball forms in Murasa.EXE's free hand, gleeful smile on her face as she winds up and tosses it into the air with an overexhuberant overhand throw, lifting off her back foot. The sphere is

Pokeball sized, and actually hitting someone with the lazy toss does 5% and set weak knockback aimed diagonally downward- the reward just being some extra damage and linking into the main hit of the attack.

Those familiar with Battle Network or my prior SnakeMan.EXE set might be expecting the sphere to be an explosive, but that's not the case. As mentioned above, the sphere can become an anchor, one looking more like your traditional cartoon/classic WW2 shaped anchor than the one she typically weaponizes. It transforms at the height of what would be its arc 2 Units forward and above Murasa.EXE's head, before rocketing straight down at the same speed as Kirby's Down Special and crashing into the ground with enough force to send rubble flying and crack the ground. Get used to these destructive looking effects on her attacks- whether it be an actual ship, a stage, or Gramps or the King of Red Lions, she seems determined to sink it!

This anchor is slightly larger still than the projectile from her Side Special, and a sterling off-white steel in color. It does 20% damage, fairly strong spiking knockback on aerial foes, and will briefly bury the opponent (too weak to really do much with unless you go for the hard read, but a nice bonus if you do).

Unlike her prior specials, the falling anchor part of this move counts as a disjoint rather than a projectile. She is free to move before it comes down, flinching won't cancel the attack once the sphere is in flight, and it's locked in place regardless of how she moves like it would be if it were a projectile, but reflectors and pocket won't work on it- a crucial detail. Just be careful not to let opponents intercept the sphere.

The wind-up to this move isn't too bad, so it's hard to interrupt the attack in general thanks to how fast the pitch comes out. The issue is in ending lag- the time between Murasa.EXE being able to move again and the sphere turning into an anchor is short, with the bulk of the sphere's leisurely flight seeing Murasa.EXE return to her idle stance at an equally leisurely pace, so this is obviously not a move to use when the opponent is upon her unless they're directly in the path of the toss.

Where Murasa.EXE's other specials control a lot of horizontal space (with Neutral Special allowing for flexibility), Down Special controls vertical space with what is basically a Bowser Bomb that doesn't take her along for the ride. It can be a hard counter to short-hops in thanks to its arc, a means to deal with faster airborne foes going over her other ranged options, a way to deal with opponents who are hanging out above or below her and attacking from odd angles, or just something that forces opponents to move out of its area of coverage one way or another.

If they approach, Murasa.EXE has a fairly capable melee game. If they retreat, she is free to approach or utilize one of her projectiles- a returning Side Special could even pop foes into the path of the falling anchor if they try to fade back, and there's something so satisfying about hitting opponents with an anchor so you can hit them with another anchor. Speaking of which, if you're feeling supremely overconfident like Murasa.EXE

prior to her rematch, you can immediately follow up Down Special with... Down Special! The second anchor won't re-bury the opponent since they'll pop up out of the hole, but if you did manage to land the first one, the second one will hit- or the opponent who dodged the first will immediately get a free hit in, but details.

It's also yet another absolutely nasty edge guard tool, one that's more demanding in precision and highly telegraphed, but certain death if it works. Where Neutral Special is better for dealing with foes who haven't tapped all their recovery options or have a variety to choose from, and Side Special is a practical finisher for foes on their last legs, Down Special is an early KO tool that closes out a stock just as the opponent is about to barely make it back.

Between her first three Specials, Murasa.EXE can exert a lot of control over mid-range, threatening with beefy or lingering hitboxes while being free to apply added pressure up close or further away as they do their thing. Their range is a little under-utilized, since the delay in any of her hitboxes getting that far makes them too predictable to play the long range zoning game with; rather it's a means to make zoning her out harder in turn.

Murasa.EXE plays an aggressive game that sees her trying to force a response at mid-range and punish it harshly by closing it after or doubling down on a risky gambit expecting foes to backpedal or go around. Compared to other heavyweights, she also has an easier time getting in, with good mobility and her Side Special presenting a semi-projectile-proof shield she can run in behind, and her last Special serving as an excellent way to break a stalemate.

Up B: Surprise Splashdown



In an instant, Murasa.EXE blinks upward 4 Units and forward 2. If there's a ledge there, she'll even reappear holding on to it. Before anything else, this makes for an amazing recovery option that can bypass a lot of otherwise painful ledge guarding situations and walls of pain, compensating heavily for her fast faller status. It also makes for a fantastic panic button when her shield is getting beaten down, suddenly blipping out of existence mere frames after her shield drops. Combined with what was said about her Dodge earlier, she is shockingly hard to pressure, and very hard to keep out.

There's some strings attached of course, but also a hitbox, both of which we'll discuss. Barring the presence of a convenient ledge, Murasa.EXE isn't alone when she reappears; she's smugly sitting side-saddle atop a very, very large anchor, using the same look as the one from Down Special writ large. It's roughly 2 Units wide and 1.5 Units tall, hanging below Murasa.EXE herself. Without fanfare, she drops, riding the anchor down to its destructive conclusion, where it will embed itself into the ground and create large columns of water around itself, or until it drops her through the bottom blast zone (the one major downside to this recovery). At any point in time during this drop, she can still grab a ledge to cancel out of the attack, anchor vanishing- though its width makes it more likely that it'll hit the stage and leave her to fall normally.

While larger, it's paradoxically less powerful on hit- 18% damage and moderate semi-spike knockback that'll still KO if she goes for the suicide play, but mostly isn't effective for KOs so much as whacking foes away (and possibly reversing a ledge guard scenario). The water columns surrounding her when she hits the ground rise about as tall as the anchor and are 1 Unit wide, giving this move some impressive coverage, but they are sourspots meant more to add some safety to this move, doing 10% and mild low-angle knockback away from the anchor specifically.

That's very good, because Murasa.EXE suffers some noticeable end lag as she casually dismounts the anchor, which dissolves into light blue pixels and vanishes into thin air. Like, pretty dang bad end lag. Missing is opening her up to a world of hurt, and hitting isn't likely to get her any notable follow-ups unless one of her delayed hitboxes are around to stall the opponent further. The sheer coverage and abruptness of this attack make it enough of a threat that the opponent can never get complacent and can never truly corner her, but she can't just throw it out willy nilly.

Of note, she does have one neat trick to bolster her recovery and make this move more dangerous as an approaching tool: Side Special. Fire away, early, and use Up Special as it's about to complete its return trip to escape the end lag/one-way plummet at the end of this move. This can technically allow her multiple uses of Up Special per air trip, but she isn't likely to make it back to stage in situations where three or more consecutive uses would be required or stall out for long due to her high fall speed.

Smash Attacks

Forward Smash

During the obligatory end of Mega Man boss rush (slash Battle Network 'friends we made along the way come to help') scenario, Murasa.EXE stalls the protagonists by controlling a computerized tank with a high pressure water cannon. It seems she's brought that weapon into Smash with her, the turret of her personal ride appearing beneath her, lifting her about 1 Unit off of the ground. Dramatically pointing forward on charge release, the cannon fires a concentrated stream of water, Murasa.EXE taking a moment to cross her arms and laugh at the destruction she's wrought.

This is no FLUDD, the sheer pressure ripping through whatever is in its way as it blows them back. The stream is 4 Units long and widens near the end, the result being a very narrow cone or a particularly tall and thin isosceles triangle laid on its side. The length of the stream does repeated hits of 3~4.2% damage and set horizontal knockback, dragging foes towards its end where foes will take 16~22.4% damage and strong, low-angle knockback that serves as Murasa.EXE's premier KO move. Hitting someone point-blank at the start of the move deals obscene damage- potentially a whopppping 31~43.4% damage, with the later and further away a foe is hit by a move undercutting its damage output (and a particularly late hit might miss out on the main final hit), rewarding Murasa.EXE for setting up for this attack (or getting very lucky).

Murasa.EXE's Forward Smash is one of her slowest attacks to come out and has a long active window where she is completely unprotected- and in fact elevated off of the ground so opponents can strike her with aeriels more easily, just clearing low-hitting attacks that would be poor choices to use in this scenario regardless. The thin hitbox and its low placement can be full hopped over (lower short-hops might not clear it), and the end lag is merely 'okay' in the event they weren't quite fast enough to knock her out of it.

In exchange, she has an attack that can chew through shields, call out distant landings, outlast dodges, pile on heavy damage, and KO pretty early, with some great reach and disjoint to boot. Since entering the charge is where the turret appears (and it is not part of her hurtbox or otherwise something for opponents to interact with), she could conceivably use it against particularly low-hitting attacks with a moderate to long recovery period as an audacious read, but that's pushing it.

More than likely, she'll be making use of her Neutral/Side Special projectiles or delayed anchor Down Special to make an opening, with following up Side Special immediately being a power play (the cancel letting her abort early, but she needs to be considerate of the timing- too soon and you leave the foe damp and damaged but still relatively unscathed, too late you're still liable to get knocked around). The fact that she's lifted up means the anchor will even cover the area above the stream to further complicate evading the attack.

At the ledge, this is limited in use due to the narrow coverage and high commitment letting foes recovering high or low simply go around or grab the ledge and wait until the stream dies down to get over and whack her, leaving her vulnerable to reversals. That said, if you have an opponent focused on horizontal recovery or who isn't very precise when it comes to their vertical ascent recovering low, this is one way to close the stock out fast.

Down Smash

Lifting one leg with a sneer, Murasa.EXE stomps down on release, causing a whirlpool of water to start up around her legs, expanding outwards to catch anyone in a 2.5 Unit wide diameter area centered around her legs. The swirling waters come up to waist high next to Murasa.EXE, then spread outward and crash down as waves- extending to an impressive 4 Unit diameter width but flat to the ground at their furthest point, fading into nothing after as Murasa casually brushes her pants down with her hands.

This little number is a hitgrab, snaring the foe and sending them whirling round and round before shooting them out the way they came. The initial hit does a set 4%, and repeats on anyone not already snared in the tides at a slow, steady rate- meaning shields can block this as per normal for a hitgrab but will be worn down slightly in the process.

Afterwards, the whirling about does multiple hits amounting to 18~25.2%, before inflicting moderate high-angle knockback in the direction they were grabbed from by default.

Murasa.EXE can hold the directional stick while this attack has someone grabbed to instead fling them in the opposite direction, allowing some mix-up potential. This Smash has the fastest end lag of her three- not that that's a high bar, mind- and so she has the ability to follow up out of it with an Up Tilt or Aerial if their DI is poor. With middling start up for a Smash, this can be used as a desperate way to clear space around her, as a finisher to a grounded combo (rarely true, but often close enough), and/or as a means to start another combo in the air.

The ability to hit around herself (albeit low to the ground) and keep the opponent close for a moment before spitting them in the desired direction plays nice with her projectiles and allows for more ledge reversals when cornered, the former a benefit she shares with her grab game (which can make for a neat mix-up between this and her grab of all things).

Up Smash

Murasa.EXE clasps her hands around another one of her dark gray spheres, lifting off one foot as she swings back- the massive anchor from her Up Special forming in her hands as she teeters back and embedding one point into the stage behind herself. On release, she lurches forward and stomps her foot, leaning into the swing as she rips the anchor up from the ground, sweeps it overhead to create a crescent-shaped blur of pain and blunt force trauma overhead, and spears the other tip into the ground directly ahead of her. The digital anchor disperses from the sheer abuse, leaving two holes and the rushing of water in the stage, from which two geysers spurt up and ebb away as fast as they came.

That's a big animation, but we can break this move into three distinct steps. The first is the least impressive numbers-wise but a huge boon: the wind-up for the attack itself has a hitbox as Murasa.EXE heaves the anchor overhead and behind herself, with a hit above doing 7% and modest upward knockback with minimal scaling, while a hit behind does 8% and flinching with slightly exaggerated hitlag and shield stun. This covers a cone directly behind her head down to the ground behind her, and in the latter case can actually combo into an uncharged version of the third hitbox- not the big prize, but certainly an impressive defense that makes that specific spacing against her a terrible idea.

The overhead portion of the swing back won't combo true, but puts the opponent into a position where they have to read when Murasa.EXE will release the attack and dodge/risk an aerial, or spend another jump or their recovery to get out of reach. The

disjoint is mildly impressive, and the second phase of this move has even more, so this is a scary scary anti-air. To say nothing of it coming out of shield against an opponent behind or above Murasa.EXE, or as a surprise cross-up. If feeling particularly spicy, you can fake a RAR (suddenly turning and jumping backwards at a foe to use Back Aerial) and quickly land to throw this out instead.

The actual meat of the attack is the overhead swing; this is a blurry gray semi-circle of coverage with great disjoint, its active frames being a tiny bit sparse as its only major weakness. Contact with most of the circle does 24~33.6% damage and high radial knockback; not as great for killing unless you send them straight up or mostly up from a high vantage point, but enough to punt them back into the air where Murasa.EXE can set up another anti-air option, intercept their fall with an Aerial or Down Special, sick her steering wheel on them, or get ready to trap their landing.

It can be used against grounded opponents, but there's some actual wind-up to this part that makes it very telegraphed against someone at ground level with their full suite of options for dealing with the attack, and its disjoint is merely 'great', not 'Belmont' like Forward Smash or her projectiles. The short window of active frames means she won't be safe against disjointed pokes or projectiles, and even allows short-hop approaches to juke by it with an air dodge inward if spaced properly, which can also conveniently evade the final part of this move.

The spurts resemble the geyser sourspots of her Up Special's landing hitbox, and that's because they're effectively very similar- just way narrower and shorter lived. The first pops up right as Murasa.EXE slams her anchor down, and the other appears as the anchor (and the first spurt) vanishes. 10% and moderate upward knockback are your reward for landing one of these, more a means to add a little safety to what would otherwise be (and still kind of is) long ending lag.

A badly timed air dodge or overly eager attempt to punish Murasa.EXE can put foes right back into the firing line for this move, or Murasa.EXE can immediately pursue with a full hop aerial (with this being a true combo into a few of her options at low damage and more of a gamble at high damage). It also means that trying to shield in front of Murasa.EXE while she's readying this move is a horrible idea, since she'll wipe out a huge chunk of your shield with the resulting 1-2.

Of course dear reader, you're probably not dumb enough to do that. Unless she did as the first section advised and managed to catch you shielding with the first part because you were expecting her oh-so-punishable on shield Back Aerial, in which case you best hope your shield is at full health because it's getting hit by all three hitboxes (8% initial sourspot, 24% uncharged main hit, and 10% geyser for 42%- putting you on the brink of a shield break). Or maybe a wheel happens to be dragging you towards her, but that's

kind of your fault for getting into that position between her back and her wheel after she ran past it to begin with- why would you even try to cross her up at that point?

Animation note: if holding the charge for long enough, Murasa.EXE will take her hands off of her anchor, spitting in her hands and rubbing them together before re-grabbing it (hands blurring back into place early if released during this animation). This is purely a visual gag that happens at random, rarely, and has no effect on her hurtbox while it plays.

Standard Attacks

Jab

Appropriate to the name, Murasa.EXE throws a mean left at her opponent to start her neutral combo off, and ends it immediately after with a right high kick. A bit more to the point than her Smashes, that's for sure.

Continuing with the theme of 'Murasa.EXE is surprisingly hard to pressure', her Jab 1 does a pithy 2% damage and very very light knockback, but otherwise is pretty stellar: frame 2 to come out, frame 4 to fully extend, low ending lag if she chooses to drop the combo there (not enough to be totally safe but enough that she can mix up whether she'll go into Jab 2 or something else), and the twist of her hip to put her weight behind the punch and prep for the next step gives it good reach. A fast poke that can come out of shield to deal with the opponent's own annoying, incessant poking.

Jab 2 is a little slower, but combos true if the opponent didn't happen to shield at that time. It hits for a much more appreciable 7% and modest Sakurai angle knockback that scales slowly- a good ground combo starter that can't quite loop back into Jab 1 (though going for another Jab 2 or performing Jab 1 and surprising them with something else is entirely possible, just not a true combo) and a surprisingly good poke in and of itself- on the slow end for that sort of attack considering she has to go through Jab 1 first, but not horrible, and it bears both good reach and modest end lag (if again slower than Jab 1).

Stopping with Jab 1 or proceeding to Jab 2 is a question of how safe you want to be; Jab 1 into another input allows for some risky plays, while Jab 2 is safe and a decent reward all its own if nothing earth shattering. Jab 2 also has the benefit of being a bit safer if the opponent shielded, the increased shield stun comparative to Jab 1's near non-existent amount more than making up for the slight uptick in end lag. Meanwhile, buffering

another attack after Jab 1 on read can lead to a hard read punish on a spot dodge, while still having a decent payoff chance if they didn't dodge.

Forward Tilt

Stepping forward, Murasa.EXE performs a horizontal swing with her anchor arm, slicing through the air in her best imitation of a swordie. Her anchor deals 13% and modest Sakurai angle knockback, enough that she can approach and threaten with Dash Attack or another Forward Tilt or hang back and use a projectile, but not comboing into anything directly unless opponents are DI-ing in as hard as they can. Late in the stock when the knockback starts to gain a vertical bent, her projectiles can be used to threaten a landing, short-hop Forward Aerial is a threatening follow-up, and foes are positioned well for Down Special (which again won't combo outside of poor DI, but they'll be in a very 'move fast or lose your ass' position).

This has a lot of the usual benefits you'd attach to a sword user's Forward Tilt: good reach, good disjoint in particular, great for poking and for playing footsies, though not to the extent of an actual swordie due to a few reasons. Murasa.EXE has the stats for spacing herself just so in melee, but not the kit for footsies, nor the sweetspot rewards common to the archetype. The move comes out slower than her other options, and the end lag as Murasa.EXE draws back from a slight overextension limits her options from it (as noted above, not comboing into anything) and it can be a little predictable if she keeps trying to stay at that specific range for lack of other fast options that function there.

Used from Jab 1, this is your big pay off in terms of damage (getting 15% off of a frame 2 Jab isn't anything to sneeze at, to say the least) and a 'get off me' finisher for when you want to use one of Murasa.EXE's specials- though you can also play on people expecting that for another attack. Opponents trying to DI in improves your follow-up options, something that normally requires single-mindedly advancing or a bad read on their part, but more likely here with how many options you have out of Jab 1. It being slower than your other moves lets it mix up with her other melee options, catching dodges, but not so great against shields due to end lag and low shield push/stun.

As a final note, this can be angled like most Forward Tilts of its kind, adjusting the hitbox, but not much else about it. The horizontal swing means the hitbox is narrow enough that Murasa.EXE can conceivably shield poke with this, but she has more effective options for that with less risk. This does mean she can utilize this as an anti-air option on someone short-hopping in. It's especially nice if they've got a mix-up that involves using an aerial or fast falling into a grounded input, but it's somewhat exacting for that purpose, and only works against approaches from a low altitude.

Down Tilt

Bracing herself by jabbing her anchor to the ground (or slapping her free hand against it), Murasa.EXE performs a surprisingly nimble and flexible sweeping kick to take her opponent's legs out from under them. A successful hit does only 5% damage and light high-angle knockback, but with decent end lag she can actually combo out of this move into one of her quicker aerals via short-hop (...so Neutral Aerial) or try to lead into Forward Tilt or Dash Attack.

As it has a chance to trip like most similar Down Tilts, she could also gamble on buffering a higher commitment move- specifically Down Smash given Forward Smash is too slow even then and Up Smash's hitbox reaches in front of herself too late, or Side Special. This sweep does have some coverage behind Murasa.EXE, so if she has a foe close to her back she could try for Up Smash or a short-hopped Back Aerial based on that.

In relation to the rest of her moves, this is a poke that's safer than Forward Tilt or raw Jab 2, but better reaching that Jab 1 (which itself is hardly lacking, but is short in the context of everything else she has), being a comfortable medium option. Besides filling that niche, it also serves as a good shield poke option- the low hitbox clipping foes' feet and the low end lag keeping it on the safe side if she misses. It's her default neutral option in melee if the opponent is too far out for Jab 1. Short active frames are its primary weakness, leaving you a little vulnerable to dodges and especially unexpected short hops.

Up Tilt

Reaching over her shoulder, Murasa.EXE again grasps the bisected wheel acting as decoration on her back- this time raising her arm as she flicks her wrist to clasp it. The wheel spins rapidly, circling overhead as it wrenches free of her grasp in three gradually widening, rising circles, then vanishes directly above her. A replacement appears on her back near the end of its journey.

The bulk of this disjoint does two hits on the first two passes of 2.5% damage and light knockback, whose angle depends on where the foe was hit- directly above Murasa.EXE will angle it straight upward, with the angle gradually lowering towards whichever side they're on the further from the 'eye' of the storm they go. On the final circle around, and at the very ends of the circles, it deals 6% damage and modest knockback with the same rules for angle.

Let's start with the good, or rather great: the wheel offers a lot of disjoint, with widening coverage the higher it goes- while short hops in can squeak around the lowest circle, which is about 1.5 Units wide directly over her Murasa.EXE's head, the second and third each widen by 1 Unit and rise by 0.5 Units, so anyone at full hop height or falling towards

her will need to either time their attack exceedingly well to counter the threat to their landing, or more likely, use a dodge or massive disjoint to poke her out of it.

The start lag of the move is mediocre, but the ending lag is very short, and the active frames take their sweet time before ending. This can beat out poorly timed or spaced air dodges no problem, or force opponents to expend their second jump or recovery to get around it- a nice complement to her ledge guarding game for all those folks going high to avoid her many, many ways of punishing going low. She can run in and use this move behind one of her primary projectiles (or ahead of her wheel given its slow speed if she has enough run up) and immediately hit opponents out of their jumps made to clear those projectiles. With slow knockback scaling, it can lead into most of Murasa.EXE's air game, obviously dependent on which direction the opponent DIs in- those who fade away in the direction she faces are better dealt with via a Special input (dealer's choice).

For the bad, it lacks any notable ground level coverage- it takes Ridley standing up for his taunt or otherwise taller than canon cast characters to get caught unless they're inadvisably close to Murasa.EXE, in which case the start up still makes it a poor choice (even if not unusably so). It takes a moment to fully rise, so she'll need to use it a little in advance- meaning a quick fast fall aerial with any notable disjoint can interrupt it before it gets out of hand. Of course, that option leads into the pre-charge sourspot of her Up Smash, so they need to pick their poison.

Unlike Forward Tilt and Down Tilt, Up Tilt doesn't really follow out of Jab 1; it can, however, follow up on Down Tilt or (late in the stock) Jab 2.

Dash Attack

Ducking her head and putting one hand on her hat to keep it from blowing off, Murasa.EXE leans into her run- transitioning into a charge, anchor held forward like a battering ram! Contact with her anchor will deal 11% damage and modest sakurai angle knockback that scales slowly. A direct hit will put Murasa.EXE in prime position to follow into one of her faster moves, thanks to the reasonably low end lag, short-lived burst of forward speed, and the low knockback angle that can even require opponents to tech (though she lacks a proper full set of tools to deal with tech chases, more being a bonus if they flub it).

Slower than Jab or Down Tilt but faster than Forward Tilt, an instant Dash Attack is another good neutral tool in her kit, and a good approaching tool at that- as appropriate for a Dash Attack. Also as appropriate for a Dash Attack, it unfortunately suffers from a poor showing against shielding foes; Murasa.EXE will not pass through shielding foes in her path and thus is vulnerable to a punish- the window wider the earlier into the charge she hit their shield.

That said, she does reasonably well against dodges- crossing up spot dodges and rolls in and being in prime position to punish a roll back, the latter normally being a free reset to neutral to escape some of her nastier tactics. Once she's in, she's hard to get out. Short-hops are also a poor response against this move for a reason we haven't covered yet: the sourspot.

The whole front half of Murasa.EXE's body behind her anchor is a sourspot, doing 6% and light knockback- specifically aimed behind Murasa. While the opponent recovers fast enough that nothing is guaranteed, Murasa.EXE has a few good tools for when she has an opponent behind her- as established in Up Smash. Her Dash Attack's burst movement carries her 1.5 Units ahead, so spamming it isn't a viable alternative to just running, but it'll give you a cross-up in a can if you use it at point blank or on an opponent about to land.

Aerial Attacks

Neutral Air

Murasa.EXE reaches for her anchor with her free hand, prying it off of her other one- which is revealed to be clasping onto a chain feeding into the anchor (that she must've just manifested given the lack of space for such an attachment in there even without her hand). Raising the hand in question up high in the same smooth motion, she swirls the chain around herself three times, then lets it dissolve into blue motes of data as she shoves her hand back into her arm anchor.

The thin chain gets enough disjoint from Murasa.EXE's body to be notable, just falling into the Jab 1 area of 'good disjoint but less than Murasa.EXE can sometimes whip out'. It deals three hits like her Up Tilt- two weak hits of 3%, and a stronger third hit of 4%. The knockback on the first two hits can be described as 'inward', pulling foes in weakly as she moves about to keep them with her as she moves about through the air. The final hit does light radial knockback- perfect for leading into her other, mostly slower aerials in non-true combos. The drag is weak enough that Murasa.EXE can adjust her position to better line up a desired direction, which helps.

Neutral Aerial is great as all-around coverage and low lag, probably one of her safest moves in her entire kit and a standby for any aerial engagement as a result. Hopping out of shield or short hopping in out of Jab 1 are just a couple of use cases, both dragging grounded foes up into the air before popping them away- possibly swatting them into the ground immediately after for fun and profit. Pull foes up into Down Aerial via full hop Neutral Aerial right next to them, drag them down and then smack them back into the air

with Up Aerial, fling them into the path of one of Murasa.EXE's Specials, it is an evergreen glue move that won't do much on its own but gets you ready for moves that do.

Forward Air

Murasa.EXE's anchor (if present on her arm) fizzles away in a flash of little blue square pixels, letting her reach behind herself with both arms. With a similar effect to the small one vanishing, she summons an anchor behind her the size of the one used in her Up Special and Up Smash, held almost parallel to the ground. With a cry and visibly greater strain than in her Up Smash, she swings with all her might, heaving the massive improvised weapon through the air and probably doing irreparable damage to her back that she'll feel late in life.

Long term consequences that shouldn't logically apply to a digital being aside, swinging that thing around is no joke. This inflicts a commendable 15% damage and above average knockback at a low angle, an entirely viable late KO tool on stage and a potential early KO if she lands it off stage- the latter being the likelier outcome given the reduced options opponents have to deal with her there. The arc of her swing doesn't give it a ton of vertical coverage, but that horizontal disjoint is no joke.

Its greatest weaknesses are the low position of the hitbox (allowing foes to escape upward against it if not below her to start), the telegraphed wind-up (lacking stable footing means she's not heaving it as fast as Up Smash, and she's not just dropping it on a fool like with Up Special), and her long end lag as she regains her balance and dismisses the anchor in the same flurry of pixels it appeared in, reclaiming her normal anchor if she dismissed it for this move, and that last weakness is one she has a few means to circumvent!

Side Special bears repeating here for being both a threat to sandwich the opponent between and force them to react to, and a way to cancel her out of the unfortunate end lag. Timing responses around both of these hitboxes is difficult, and will likely require a laggy air dodge or roll back that gives Murasa.EXE time to recover at worst (thanks to the cancel).

Besides that, though, this move has generous landing cancel frames. If she hits the ground while swinging this thing around, she lands on one foot and lets the momentum carry her rather than trying to keep control over the swing, allowing for a smoother turn and reduced lag as she simply does a little spin and flashes a peace sign at the viewer as she lowers her other foot to the ground. Yes, that means this is, in fact, a viable approaching option out of short hop. This can be scarily oppressive against foes who have poor air games, and makes Murasa.EXE short-hopping in enough to provoke defensive responses that she can exploit.

That said, those defensive responses are worth watching out for. A spot dodge will let them punish her even with the landing cancel, and characters with long ranged out of shield option will still have a chance to punish- to say nothing of those who jump. Jab/Dash Attack, Down Tilt, and up-angled Forward Tilt/Up Tilt can deal with those, respectively, and you can also plant your feet and opt for a Special instead. In a close quarters neutral, this can be used after conditioning opponents to expect Forward Tilt or instant Dash Attack, or as a hard read out of shield against opponents expecting Neutral Aerial or trying to follow up with a shield poke.

Down Air

Looking down at her foe, Murasa.EXE aims her anchor straight down and- taking a page from the original Mega Man who is two layers deep into being half the reason for her existence- fires, the anchor flying down toward the ground like his Hard Knuckle Down Aerial.

To recap what that attack shares in common with this one: it's a short-ranged projectile that flies straight down, dealing the most damage at the initial launch (12% compared to 10% after, weaker than Mega Man's version), and coming out very slowly (frame 20, slightly faster but still very slow) but being safe thanks to its range. It spikes foes on hit, being an obvious means for easy kills off stage if she can line up the shot properly.

Unlike Mega Man, she can't drift left or right slightly during the start up- the halt to her fall it applies the first time she uses it in the air also stops her from moving until it's fired as a result, the latter issue applying even to later uses that do not briefly stall her descent. It is a wider projectile than his, which compensates slightly, and moves a little faster- which may sound like a bonus, but the reactable start up means it's just making the timing to dodge that much easier (offsetting the increased difficulty of weaving around from the wider hitbox).

Murasa.EXE also cannot cancel out of her Down Aerial with a double jump. What she can cancel out of it with is a fast fall; obviously a little risky off stage (though she can then Up Special so it's not too bad). On the upswing, that does improve its use as a landing tool by letting her threaten opponents beneath her only to suddenly drop as they try to roll away. In fact, she has quite a few anchor-related tools that are good for landing safely- Down Special, Up Special, Neutral Special being an honorable mention for the nautical themed prop when used on approach back to the stage if recovering high or dealing with an opponent chasing after her after a launch, and now Down Aerial. Guess it only makes sense not to get below someone who can manifest anchors at will.

Back Air

Forgoing her arsenal of naval-themed objects, Murasa.EXE tucks her knees and delivers a flying double kick behind herself, legs pressed together as they extend with as much force as she musters. Her legs are a singular solid hitbox that deal 12% damage and moderate, low-angle knockback- not as strong as Forward Aerial and lacking its huge disjoint, but coming so close in the damage department makes it clear that she does NOT skip leg day.

Note that this is the instant the kick comes out; her legs will linger shortly, the damage and knockback weakening over time- albeit slowly and still doing a respectable 8% and light knockback at the very end. This makes the move a good wall of pain, yet another thing opponents need to watch for while recovering or coming up against her in the air (controlling the air is an important part of naval combat, so I suppose this makes sense).

Back Aerial comes out fairly fast, only a hair slower than Neutral Aerial in fact. As a result, she could easily choose to utilize it on approach- RARing, or quickly turning and short hopping back towards a foe. This is a risky choice compared to the similarly frightening Forward Aerial, though- the landing lag of this move is worse than its already mediocre ending lag, in contrast to her frontal assault option, making it very vulnerable to shields.

Of course, that means she could in theory short hop backwards towards her opponent and then fast fall into Up Smash to deal with their attempt to shield- again, very risky, but the rewards of that have already been established- which itself can be a motivator to never shield when she's jumping backwards at you.

Up Air

Murasa.EXE swings her anchor up, free hand bracing her arm to help keep it steady overhead (that's a dangerous choice right there), then fires into the air above her! This is a two-input attack, the first Up Aerial being the swing, the second the projectile- re-inputting Up Aerial before she starts to lower her arm (so any point during the first 2/3rds of Up Aerial 1's end lag) will cause her to fire her anchor upwards.

The swing itself is one of her fast options in the air, joining the very exclusive club otherwise only occupied by Neutral Aerial and Up Special. It covers from her waist up to above her head vertically, a quarter circle area with passable disjoint.

On hit, it'll inflict 5.5% damage and modest upward knockback; if she's drifting forward, that'll leave opponents in perfect position for the anchor shot, provided they're not DI-ing back. If they are DI-ing back, she can use her second jump to follow forward and use her Neutral Aerial, rise straight up and use Forward Aerial, or wait a little while drifting

forward and Up Aerial 1 again- not a fun position to be in, but potentially the lesser of two evils if their damage is high. Ending on the upward swing is relatively safe, with modest ending lag.

The anchor itself does 7% damage, and moderate upward knockback. It travels straight up to 5 Units above Murasa.EXE at the same speed that her Down Aerial projectile travels down; aside from letting her harrass opponents she recently sent flying upward with Up Tilt, Up Smash, the yet to be seen Up Throw, or Up Aerial 1 with the threat of a star KO, this can also be used to pre-emptively clear the air above where she'll teleport to with Up Special.

Up Aerial 2's ending lag is notably longer than 1's; while not terrible, that does mean that whiffing Up Aerial 1 against an opponent above you leads to a tough choice; break off, go higher to use Neutral Aerial, wait for the window the close so you can go for Up Aerial 1 again, or try for Up Aerial 2? The opponent briefly has the advantage, but you can do something audacious.

This is the last part of her anti-air game, which gives her a fairly good variety of moves and coverage; Up Tilt for a wide area control that lingers, Up Aerial 1 for a proper close-quarters option in the air, up-angled Forward Tilt on the ground for a passable option against short-hops in, Up Smash as a general space clearer and heavy punish, Up Aerial 2 for a finisher against high-up foes, full-hop Down Special for a surprise ranged threat against foes up and away... she's got a robust set of tools for dealing with high flying foes.

Grab Game

Grab

Leveling her anchor forward with one arm bracing the other, Murasa.EXE snickers to herself and stares down her arm with one eye as she aims. As in her Side Special, the anchor rockets off of her arm, but unlike her Side Special, a length of chain trails behind it, Murasa.EXE's hand clenching the other end in an iron grip. With a harsh yank, she pulls the anchor back abruptly to hook a foe with it. On a miss, it flies back over her hand and she stumbles back from the force, obviously a little off guard. If it successfully snags a foe, she makes a quick whipping motion to wrap the chain around them. She stands next to them with her free hand on her hip, obviously amused by the situation.

This tether grab doesn't have the same reach as others of its ilk, in exchange for not being quite as slow- though both are still far closer to its contemporaries than grabs that aren't. This makes for a fairly best of both worlds showing, a grab with better than average reach at the cost of being a touch slow and having very punishable end lag if she misses. Given her other out of shield options, this covers situations where foes with long disjoints and/or lots of shield push from given moves would make her other options miss, or when the foe is trying to bait a response with projectiles or hit and run tactics. By contrast, the start up makes it a poor choice for when the foe is in her face if they didn't severely overcommit, which means this is one of her harder out of shield options to land consistently- but certainly one of her most rewarding.

The pivot and dashing variants of this grab don't merit too much conversation on their own. The former being faster but having slightly better reach as whirls about and sweeps her arm out, the latter being slower as she rears back her arm, but with better reach as her momentum- both in the animation and from her fast initial dash- carry her forward. The former is just another example of Murasa.EXE having good options for opponents behind herself, 50/50ing with a short-hopped Back Aerial in terms of frame data and Side Special in terms of effective responses (I.E, whether to shield or not). The latter is a decent approaching option and possibly the easiest way to land her grab, thanks to the start up happening mostly out of the foe's reach and how abruptly she closes the distance, being just one of several good approach options Murasa.EXE brings to the table. Both have their niches.

Finally, her pummel is... okay. With one hand and her weapon of choice occupied, she opts to just knee the opponent in the gut. It's a steady pace with decent damage per hit, clearing a couple of moves out of her stale moves queue and getting in a little more damage before using one of her throws.

Forward Throw

Murasa.EXE cuts to the chase with her first throw. She draws back with her hand balled into a fist, and as it blurs forward to punch the foe, a new anchor forms around it the instant before impact- shattering and deleting the chain and anchor the opponent was attached to and sending them flying with an exaggerated clang of impact. Ow.

This is a simple throw in animation, not so much effect. By default, this does 10% and moderate base knockback with a steady growth and low angle- a pretty decent KO throw, not great but certainly does the trick if your opponent just won't die. Murasa.EXE herself shakes her arm slightly as if her wrist was strained a little by the impact, but the end lag is low enough that she can be on the move pretty soon after, possibly readying a projectile if this was used early in the stock to apply immediate pressure.

That's if this attack is unangled. Angled down or up, the angle of her punch will change slightly, and the knockback significantly. Either has lower base knockback with the same scaling, and the angle either rises or lowers by a notable degree. Essentially, a down angle hit will force opponents to tech to avoid giving Murasa.EXE a free quick hit after, and up angle can set them into the air where DI-ing in or trying to tech will leave them wide open for an anti-air or short hop aerial. These options on their own are merely okay normally, resets to neutral with a slight edge for Murasa.EXE, but taken together with each other and her unangled throw make for a mean little guessing game the opponent has barely time to register is happening at all. The KO throw version becomes a lot more effective if the opponent doesn't try to DI in, after all.

If they do guess right, well, Murasa.EXE doesn't get much off of it, but she does at least get some clean damage and a reset to neutral.

Down Throw

Murasa.EXE yanks the chain as she rears back with one leg, spinning the foe around once before delivering a standing kick to the gut that sends them sprawling. This deals a solid 10% on hit and light knockback with little scaling. With low ending lag, this has an obvious niche of being her damage and combo throw- they're a little out of range for Jab 1, but Down Tilt and an instant Dash Attack can follow out of it reasonably well.

The scaling doesn't do too much for this move, in fact making it worse at higher percents by putting opponents out of Jab 1 range. Murasa.EXE can then choose to use Down Tilt and flow into her aeries (specifically Neutral Aerial), try for a Dash Attack, or risk opponents escaping the not quite true anymore combo and go for another option that's more immediately rewarding. The close quarters does mean she can attempt Down Smash if feeling spicy, which can work if opponents try to react too quickly with a defensive option

Back Throw

Murasa.EXE seizes the foe with both hands, and with a small 'hup!' of effort yanks them off of the ground and lazily tosses them over her shoulder- anchor and all. This does 5% damage and has mild end lag as Murasa.EXE dusts her hands off like she just tossed a bag of garbage away, but the main draw is that the opponent is still tied to that anchor. This mechanically works like a variant on a bury effect; the key difference is opponents attached to the anchor will fall if not on the ground, descending at Murasa.EXE's normal fall speed until they land or escape.

The bury isn't too strong, but isn't too weak either. It's balanced primarily by the duration/timer running down at 1.5x speed when the opponent is falling. On land, this allows Murasa.EXE to use one of her back-hitting moves (though they are mercifully far enough not to be in immediate danger of her Up Smash's full three hit combo, at most catching the uncharged main hit once at high percentage already- Back Aerial is more notable in this regard) or turn and immediately hit with a fast move for damage or threaten with a slow but strong move. With her back to a ledge, this is the set up for any one of her nasty anti-ledge recovery moves. The duration of the hold dwindles at 1.5x speed while not on the ground, so this alone won't sink someone, but this is still so dangerous that foes will need to be wary of her grab while she's cornered.

Like a normal bury this does pop the opponent upward on release if not hit hard enough to dislodge them, so she could prepare an aerial to hit them as they escape. This triggers the regrab timer, which only starts counting down once the foe is freed- no stun lock or chain grab shenanigans here.

Up Throw

Light gathers inward toward Murasa.EXE's chest, forming what starts as a small blue flickering light, then grows larger and shifts to gold as she goes through the motions of this throw. Yanking on the chain binding the foe and breaking it (nearly tossing the foe to the ground in the process, she draws back her free hand and delivers an uppercut into their chin for 4% and some set knockback to pop them into the air up and away. As the light shifts to gold, she raises her anchor arm overhead and braces it, then fires- the anchor shooting up as an arrow of gold energy in its normal shape! It drags the foe and anyone else it crosses to the end of its 4 Unit range before it bursts, inflicting 7% and moderate high-angle knockback at that end point.

This is an easy ground to air conversion throw, ideal for all her toys that can threaten landings or exert pressure on the sky. Unlike an up-angled Forward Throw, Murasa.EXE won't be getting a combo out of this regardless of the opponent's DI or reads, even before accounting for the poor end lag. What she will get is a free moment to push down the stage after the opponent and prep either or both of her primary projectiles while they're trying to get back down. Later in the stock, she can pursue the foe on the ground and ready herself to leap up toward them where the pinnacle of her jumps will let Up Aerial reach, possibly KOing off of the top- or surprise them with Down Special or Up Special as they try to maneuver their way back down, getting in another solid hit.

The ending lag also means this is one of her better throws if she has her Side Special projectile returning to her. This is mainly a benefit early or that's stage dependent, given her options for pursuing the opponent straight upward can only get her so high without convenient platforms on hand, but cancelling out of her lag can let her pursue the

opponent's position early and then threaten them from below with her air game or Down/Up Specials as above.