

ARMS Character Guide

ARMS, one of my favorite games of all time, is a fresh take on the fighting genre. It seems simple at first glance however the different abilities and stats of each fighter, when combined with the unique properties of each ARM mean that there are potentially infinite ways to mould your own unique playstyle and adapt to your opponent's unique playstyles.

My goal is to give anyone looking to get into competitive ARMS a basic view of what each character is going to play like. One important thing to know is that in ARMS, the arms and gloves you choose have a much bigger impact on your playstyle than the characters themselves (hence why you might hear people saying tier lists don't matter for this game)

Therefore these descriptions are not concrete, set-in-stone laws you must follow, but are general guidelines for what a player is normally doing. With that information out of the way, let's begin our look into the characters of ARMS.

Terminology

Punish - Getting a hit, getting a grab, getting a Rush etc. Everything that makes you win the game

Poking - Basically throwing lots of punches, but strategically trying to catch your opponents movement with those punches

Zoning - Aiming to keep your opponent at a distance, not necessarily as far as possible

Pressure - Swarming your opponent, either with lots of punches, or by getting close to them and overwhelming them where punches and grabs are too fast to react to

Countering - Responding to a missed or shielded punch with your own punch or a grab

Safe - Not in a position to get easily punished

Bait - Tricking your opponent into doing an action that you expect, and can punish

Bully/Cornering - Using movement, punches, armour or other abilities to force your opponent towards a corner which is naturally harder to dodge hit and escape from

Options - All the possible actions a character can do at any one time

Mixups - Putting your opponent in a situation where they have to choose one of many options, or they get punished

Spring Man

Spring Man is the simplest character to understand and can easily fit most playstyles, His Deflect Ring can be used to counter-poke from afar, or force his way in, and his small size and average speed allow him to evade fairly well.

On low health, Comeback is a powerful tool you can use to frustrate the opponent with constant charged punches and pressure that can turn matches around.

Good ARM Choices

With Spring Man, you must be able to constantly change your playstyle on the fly to fit the situation, so you should be willing to switch up your arms frequently as well, and as such, most arms work really well with him. Though some reliable picks are:

- Tribolt
- Toaster
- Hydra

Ribbon Girl

Quick, speedy evasion is the name of the game with Ribbon Girl, as her small size, multiple jumps, and multiple air dashes, along with her quick drops allow her to weave around the opponent's punches.

She can easily leave them open to attack if she keeps her jumps and dashes unpredictable.

Good ARM Choices

ARMS with fast extension times and large reliable boxes work well with Ribbon Girl allowing her to get in free hits, once the opponents miss their own punches. Some examples are:

- Popper
- Toaster
- Tribolt

Ninjara

Ninjara's warps from blocks and in air means he is hardly ever truly in a disadvantageous state. However, his offence is not as bulletproof as it would first appear.

Ninjara must then use his lack of a disadvantage to his own advantage, to move around the stage and stay safe, while harassing his opponent with smart punches that don't leave him open.

Good ARM Choices

ARMS with fast retraction time work well with the Student of Stealth, meaning his punches are as safe as possible, and he can take better advantage of his safe movement. Some examples are:

- Triblast
- Slapamander
- Roaster

Master Mummy

The Grim Creeper lives up to his name, as his devastating grab, super armour and massive ARM girth allow him to slowly push and bully opponents into a corner.

In a corner, you can limit their escape options, by shrugging off normal punches with his super armour while Mummy's own offense becomes un-reactable (when you're too close for someone to react to your punches)

If the situation calls for it, you can also sit back and heal to get down-to-the-wire timeout wins as well as bait unsafe approaches

Good ARM Choices

ARMS that limit and control the opponent's movement or shut down the opponent's offense work well with Master Mummy, by concealing his own low mobility, and forcing them to play at his pace. Some examples are:

- Chakram
- Megawatt
- Nade

Mechanica

The Scrapyard Genius' mech suit can be effective with a similar dominating, cornering playstyle as Master Mummy.

However her ability to be mobile while throwing charged punches allows her to be less stilted in neutral, charge Rush quickly and suffocate the opponent with a continuous barrage of hits.

As Mechanica, it's important to learn to switch between poking at range, and cornering with armour effectively

Good ARM Choices

ARMS that work well with her allow her to take advantage of her playstyle changing between a poking style and a bully style quickly. Some examples might be:

- Triblast
- Bubb
- Parasol



Min Min's dragon ARM becoming permanently charged unless she's knocked down means that she is able to constantly put on mobile pressure, that for other characters would be limited to only a few seconds.

Players should use her deflect kicks to deny knockdowns, while being able to bully and harass constantly, whether up close or at range with her charged dragon arm.

Good ARM Choices

ARMS that put on notable amounts of pressure and control, specifically when charged, fit the Ramen Bomber well, because she almost always has a charged ARM. Some examples are:

- Chakram
- Roaster
- Triblast

Helix

Helix is one of the most unique fighters in this game. Despite his low mobility, his tower mode and puddle forms can make him hard to pin down.

He can constantly poke while dodging in his perma-charged tower mode, and he can duck under most ARMS while in his puddle form. Use his unique evasive abilities to pressure constantly, with normal punches while remaining slippery and hard to hit.

Good ARM Choices

All glove ARMS, and notably the Hydra work very well with Helix, by using a constant barrage of reliable, safe punches that when done in a rhythm, is almost impossible to jump or dash through

- Buff
- Hydra
- Toaster

Kid Cobra

Kid Cobra's main advantage is his mobility especially when charged, and with his quick short hop means he can get charged much more easily than most!

His massive jump distance, charged dash speed and continuous movement with his dashes, while being able to slide under punches mean he can get to close range and pressure, or escape and retreat with a frightening level of quickness.

He excels at pressuring opponents with his speed, and his massive ARM girth, if he stays unpredictable.

Good ARM Choices

He works well with ARMS that take up a lot of space, and give him ways to force defensive options from his opponents, capitalizing on his high damage, speed and ARM girth. For example:

- Roaster
- Popper
- Clapback

Byte and Barq

The Dog and Cop Duo are challenging to push their max potential, but specialize in redirecting focus, and capitalizing.

Barq by himself can provide slight support for with his punches, and can give an elevation advantage through Byte jumping on his head. He can also provide Byte with some mixups and extra pressure with his occasional punches.

However, he really shines by acting as a mobile, one-hit shield. If an opponent tries to take out Barq, Byte can capitalize on their lapse in concentration and punish, whether up close, or at range.

Good ARM Choices

This duo works well with ARMS that can harass and interrupt the opponents movement at range, or provide lots of pressure up close, complementing both of their strengths. Some examples include

- Chilla
- Ice Dragon
- Seekie

Twintello

Twintelle's ability to slow down punches, give her the opportunity to close distances safely by neutralizing the opponent's pokes from range, and being almost impossible to hit at range.

When up close she can efficiently stay on top of her opponent, usually being able to react to almost anything they do. She can easily create suffocating mix-up situations that are almost impossible for an opponent to escape, especially after being knocked down due to her ability to slow down punches, dodge, counter and knock them down again

Good ARM Choices

She works well with Ice arms, that can heighten her wakeup pressure even further, through "Ice Chains", or refreezing your opponent over and over instead of knocking them down whenever they try to punch from being frozen, or grabbing if they try to shield. (Mixups are the key). Some good choices are:

- Chilla
- Coolerang
- Tribolt

Max Brass

Max Brass is the most overbearing character especially buffed up, with super armour, massive ARM girth, high grab damage, long charged time AND a deflect ring!

Brass is perhaps the best in the game at turning neutral situations to his advantage, and keeping it that way, with his suffocating wakeup pressure.

Once he's able to get buffed, his comeback ability is unparalleled as it brings together many of the best tools to pressure up close, or poke at range, in addition to gaining extra mobility.

Good ARM Choices

He works well with most ARMS, especially ARMS that are good up close and can cause knockdowns, where he can pressure his opponent better than anyone in this game, stuffing out counterattacks, while being mobile enough to track movement with insane damage. Some examples are:

- Nade
- Chakram
- Roaster

Lola Pop

The mobility options when shielding give Lola Pop unique ways of pressuring, retreating, and mixing up opponents to create openings.

Her shield-dashes and bounces provide a wide variety of options, that though each individually punishable, can answer any choice from the opponents.

She is especially dangerous at the mid-range where her absolutely MASSIVE option pool means she can threaten in ways completely unique to her. Unpredictability is key to success with the Candy Clown.

Good ARM Choices

She works well with ARMS that keep opponents at a distance, and on the back foot with as few options as possible, where she can almost overwhelm opponents with the sheer volume of possible moves she can make, all of which require different reads and punishes. Some examples are:

- Biffler
- Ice Dragon
- Funchuk

Misango

Likely the most technical fighter in ARMS, Misango can fit almost any matchup. His totem pillar gives him a strong option to stop pressure while staying safe, and poking from behind it. However his true strength lies in his masks.

Red Mask allows him to push and bully opponents into a corner, similar to Master Mummy, while Blue Mask allows him to evade opponent's punches and create openings, similar to Ribbon Girl and Ninjara. Finally Yellow Mask gives him a big incentive to poke constantly, allowing him to charge rush much more quickly, like Helix.

Misango can also use the Yellow Mask to create fear with the threat of an invincible rush, and bait predictable options he can punish.

Good ARM Choices

More so than almost any other fighter, his ARM choice must change to fit different matchups. However, having an ARM that is able to curve around the totem is pretty useful for Misango, such as the:

- Slapamander
- Chakram
- Boomerang

Springtron

The Robot Replica has a unique ability in his EMP wave that, though threatening and powerful, is hard to set up without being countered. This means that a player must constantly utilize his defect ring and the **threat** of an EMP, to deter punches.

When charged from an EMP, Springtron must then use his great mobility, and his constant charge to pressure with charged punches, while being mobile and evasive and creating his own openings.

Good ARM Choices

He works well with Wind and Ice ARMS, which give him the ability to produce an EMP without risk of being countered (Pro-Tip - Electric ARMS don't give you enough time). However he works well with most ARMS similarly to Spring Man. Some good examples are:

- Popper
- Slamamander
- Chilla

Dr. Coyle

Her ability to fly and shield at any time, as well as having invisibility and reduced vulnerability on wake up, make Dr. Coyle difficult to pin down. Her extra arm also gives her powerful poking, and rush-building capabilities.

Coyle's playstyle centers around using her third arm to harass at range until she gains an advantage. She can then use her inherent height advantage, and smooth movement to smother opponents with pressure, while avoiding being cornered herself.

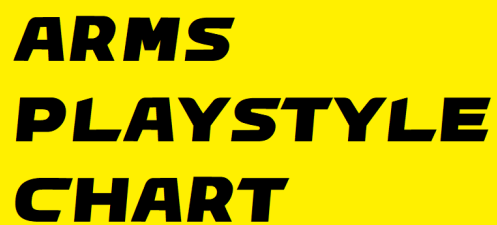
Good ARM Choices

Reliable ARMS that create strong pressure without sacrificing Dr. Coyle's mobility work well with her, as those are her two biggest strengths, with her flight and third ARM. Some examples are:

- Funchuk
- Nade
- Slapamander

ARMS Playstyle Chart

Here's a little thing I made to summarize all this. Hopefully it can help you all. Big thanks to ARMS Central, and everyone I asked who helped out



BULLY / PRESSURE



POKE / ZONE

EVADE

