

## ***Samus MU Flowcharts***

In preparation for the chance I play against IcyMist @ GOML 2023, lessons from my failures and walking away more comfortable than ever before in this matchup

What I know:

Ledge Disadvantage:

- At ledge, Bomb -> UTilt is a common sequence. This is the main outright kill confirm they have, alongside Bomb -> CS.
- **When charging, Samus can release CS on FRAME 3.**
- If Samus is too close (covering roll + neutral getup at the same time) I can getup attack to stuff it, **or even dj zair off ledge if they are just out of dj FAir reach.**
- FAir is Samus' premier air-to-air. It takes a long time and has notable endlag. **If I can airdodge through, I can sneak past safely.**
- When ledge jumping, rising airdodge + drift back may be worth considering, or even just one or the other. When drifting back, BAir can actually hurtbox shift me away from the bomb. This depends on if it's placed slightly away from the tip of the ledge or not.

**Addressing Samus in the corner & her base gameplan of Charging CS:**

- What RiskTKR taught me about the ROB matchup applies here as well. If I stand an initial dash away, I can shoot one Fire Arrow to clank with a small charge shot. I can fire a second one before Samus can release a second charge shot. This places the onus on Samus to move around the arrow/hit me out of it, just like in the ROB mu.
- Samus **can grab me** at this range though, or anti-air with a shorthop aerial (NAir, DAir, FAir, Crossup BAir, maybe ZAir). I have successfully conditioned them out of the Charge Shot, though.
- **Going too close is kinda futile for conditioning? You can still condition them, but getting close enough and shooting an arrow seems to have the same viability as going all the way in...** They do different things, but the payout feels close enough. Sometimes you'll have to go the distance tho.
- Once they start grabbing/jumping in, **it's ok to go back to center stage.** Sometimes I might have to go to that 1 dash range then jump

away/dashback. **But sometimes I can just start center stage as a mixup, taking advantage of the zoner player having to do several spacing checks.**

- Also, sometimes I will just have to jump in and tomahawk grab vs Samus. I got a FH landing tomahawk to grab to work. Samus players have the zoner thing just like me, where they will preemptively do some things slightly-less conditionally, because they generally work.

VOD Sifting:

- **The amount of charge Samus has influences the risk/reward of certain options in neutral, like projectiles at midrange.**
- There is an inherent tradeoff in the opportunity cost, **but keeping the charge of CS in mind may have to be done for the mental stack. As that tells you what they can get out of that current charge.** It influences the risk/reward of our options, and thus the neutral.

What are some common sequences in Samus' ledgetrapping, across multiple ledgetrap instances?

- Fh/Sh Bomb -> Drift back to in-between getup & roll distance.

Any other common sequences?

- **Hefty Charge Shot -> Grab at low%s.** This bread and butter is so strong it almost seems as if Samus players could feel ever so slightly uncomfortable if they can't land it. When Samus has higher CS, this is on the table be ready.

How many frames of endlag does Samus grab have?

- **37** on Standing & Pivot
- **43** on Dash Grab

**Remember:**

- Grabbing OOS is not a guaranteed punish on FAir! They might spotdodge it. If they land too close, rip GSA OOS.

**7/21, After Money Matching Sisqui (Lost 1-3):**

- Samus' FAir is a win condition for her.

- I was keeping track of CS charge and when it would beat projectiles, keep it up.
- Covered rolls in, keep it up.
- Sometimes when push back horizontally, Siqui would do bomb out of hitstun. I might have to run up and hit a normal, or weave some arrow/rang.
- **Samus can mix in shorthop air to air scenarios with bair/nair1 or nair2.** The floatiness and air drift make oos unreliable and easily manipulated. Anti-air with bair or NAir preemptively. I've found myself trusting bair.
- A common pump fake/bait with Samus is dash up/charge or flash cs -> **cover roll in** with DAir or dashback CS.
- For floaty airdodges, **chase and trap the landing as opposed to buffering a commitment to frametrap.**
- Samus has easy buttons at midrange but they are insufficient so long as charge shot is pressured (pressure of arrow within 1 initial dash). They all have gaps (grab is extremely committal, DA can be blocked/punished, shorthop aerals have a limited arc of coverage). Her Bair/NAir/DAir can get beaten out, and her FAir can be baited & moved around.
- **This is where I can contain and extend stuff vs Samus.**
- **Tomahawk commitments are too slow against Samus up b oos. Have to tomahawk shield.**
- Samus' getup attack can low profile bounce rang at ledge. It's more consistent to toss straight forward to hit ledge attack.

## 7/22, After playing IcyMist in bracket (Lost 0-3):

- This entire time, I would consciously try to hit Samus out of charging charge shot when in the corner. That is one objective, but I can also utilize the other objective of denying their hits or controlling the space instead of trying to just hit them. **In practice this seems to be a fundamental situation in corner pressure** as I've found myself recognizing this split in decision making against other characters (like ROB, Min Min... those are the obvious ones but it should apply elsewhere).
- When Samus has higher charges of CS that cut through projectiles, it's more reliable to shift toward that objective of not getting hit and controlling space. **Bomb tends to be sufficient for this, as you get a consistent wall to charge**

**shot that lingers if they shield it (bounce off shield).** You can also plant it on the ground & have multiple.

- For hitting Samus out of CS though, Fire Arrow seems to be stronger.
- When sdi'ing Samus UAir, go straight up.
- When pushing to hit Samus (especially with low charge CS), I can also use NAir to clank/jump over CS and pressure. The issue is just that running up then stopping then fire arrowing is too slow sometimes, that's where this comes in.

### **7/23, After playing ARJAY!!! In a money match (Won 3-1):**

- I utilized key points of the notes above in this set, and was able to control space effectively when I couldn't press the advantage. In doing so, I finally was able to **safely** stake myself in neutral, as I could **dynamically** change my option coverage and spacings vs Samus because there were good foundations behind it (being able to hit Samus or play to dodge hits vs Samus out of the corner).
- Inherently by incorporating all this, I actually was able to pressure Samus in situations where she was limited (high jumps). I called out ARJAY's landing habits (Bomb drifts) consistently throughout the set, and even anti-ai'd his double jumps back to stage MULTIPLE times.
- Samus players not only use Bomb to stall, but to zigzag/feint their air drift. One critical one I found is that they'll drift forward towards center stage whilst above a plat, **then zigzag back to the opposite end of the plat.**