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Smash bros.tier list

Here are some data points I recorded: +21, +17, +16, +15, down to -10, then the numbers drop even lower. Now, let's look at how characters rank against each other. Characters that rose in rank include S -> S+, A+ -> S, and B- -> B+. No character remained unchanged. Some fell: A -> A-, B+ -> B-. It seems like a few players reacted to these changes, with Thegameandwatch being one of them. As for me, I think it's interesting that Ganondorf was initially ranked low but rose after the introduction of directional air dodge. He still can't catch a break, though! Some people might agree or disagree with Belmont's placement, but they do have their uses in specific matchups. K. Rool is too low, and Mii Swordfighter is still underappreciated due to lack of players using him. Japan has a different opinion on Belmonts' rank, with some even considering them the worst character in the game. K. Rool's character design is plagued by several fundamental issues that hinder his performance in competitive play, despite receiving significant buffs throughout the game's life cycle. His slow movement speed, awkward hitbox placements, and exploitable disadvantage make him a challenging opponent to face. While he has improved significantly since launch, his weaknesses are still evident. The introduction of no-flinch below 100% for characters like K. Rool is considered broken, as it allows for unbalanced combos against faster opponents. A more balanced approach would be to address the fundamental design issues, such as improving movement speed and hitbox placement, rather than relying on buffs to compensate for these weaknesses. K.Rool's nerfs were really frustrating for me during that time, and I'm still upset about it now. It seemed like people didn't even give themselves a chance to get used to his character before immediately calling for nerfs. They complained that he had too many disadvantages, but I think they're just looking at the wrong things. His belly breaking and hat being able to be used against him are pretty big issues. In my opinion, it's always better to err on the side of power characters being a little too good, rather than having them be completely overpowered. This way, you can avoid having a meta that spirals out of control. K.Rool is a great example of this - his design techniques make him feel really powerful, but they also create some huge problems for players who don't know how to use him effectively. I think one of the main reasons K.Rool was nerfed so much was because people were whining about him right from the start. If he still had some of his original moves, like his longer gun suction, I think he'd be a lot higher on the tier list. Hopefully, whoever is doing the balance for the next Smash game will finally make heavy characters scary again. One thing that needs to change is giving them no flinch below 100%, so players can't just combo them into oblivion with their fast and spammy characters. With minimal mistakes, strong characters often struggle to land a hit, rendering extra damage pointless. I agree with this sentiment. Whoever handles balance for Smash has consistently failed to grasp this concept. I recall watching a Bowser player during Melee EVO trying to keep up with the usual characters - that guy was drenched in sweat! Making a character rely on chance for damage is ridiculous, but hey, it's a party game at heart, so it doesn't matter much. To me, Smash has never been a fighter; it's more about having fun. Heavy characters get shafted repeatedly, and it sucks. To be fair, the developers did try to improve things with Smash 4 and Ultimate. Ultimate did a decent job redefining S-ranks as something other than just fast, oppressive fighters. However, online latency has been a game-changer for heavy characters, so there's that. Let's hope they get treated better in the next game. As for Ganondorf's green orb projectile, I think his down-B move should be able to toggle between two sets of three other specials when he draws or sheathes his sword. Alternatively, altering standard attacks might make more sense, but such an elaborate mechanic might be better suited for another character. I feel like Sakurai didn't put enough effort into K.Rool's moveset; it seems like he just copied fan ideas. If only he had spent more time on it! For instance, K.Rool's down-B could have been a transformation that changes all his other B specials' properties based on his outfit. Neutral-B King would be the crown, Pirate the cannonball, and Scientist the electrical nodes. Side-B for each would be a dash move. As well, UP-B in king form should be the giant leap from DKC, similar to DDD; for pirate, it could be the Blunderbuss jet boosting upward, and for scientist, it could be the helipack we have now. He would've been more like a switchblade character that way. I've always thought that King K. Rool wasn't exactly a top priority character, considering he needed a lot of fan demand to get included in the first place. It's sad that his status as Donkey Kong's archenemy didn't carry much weight until fans pushed for it. Anyway, whoever balances characters in Smash has never gotten that if stronger characters can't even land a hit, what's the point of extra damage? I remember watching a Bowser player at EVO trying to keep up with other characters - that guy was sweating buckets! Creating a character based on the chance of doing lots of damage is just silly, but hey, it's a party game, so it doesn't matter. I never thought Smash was really a fighter anyway. It's frustrating that heavy characters get neglected over and over again - especially Dedede and Ganondorf. With K. Rool, at least you can see that there were attempts made to balance him out, even fixing some bugs along the way. He still needs more work, though, to help him avoid exploding so easily. As for Dedede and Ganondorf, they just didn't bother trying to fix their smash attacks' insane blindspots since release - or in Dedede's case, there's an issue with his fsmash that makes it unsafe on hit. Reactions: We're using cookies to give you a smoother experience on Reddit. When you accept all cookies, you agree to let us use them for things like keeping our site running smoothly, making the content more personalized, and understanding how well ads are doing. If you reject some cookies, we might still need others to make sure everything works properly. To learn more about this, check out our Cookie Notice and Privacy Policy. 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