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Jigglypuff guide smash ultimate

JigglypuffSuper Smash Bros Ultimate Jigglypuff is from the Pokémon series and is ranked as a B Tier Pick (Good). This how to play Jigglypuff Guide details the best spirits to use and higher stats. This character is in the wing weight class and has a slow running speed, super fast air speed, slow dash speed. You can unlock Jigglypuff by playing as Ryu in VS. Game Mode.Weight Air SpeedFall SpeedRun SpeedDash Speed Super Smash Blog EntryJigglypuff can jump 5 times in the air and can move faster in the air than on the ground. Use jigglypuff's great aerial capability to crush your opponent! If you manage to land the bottom special Balance, you can dynamically launch your opponent. The best character matchups for Jigglypuff in the SSBU, the more reliable counter options Jigglypuff is weak against are Ike and Lucina. However, Jigglypuff is strong against Donkey Kong, King K. Rool, and Bowser.Here you can see the Best Jigglypuff Moves-based boot box (How Fast the Move Is), this includes Neutral, Dash, Tilt, Smash, Aerial and Special Motion Attacks.Jigglypuff Amiibo on SSBUY on AmazonRankedBoostboost can receive commission from Amazon markets. You can learn more about Leveing Up Your Amiibos HERE. All alternative Jigglypuff costumes in SSBUIImages of all alternative Costumes.These are the best primary and support spirits to use with Jigglypuff based on their movements and style of play. Best Jigglypuff SpiritsSpirit NameView total force kicking and air strikes. You can learn more about spirits HERE. You can unlock Jigglypuff from the game VS. Racing, Classic Mode and World of Light Game Modes In Super Smash Bros Ultimate.World of Light Unlock Method - Shiek's Path (World of Light) Cassic Mode Unlock Method - Unlocked by Ness (1st time) VS Mode Unlock Method - Play RyuYou can learn more about the fastest way to unlock Jigglypuff HERE. Guide for beginners Jigglypuff Jigglypuff has a unique style of play unlike any other character in Smash. With its multiple jumps, fast air speed, and powerful air strikes, Puff is an air fighter inside and inside - essentially the opposite of Little Mac. Jigglypuff is known for resting her attack, which is one of the strongest moves in the game. Jigglypuff has several weaknesses though. Mostly, he's the lightest character in the game, so he dies very easily. Paf also dies immediately if her shield breaks. Puff can also fight against sword characters with their big incoherent hitboxes as well against projectiles moving upwards in the air, such as the Belmonts' axe. Basic strategy The general strategy you want to use is to float around outside your opponent's range while constantly throwing out attacks, and then weaving and hitting them with an attack when you see an opening. The long-lasting hitboxes on your nneutral air and forward air will hit anyone who tries to rush and attack you carelessly. You get 6 total jumps jumps grounded jump and 5 jumps in the air), and it's a good idea to get the habit of counting them as you use them, so you don't end up off stage without enough jumps to recover. In general, from outside to the side blast zone, you'll need 3 jumps to recover if you're under the ledge, but two should be enough if you're over the ledge. Puff is fast and mobile in the air, and slow on the ground, so you don't really want to spend much time on the ground. You also want to avoid using a shield as much as possible, especially when fighting opponents who have attacks that do a lot of damage to your shield. Instead of standing around on the ground and shielding, stay in the air and use your jumps to avoid your opponent's attacks, and the air avoids if absolutely necessary. At low rates, there are some short combos that you can use to pile up some damage, and then in the middle percent you can look to start trying to kill your opponent from a combo to rest, or by taking them offstage and gimping their recovery. Puff is one of the best edge-guarders in the game. If your opponent manages to make it to higher rates without dying, you can usually kill them with a rear antenna or a forward crash. Moveset Jab: A key jab, he can hit twice for about 7% damage and knock the opponent off. Tilt up: Hits your back for 11% and hits the opponent in the air. This can lead to combinations and aftermath. A good attack if your opponent crosses, or if you pass your opponent up. Tilt forward: It's an ok forward tilt that makes 12% and can be angled up and down. Be careful using this at low rates because it doesn't hit the opponent too far that could leave you open to a counterattack. Bottom slope: It also makes 12% but comes out slightly slower than the slope forward. This move knocks the opponent away from you, even at low rates, and after about 20%-30% will knock the opponent down. Smash Up: It's not your best crash attack. It does 18% damage, but you fight to kill the opponent with it. Even from the top platform of the battlefield, the lateral crash will kill before that. Smash Side: Best crash attack you for killing if you get the opponent at high rates. He's doing 16% damage. Bottom smash: This is top level when it comes to style. Charging this move is like denision in itself. Other than that, it only does 11% damage and doesn't kill easily. You get invincible on your feet though, making it a good choice for 2-frame when your opponent grabs the ledge. This also strikes on both sides. Neutral Aerial: This is your fastest antenna to come out, does 11% damage, and has a really long-lasting hitbox. Great move for tip-guarding! Top overhead: Hits the opponent upwards for 9%. Falling up overhead (hit the opponent just before you land on the ground) is one of your main combo starters and your best rest facility. Forward overhead: Great attack that makes 9% and has long enough hitbox. One of your main tools as Jigglypuff. At moderate rates, forward overhead will begin to knock the opponent down, allowing you to quickly monitor with another as you hit the ground. If you hit the opponent from the stage with it, you can sometimes continue to hit them with 2 or 3 more in a row, taking them out into the blast zone. Back overhead: Your strongest aerial attack, make it 13%, and one of your best moves kill at higher rates. Down overhead: A good multi-hit drive that can be combined at rest at almost any percent (though not reliably). The final blow of this move will knock your opponent away from you, so you generally want to quickly fall to the ground while using it to keep the last hit from coming out. Neutral special - Rollout: Charge it and then let it roll to your opponent at high speed. Although this is a strong move, don't expect it to work against experienced opponents because it is very easy to avoid. You also run the risk of leaving the scene until your death. I recommend avoiding the use of this traffic in any serious fight. This can break shield if you roll into an opponent armor and then turn around and roll back into them again. Until special - Sing: Jigglypuff will sing, sending waves out of her body that will put the opponent to sleep. In previous smash games, this move was pretty useless, but its actually a very good move now! If you hit your opponent with it, you should have time to either hit them with a smash attack or a rest. This can be quite effective in catching an opponent's landing if they don't expect it. This move leaves you open to a counter attack though, so don't just throw it out randomly. Side Special - Pound: Punches the opponent and hits them in the air. It also does huge shield damage. Use this if your opponent protects you a lot and you may be able to break their shield, set up for rest or crash attack. This attack also stops your aerial momentum, which could be good for confusing the opponent when trying to land. This animation can also extend the horizontal range when you try to retrieve in the stage. Down Special - Balance: The motion that defines Jigglypuff. This move does enormous damage to the opponent and can kill early enough. If it doesn't kill, plant a flower on their head that will continue to do even more damage over time. However, this move is very hard to hit with, and using puts Jigglypuff sleep for a few seconds, leaving it wide open for attack. There's a whole section on this move below. Throws: Jigglypuff generally has no follow-up from her throws. They should simply be used for damage or stadium control. Its pummel is also quite weak (1.5%) But it's coming out fast. Top throw: Pretty much useless. It doesn't do much damage, and it can't kill up to really high rates. Front/back throw: These are useful for or tossing the opponent off stage. They're both 12%. Down throw: Your most damaging throw, makes 14%. Combos Note: all percentages given will vary slightly depending on your opponent. The following combinations work starting from 0% unless otherwise stated Drop up overhead, top slope, up overhead = 27% damage Use this only when the opponent is at 0%. After the opponent is destroyed, the uptill will most likely lose. Top tilt, tilt up, top overhead = 27% damage Use this only when the opponent is at 0%. After the opponent is destroyed, the 2nd tilt up will probably lose. Top tilt, upper overhead = 20% damage Works until the opponent is about 40%. Falling forward overhead, forward slope = 22% damage It can work up to about 30%, but it becomes more difficult the higher the rate. You may be able to follow up with a grab at lower rates, but it's not guaranteed. Drop air forward, bottom slope = 22% damage Similar to the combo above, but hits the opponent further away from you, making it safer. Drop forward overhead, grab, down throw = 25% damage Works up to about 20%. Falling up overhead, up to aerial = 20% damage Starts to work up with a up to about 60%. Rest This is Jigglypuff's signature move, and one of the most powerful techniques in the game. But if you miss, you'll be completely vulnerable for a few seconds. This hit box is inside the body jigglypuffs, so to hit your opponent, you really need to overlap with them somehow, like by jumping on them, and then use the motion with perfect timing. Since Smash Ultimate did so that you can no longer run through your opponent, jumping on them is the most effective way to overlap. You can also use this to catch a roll of opponents as well. Generally you're not going to try to hit the opponent with this move to neutral, but you'll probably usually try to live together on it. Also, you don't want to use it off stage because it will fall to your death. Remaining KO percent: Here are the key KO rates that you'll need to memorize to know when a balance will kill your opponent. These rates are conservative enough to account for stadium selection, DI, and other factors. So you may be able to kill sooner, but I think those safe percent will guarantee a murder. Light weights: 50% Medium weights: 60% Heavy weights: 70% Fall up overhead at rest: Falling onto the antenna at rest is your primary balance combo. It is easy to land on any opponent and kills in moderate Here are the percentages that can generally KO in (Again, these percentages are quite conservative): Light weights: 40-60% Medium weights: 50-70% Heavy weights: 60-80% Down overhead at rest: Down overhead to rest can combo at almost any percent, but not completely reliable because the lower overhead can knock the opponent out to the side. If the final blow of the lower air is connected, then it will knock the opponent off, so you have to fast in order to before being connected to the final hit. The easiest way to do this is to jump, then start falling quickly to the top of your jump and then immediately make the bottom air, then start mashing down-b so that it comes out as soon as the bottom overhead is finished. With some practice you should be able to get it to connect consistently enough, but its up to you if you want to take the bet on a real game. Some people say it's more reliable if you jump backwards towards the opponent while doing the down overhead, but I haven't seen any noticeable difference in effectiveness. Stage Tips on the battlefield, full hops and then air avoid down to land on the lower platforms quickly. Full hop twice then the air avoids down to land on the upper platform. From the ground, your full hop antennas can hit opponents on the lower platforms. A dual full hop antenna will hit opponents on the upper platform. This also works at Pokemon Stadium 1, but most other stadiums will require an extra jump to reach the platforms. Midair Recovery Techniques: With Jigglypuff, you can turn around every time you use one of your midair jumps. This can be useful to turn around to use a rear air. To do this, simply press the control stick in the opposite direction as you move and jump, then press the control stick back in the original direction you were moving. Note that this stops your momentum. Another way to turn around in the air is to just make a back antenna – it will turn you around without losing momentum. Fox-trotting: Jigglypuff should probably always use a fox-trot instead of rushing to the ground. A fox-trot is done simply by starting to dash, then releasing the control stick and starting a dash again while your character is still in the animation boot dash. So if you want to run to the right, you basically just press right repeatedly, not too fast, not too slow. Fox-trotting is important for Jigglypuff to be able to do the reverse aerial rush. Reverse Aerial Rush: This technique is used to make a rear antenna while running towards the opponent. For most characters, you run this with a dash, then pressing the control stick in the opposite direction, and then jumping to cancel the recovery drive. However, Jigglypuff gets the short end of the stick here. That's because Jigglypuff can't really make a reverse aerial rush out of her dash without frame-perfect You can do it from a fox-trot though! Basically, this works from fox-trot, from an initial dash drive while walking, or while standing. This is an extremely important technique when your opponent gets to higher rates and you try to hit a back air on the KO. Page 2 Welcome to Smashboards, the largest super smash brothers community in the world! Over 250,000 Fans of Smash Bros. from around the world have come to discuss these great games in over 19 million locations! Be. Be. seeing our paintings as a visitor. Click here to register now and start your journey in the Smash community! Page 3 Welcome to Smashboards, the largest super smash brothers community in the world! Over 250,000 Fans of Smash Bros. from around the world have come to discuss these great games in over 19 million locations! Right now you're seeing our paintings as a visitor. 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