For New Players

Izaw's Series: Art of Ultimate
Beginner: https://www.youtube.com/watch?v=ta3L35wsE6o
Advanced:https://www.youtube.com/watch?v=UopyuXelF7k
Expert: https://www.youtube.com/watch?v=Fdf0P3UVh90
Master: https://www.youtube.com/watch?v=TVtAwIpeQ7k
Godlike: https://youtu.be/g17gk1_fA5o
Training: https://www.youtube.com/watch?v=DrBWKkO9OeU

How to Move and Pressure
Movement: https://www.youtube.com/watch?v=89Khx4PiL5o
Dash Dancing: https://youtu.be/dE76ge53zcs
Spacing: https://www.youtube.com/watch?v=VgiezpjonSk
Timing Aerials: https://www.youtube.com/watch?v=ZcOBhSU5xS0

DKBill's Youtube Videos on Learning Ultimate
https://www.youtube.com/channel/UCuu6K0QPPrXreZUC-K3AgQw

Why Mashing Doesn't Work in Fighting Games
https://www.youtube.com/watch?v=_R0hbe8HZj0

Learning How to Learn a Fighting Game
https://youtu.be/K6yiszJc6y8

Training Guides
http://bit.ly/2VvzccF
https://www.youtube.com/watch?v=OIaRXOlVV84

Bad Habits of Each Character in Smash Ultimate
https://www.youtube.com/watch?v=TVc7H9RzM2U

How to Beat Characters in Ultimate
https://beatingultimate.blogspot.com/2019/04/

Top 10 Tips to Improve Play
https://www.youtube.com/watch?v=e0dcRO3inBo

Smash Terminology Guide
https://youtu.be/a4Mtj69JuQA

About Air Dodging

https://youtu.be/QWdfvkB43b0

About Shield Jumping

Similar to Smash 4, in Ultimate the 11 frames of shield drop can be canceled by jumping out of shield. In combination with the universal change so that all characters have a 3 frame jump squad animation, means that all characters can get out of the shield dropping animation 8 frames faster by jumping out of shield. This is the fastest way to escape pressure on shield and regain access to options; however, by virtue of being in the air, there is some risk involved.

Note that the balloon physics of knockback, i.e. characters move faster at the beginning than at the end of the knockback, do not only apply to knockback but also to jumps so characters can quickly escape grounded pressure more easily.

More in-depth video explanation
https://www.youtube.com/watch?v=AEMZYynZysU&feature=youtu.be&t=73

About Teching

Teching is the act of pressing shield when coming into contact with either a ceiling, ground, or wall. Much of the mechanics around teching have changed with Ultimate in general with making it easier to tech and removing randomness from teching.

Not everything is techable. The game determines if a hit is techable based on the launch speed. This means that weight is the largest determining factor on whether a hit will be techable as heavier characters will be able to tech more hits and at higher percents. In addition, LSI can be used to make what would be untechable into being techable. Launch speed decreases while flying so the further the surface is from the initial hit, the more likely one can tech when hitting the surface.

Techs on ceilings and walls follow the same threshold when determining if a hit is techable. Hits into the ground have a much lower threshold by about a half, meaning untechables will happen at lower percents on the ground. Spikes on a ground opponent cannot be teched.

The window to tech is larger with 11 frames before hitting a ceiling or wall and even all frames of the recoil, the frames when the character is in contact with the surface. For grounded techs, it can be buffered, meaning that shield can be held during the knockback for an automatic tech on landing.

Footstools are techable.

More in-depth video explanation
https://www.youtube.com/watch?v=Q-ge7VRRWUo

Buffering: The Two Systems

Buffering an action means that the player inputs the action at a time when it cannot be accomplished, then on the first available frame the character will perform the action. In smash, when a character begins a move, they are locked in the animation for a set number of frames. During these frames actions be input for the character to implement as soon as the animation is completed. Ultimate has two buffer systems.

Timed-Buffer
There is a set number of frames before your last action is completed where a player can input an option in order for that action to be performed on the first available frame. In Smash 4, it was a 10 frame window. In Ultimate, the window is 9 frames generally. When ledge snapping the window is 19 frames and during the dash animation its 6 frames.

Hold-Buffer
New to smash with the release of Ultimate, this buffer system allows a player to hold an input indefinitely and the action will occur on the first available frame the character can act.

Example
Corrin's Fsmash animation requires 56 frames so a timed-buffer can occur between frame 45 to 56 of the Fsmash. A Hold-buffer can be input anywhere between frame 1 to frame 55 and will occur so long as the input is held.

Order of Priority
If a player inputs both a timed-buffer and a hold-buffer or two timed-buffers, then the game decides which option will occur based on which action is highest on this list.

When Grounded
short-hop aerial > item throw > roll/spotdodge > grab > shield > special attack > standard attack > jump > taunts > dash > turn

When Airborne
special > item throw > z-drop > zair > airdodge > aerial attack/double jump

Shielding
There are special buffer mechanics for shields. Shields cannot be time-buffered, only hold-buffered. Shield is not canceled when out prioritized, so as long as shield is still held, shield

will still come out after the move with higher priority. There is option to hold-buffer during shield drop frames, only time-buffer.

Some notes for shield stun: tilts, soft item throws, dodges and short hop z-drops cannot be hold-buffered. Shield drop out prioritizes anything that is buffered during shield stun. Grab out of shield stun adds 4 additional frames of delay before the grab.

Videos
Hold-buffering: https://www.youtube.com/watch?v=B-7mABRNbRg
Results of buffering: https://www.youtube.com/watch?v=WTme1Ws6NkQ
Buffering rolls: https://www.youtube.com/watch?v=rlum2WEFRbQ

In-depths thread on buffering
https://smashboards.com/threads/ultimate-buffering-system.465269/

Shielding and Parry Mechanics

The loss of power shielding from smash 4 has brought a new option, the parry, to Ultimate. Whereas power shielding occurred by bringing up shield when an attack would connect, a parry occurs by dropping shield right when an attack would connect.

In Ultimate, the shield comes up frame 1. Once up, the shield is required to remain active for 3 frames before it can be dropped. Dropping shield takes 11 frames before the character can act again.

The 11 frames of shield drop are divided into 2 parts, the first 5 frames are the parry window and the last 6 frames are endlag to shielding. If a move connects during the parry window, the attacker is stunned giving the defender an opportunity to punish. Note that depending on the speed of multihit moves, it may not be possible to successfully parry anything but the last hit.

More in-depth video explanation
https://www.youtube.com/watch?v=8UVniPRRa98

In-depth thread
https://smashboards.com/threads/shield-and-parrying.464662/

Controller Types

The input delay of controller types were examined from button press to when the first frame of the action occurs is displayed. A high motion capture camera was used for the analysis.

Ranking of input speed
1) Gamecube controller
2) Joycon controllers
3) Switch Pro controller

Video explanation
https://www.youtube.com/watch?v=FWqSODoookc

Mechanics of Surviving Knockback

Ultimate follows the same system as Smash 4 as Directional Influence (DI), vectoring, and Launch Speed Influence (LSI) are back.

With DI the direction the control stick is held changes the angle of the knockback. Holding perpendicular to the knockback angle will have the largest effect. Essential to survive vertical knockback to increase the distance to the blastzone.

Vectoring directly decreases the distance of knockback by holding the control sticks opposite of the knockback; however, vectoring is only present with horizontal knockback.

With LSI, the direction of the control stick changes the launch speed of the knockback. By holding opposite of the knockback, the launch speed is decreased the most. This is why DIing horizontal knockback will kill you sooner than no DI since by DIing launch speed increases.

More in-depth video explanation
https://www.youtube.com/watch?v=SS6JJZA6VpM

Ledge Mechanic Changes

Players can still be 2 framed, hitting the character in the first two frames they grab the ledge, in Ultimate. This has become easier to do due to ledge snap detection area being smaller, meaning that players will have to be closer to ledge to snap making not only 2 frames more possible but also straight hits before the snap.

Ledge Trumps, when a player grabs the ledge right after another grabbed ledge which would force them off ledge, are still in Ultimate; however, they are DIable. If trumped, players have the option to DI out to avoid aerial follow ups or DI in and land on stage. Likely means there are no true trump > follow up confirms in Ultimate, players will have to read which options people will use. After grabbing the ledge players have 19 frames before any buffered option starts and all 19 frames are part of the buffer window for a ledge option.

Ledge rolls are faster by four frames than in Smash 4, making it the third fastest option to do from ledge after ledge jump and neutral getup.

Ledge attack is now invincible through the entire start up animation, can only be challenge once the hitboxes of the attack are active.

More in-depth video explanation
https://www.youtube.com/watch?v=-IawgO7GIq8