Super Smash Bros Melee Roy FAQ (w/ MookieRah)

by XiF   Updated to v1.2 on Jun 21, 2005

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|              ~MookieRah's and Rebel581's Roy Guide~                     |
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*************************************************************************
Version 1.0- Finished the FAQ and formatting, big thanks to Mookie Rah for
cooperating to make this available on GameFAQs
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*************************************************************************
Version 1.1- Re-sent with "MookieRah" as co-author
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*************************************************************************
Version 1.2- Major updates thanks to Rebel581... he is so awesome.
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*==========================================================================*
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|                             Introduction                                 |
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Mookie Rah
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Heyas all. Since I haven't been around the smashboards for ages like a lot of
people here, it is safe to assume that I need an introduction. I am Jason
Smith aka MookieRah. I am far from the best Roy player out there, and far
from the most knowledgeable person to make this guide, but as it stands there
hasn't been a Roy guide in over 2 years O_o. So someone has to do it eh? I
would like to mention, that this is a guide to help people who are new to Roy
to have a general idea as to how to use him. Don't expect to read this guide
and become an awesome Roy player overnight. Like pretty much everything in
this world, practice makes perfect. Hopefully though, this guide will help
you as you practice with Roy. Please note, that in this guide I will outline
how I play him as well as provide insightful tips from expert Roy players.
Please don't let my guide discourage you from experimenting on your own
though, and be sure to post your thoughts about certain moves/techniques so I
can make this guide a great source of info.


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Rebel581
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This is Rebel581 from Smash World Forums and GameFAQs. I've learned a lot
about Roy in the past 5-6 months and this guide helped me when I started
playing him. I felt it would be a shame for this guide to go out of date with
MookieRah now playing Mewtwo. So I'm here to keep this FAQ updated.

Smash World Forums
http://www.smashboards.com/


*==========================================================================*
|                                                                          |
|                             Useful Terms                                 |
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Super Smash Bros Melee Newb FAQ by mastersword118, cubedude189, and
NintendoAddict7

Cubedude189 did a great job with his newb faq, and a lot of the stuff in here
came from him, I am just redoing it and adding stuff to it now that we can
sticky it. So, without any further ado, I will get started.

USEFUL TERMS

Air Dodge- L or R in the air results in an air dodge. Until a character lands
after an air dodge, he cannot do any attacks or jump, like after most
recovery attacks. You can also influence the direction of an air dodge with
the control stick.

Attack- The A button, B button, Z button, and C-stick all make your character
do an attack. The B button is for special moves, and the rest control
standard attacks (C-stick can only be used in versus modes, and Z button only
in the air.) Samus, Link, and Young Link do not do attacks with the Z button,
instead they shoot their respective grappling items when in the air. Neither
Donkey Kong nor Peach have aerial down B's.

Damage- Each character in a fight has a counter of his own at the bottom of
the screen that tallies his health in points, displayed as a percentage. At
the lowest percentage (0%) attacks will not send your character very far, and
effects like Jigglypuff's sing are easy to shake off. Grabs become harder to
get out of at higher damages, and attacks become much more powerful.

Dodge- A quick tap of down on the control stick while shielding will make a
character dodge (C-stick works also). Dodge times for each character are
different.

Friendly Fire- Another way of saying Team Attack. *You can attack your
teammates too*

Grab/Throw- Every character can grab with Z or L/R + A/Z. Hit A or Z while
holding an opponent to do a grab attack, and then tilt the control stick in a
direction to hurl them in one of four directions.

Smash charging- After initiating a smash attack, you can hold A to hold the
attack, thus increasing it in power. It is automatically released after a set
amount of time, if not manually released.

Taunt- ^ on the directional pad will yield a taunt. Some characters (Pichu,
Captain Falcon) have 2. Fox and Falco can hit back and forth on the d-pad to
call their buddies on either of the StarFox stages.

Teching- When you are tumbling in the air after being hit, you can press L,
R, or Z near the ground or a wall/ceiling, with or without a direction, to
recover faster than usual. Holding left or right on a ground tech will result
in a roll in the direction.

Tilt attack- Holding any one of the four control stick directions, and
hitting A. Some back and forward tilt attacks can be aimed to the diagonal.

?air- refers to aerial attacks in the four directions and neutral. Replace ?

with n, u, a, b, or d to signify which.

ADVANCED TACTICS

Bat drop- Z dropping the bat, followed by an attack that prevents it from
flying off the platform, most often a spike attack. Does a lot of damage in a
short amount of time. Used to get high scores in Home Run Contest

Bat drop combo: Technique used in HRC to rack up damage quickly. It is
performed by dropping the at above the bag, then hitting it with another
attack which will cancel the knockback from the bat and keep it on the
platform. It can also be used to finish the strat. Ex: BD Rest or BD
Judgement 9.

Camping- A method of delaying a kill, most often in an effort to stall out a
match. Projectiles are usually used to help keep the opponent from landing
attacks.

Chain-throw- Continually throwing another character in such a manner as to
prevent them from landing.

Combo- A combo can be either natural or improvisational; a true combo is two
or more hits that register a 'Combo' reading in training mode. In a looser
term, a combo is any set of attacks that is difficult to escape from, and may
do a lot of damage in a short amount of time.

Crouch-cancelling- Holding down on the control stick when hit by an enemy
attack. Up to a certain damage percentage, this will prevent you from being
sent flying, though you will slide back. Also, a crouch cancel counter (ccc)
is crouch cancelling using a character's down-A attack.

C-Sticking- Used to describe the act of using the c-stick to do aerials,
smash attacks, and other things in multiplayer mode.

Dash-cancelling- During a run, pressing down will stop the run.

Dash-Dancing- Quickly alternating left and right on the control stick, so the
character only does the opening animation of the run.

Dash-Dashing- Jamming the control stick repeatedly in the same left or right
direction, so the character only does the opening animation of the run. For
some characters, this will result in a form of movement faster than
conventional running. Some people refer to this as the "Foxtrot."

Dash-jump- Jumping out of a dash, often with a short jump. The character will
usually move faster forward in the air than if it were a non-dash-jump. The
three characters that don't move any faster either way are Jigglypuff, Bowser
and Zelda. Thanks to MaskedMarth for this term.

Directional Influence- The trajectory of an-air character can be influenced
by a control stick direction. The most helpful uses of this technique are
escaping combos and juggles, and for recovery.

Double dash attack- Requires a super scope, ray gun, or fire flower, as these
items do not have a running attack. Do a dash attack holding one of the
items, and while you're doing the attack, hit Z. Your character will attack,
then throw the item.

Double Jump cancel- To stop the upward motion of Mewtwo, Ness, Peach, or
Yoshi's second jump with an aerial attack. This can be demonstrated by having

Ness do two jumps in short succession, followed by a quick aerial attack. Ness should be VERY low to the ground if you do this quickly enough. Thanks to MaskedSheik for this term. Double Jump cancel is abbreviated "DJC."

Edge-guarding- Using attacks to prevent the enemy from recovering to the stage.

Edge-hogging- A character holding onto an edge will not permit another character to do the same. This is useful in preventing an enemy's recovery. The best way to edge-hog is to either wavedash or short-jump backwards onto the ledge.

Edge-hop- A jump quickly following a press of down from an edge-hang will let characters do a short edge-hop. Most, if not all characters can do attacks out of this.

Fast-falling- Pressing down while in the air will make your character fall faster than usual. You can fast-fall out of aerial attacks, air dodges, and failed ^B attacks. Young Link, however, is nearly unaffected by this.

Hyper/Power Shielding- Shielding at the exact instant an attack or item hits your character. Will result in a white flash and the attack not hitting. Projectiles will be reflected.

Ice Climbers' infinite grab- This technique differs from the infinite grab in that you can do it in a 1-on-1 match. Grab with the main character (default=Popo) and hold down on the control stick as you're doing the grab. Keep hitting the A button, so that Popo does his grab attack, and Nana does her down tilt. You can keep this up forever. This can be combined with other Ice Climber grab combos, and because of this fact, it is essentially an instant-KO grab combo.

L-cancel- When L, R, or Z is pressed before you hit the ground, you circumvent the normal recovery time after an aerial attack. Link's aerial down-A L-cancelled will result in his pulling the sword out of the ground faster.

Light Shield- Holding L or R lightly, to prevent shield-stab, or to guard against weak attacks. When used by holding the Z button, light shielding is called Z-shielding.

Juggle- Keeping the opponent up in the air, using ground attacks or air attacks that send the opponent on an upwards trajectory.

Jump-cancel- Jumping out of a dash; can be linked to a grab or an attack. Also used to describe jumping out of Falco/Fox's reflector to bypass the usual lag after the attack is stopped.

Jump-cancel (alternate meaning)- Jumping out of the shield. Yoshi cannot do this. You can then cancel your jump with an attack, such as an up-B or a smash attack.

Meteor Jump- Jumping out of a meteor smash. The key indicator between spikes and meteor smashes is that you cannot meteor jump out of a non-meteor-spike.

Natural combo- Any combo that is built into the game, such as the variations of Marth and Roy's forward B attacks, and also the A, A, A... combo that many characters have.

No-ping hit- Hitting with the handle of a home-run bat, so that it does not

make the distinctive "ping" sound. Sends the target a higher trajectory than than a tip-hit. Thanks to Smashnuke for this term.

Running smash- Dash-cancel, then hit a c-stick direction. You can also grab out of a DC, by hitting Z.

Running smash (alternate)- Only works for up/down smashes. While running, roll to either of these positions, while hitting A. Works best with characters that slide when they stop running.

Shffl'd- This is an acronym meaning "Short-hopped, Fast-falled, L-cancelled." It is basically the most effective way certain aerial attacks can be pulled off, and is a must in competitive play.

Shield dash- Wavedashing out of a shield. Can be followed by anything a regular wavedash can be followed by.

Shield grab- Hitting A or Z while L or R shielding.

Shield shifting- Using the control stick to angle the shield to prevent shield-stab, or provide extra protection in a given direction.

Shield-stab- Attacking a shielded opponent where the shield's leaving a part of the character vulnerable, allowing them to bypass the shield's defense. Thanks to NJE789 for this term

Short jump- While running or standing, pressing the jump button more lightly than usual will result in a shorter first jump. In adjectival form, short jump becomes short hop or short-hopped.

Spike attack- Any attack that sends an enemy at an acute downward angle (less than 45 degrees away from straight down). Many, but not all spike attacks are considered meteor smashes.

Tip-hit- Also called a "tipper." Hitting with the tip of the home-run bat. Sends target much farther horizontally than a non-tipper.

Tipper- In addition to the meaning mentioned above, "tipper" is used as another name for hitting with the optimal range of any of Marth's attacks, said range being any range where there is distinct damage and knockback (the tip). Thanks to MaskedMarth for additional information on this term

Tumble-recover- When a character is in the air from an attack, he/she/it might be spinning around. A tumble-recover is alternating left/right on the control stick while this spinning is going on. This allows stability without wasting a jump.

Turret Fighting- Tactic that is used by mainly projectile characters in which the player spams his/her weapon to its fullest, while staying in the same spot. Falco, Samus, Fox, and Shiek users are known for this annoying tactic, and can be very effective when in the hands of an expert. Thanks to xxxxThe_GoaTxxxx for this term.

Vertkill- Jumping and spiking at the same time, usually by a character already in the air. Some useful ones are Captain Falcon's, Ganondorf's, Marth's down aerial.

Wallbombing- Using the Peach Bomber attack (forward+B) as a smash attack makes Peach pop up a little bit, allowing her to use it repeatedly without losing height. If kept up for long enough, this can be used to stall out time

matches. Discovered by RyokoYaksa.

Wall-climbing- After an Mario hits a wall with up-B, he can wall jump. This can be continued until the wall ends.

Wavedance- Wavedashing back and forth.

Wavedash- Air-dodging diagonally toward the ground, as close to the ground as possible, will result in a movement that abuses the games physics by allowing a player to make themself slide across the ground. Most obvious with Luigi, Marth, Roy, Mewtwo, and Ice Climbers. You can turn around more quickly by wavedashing in the opposite direction of your run, then picking up on the momentum.

Wavesmash- A wavedash, then a c-stick direction.

MISCELLANEOUS TERMS

Disjointed Hitbox- When a hitbox is not attached to the character, such as in Marth/Roy/Link/Young Link's sword attacks and Ness's bat smash. A sword and a leg (such as Captain Falcon's) are going to be affected differently by fire. The character whose knee comes in contact with the fire is going to get hit, but the character with the sword is not, since damage to the weapon (a disjointed hitbox) does not affect the character.

High jump glitch- If a character, moving upwards from a manual jump (and maybe a screw ball thrown at them) gets hit by either Mario's or Dr. Mario's cape attack, they will go almost twice as high as normal.

Hitbox- When a character does an attack, the hitbox is what determines how wide a range the attack covers. It's called a hitbox despite not being shaped like a box for most attacks. Also see: Disjointed hitbox.

Infinite grab- Have 3 characters. One should grab another, and the third should use an infinite natural combo, such as Fox's repeated A, or Mewtwo's B attack (close). The second character should not be able to escape the grab. This is easier on teams.

Lag (also called recovery time) - When a character executes an attack, there is a certain amount of time after the attack is over in which that the character cannot move. This is called lag time. Moves that are "laggy" carry an large amount of lag time. Some examples are Ganondorf's ground forward-B when it misses, and Link's aerial down-A not L-cancelled. Related term: L-cancel

Knockback- Refers to how far a character is sent after being hit by an attack.

Peach Bomber stall- Using Peach's forward-B attack over and over again between the buildings of Fourside. This can go on for an unlimited amount of time, if you don't mess up. This is useful on timed stock matches, when you get ahead by a life and want to stall out the clock. Might not work too well against Peach, Link, or Young Link, because they all have projectiles that can be thrown straight down. Also Pikachu/Pichu might give her trouble with their respective B attacks. This tactic is the reason why Fourside is banned in tournaments. Also see: Wallbombing

Phantom Hit- When an attack hits, but it doesn't move the opponent, and does half of the damage. A sure-fire way to do this is to go to Ganondorf's Japanese HRC, do a full jump, and hit B. (Even though this is sorta common

knowledge, credit to snex for the example)

Priority- What the chances are of an attack taking precedence over another
attack if they collide with each other.

Roy Zone- Different from phantom hits in that the attack doesn't even do
damage, though it hits. Named for the character it most affects, Roy.

Spamming- Continuously and persistently using an attack. Usually used in
reference to projectile attacks.

Startup- How long an attack takes to start. Attacks with high startup time
include Falcon Punch (C. Falcon's B) and Ganondorf's Warlock Punch (B) /
Volcano Kick (tilt up-A). Attacks with low startup time include Fox/Falco's
reflector (down-B), Mewtwo's aerial forward-A, and Mr. Game&Watch's up-B.

Stun- When a character is hit, there is a certain amount of time in which the
player can do nothing. If a character is hit during stun, it's considered a
combo.

Super Jump- Catching Link's or Young Link's boomerang while hanging from a
hookshot (See wall-grapple) will result in a very high jump. Note that this
supposedly works only on certain versions of the game (I think 1.0, and 1.1),
but try it anyways if you aren't sure.

Sweet Spot- Any part of an attack that does more damage, or has a better
effect than other parts of the same attack. Unconditional examples are: Marth
(very tip of sword), Roy (large center portion of sword), the home run bat
(the very tip), and Mr. G&W (the edge of his body). Conditional ones include:
Captain Falcon's aerial forward A, Ness's aerial back A, Zelda's aerial back
and forward A's, and the tip of Ness's smash forward A (bat).

Tiers- A ranking of how formidable each character is at the peak of the
current metagame.

The terms came from http://ee.1asphost.com/thephoenixrealm/ssbmterms.html

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| |
| WAVEDASHING AND ALL THAT STUFF |
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Wavedancing - Wavedashing back and forth. Like dashdancing, this allows quick
movement in either direction without your movements being revealed to your
opponent.

Wavedashing - Air dodging into the ground at an angle in order to slide
forward
quickly. Generally done immediately after jumping. Often abbreviated as WD.

Waveshielding - Holding down the L/R button as you wavedash, so that you slide
forward while shielding. Often used to shield-grab, or advance on attacking
opponents.

Wavesmashing - Wavedashing while smash-attacking. Use the Cstick to smash, as
use of the Control Stick will stop the wavedash.

Above terms from Decadent One's Bowser FAQ.

Below explanations from cubedude189痴 NewB Faq, written by Tobias Xelkythe

Okay. Wavedashing. Jump and immediately (just as you leave the ground) airdodge at an angle into the ground. If done correctly, your character should slide for a bit in his/her landing position and you'll see white smoke. Try it with Luigi on FD, since he has the lowest traction and, therefore, the most noticeable wavedash. Marth and the Ice Climbers also have good wavedashes. Peach and Zelda have the worst. An easier way to WD is directly out of a crouch, but you won't want to rely on being able to crouch and align yourself every time. I suggest only doing it this way perhaps once, simply to see what it looks like. Wavedashing out of a crouch cancel (crouching while you're hit by a smash attack so that you don't get knocked back) can be useful in some instances though... Anyways, for the crouch to WD, tilt the joystick down and to one side. Hold that there, and hit X/Y and L/R at almost the exact same time. You should WD. Bah. Note that the timing for the airdodge is different for each individual character, based on the number of frames in their jump. Fox, who has a 4 frame jump, can WD by pressing X/Y and L/R at **** near the same time. Luigi has 5 frame jump, I believe, so his is rather easy as well. Ganondorf has a 7 frame jump, and there needs to be a tiny but noticeable pause between the jump and the airdodge. Bowser's 9 frame jump takes some SERIOUS work to WD with. Also know that WDing is not just a substitute for a roll. WDing has its separate uses.

Like I said, Wavedashing has many uses... They are for the most part character-dependent, but some general uses are as follows: wavesmashing, waveshielding, edge-hogging, quicker movement for some characters, linking attacks and combos, and mind games. Wavedashing is almost essential to Samus' and Yoshi's games, due to those crappy rolls that they are cursed with. It is also a big part of Fox's infinite combo (Waveshining - Wavedashing out of a shine. Shine, immediately jump up to cancel it, and wavedash). You can also WD backwards or straight down. Also know that a short hop is not necessary for WDing, because the air dodge cancels the jump, anyways... Sometimes you'll need to shorten the distance of the wavedash depending on the situation. I often have to do this with Luigi. If you place the airdodge a few 60ths of a second later than you normally would, your character will visibly jump and then slide for a shorter distance than a perfect wavedash. It's known as triangle jumping.

Along with his ability to completely charge up and down smashes during the WD. This is usually an advanced Samus' main form of movement. Samus has arguably the best WD as it's fast, not too short, not too long, and dead useful. Yoshi and Samus replace their rolls with a backwards wavedash or a single wavedance. WD backwards as an opponent tries to smash you, and immediately WD forwards and punish them.

Recovery: If you WD as you recover from being knocked away from the stage, you'll get some distance and be able to pass through an edge-guarder. You're not invincible when you WD, but it still works a lot of the time. You can also WD straight from the ledge by pressing down to drop from the ledge and immediately jumping and Airdodging at an angle onto the stage. This can surprise people running up to edgeguard and if you use it to pass through an edgeguarder, an attack that hits backwards will put them off the stage. This won稚 work very often, but against lesser experienced players, it痴 quite nice to use. Even against experienced players, you can occasionally catch them off guard with it. It痴 not something to rely on, just something to throw out there to mix things up.

Wavesmashing: Since you can attack directly out of a wavedash, you have alternatives that you will probably prefer over the standard dash attack. For instance, with Luigi, I prefer an up or down smash to his dash attack. Ergo,

WD+Up/Down smash. This way, you get the better attack, and there's pretty much a zero percent chance of you accidentally doing the dash attack. You can also tilt, grab, jump, etc out of a WD, so you have your entire moveset of alternatives.

Waveshielding: When you first learn to WD, you will likely end the dash with the shield up, due to holding the trigger for too long. You will probably want to try and work past this so that it doesn't happen all the time. However, waveshielding will allow you to advance on characters without inhibitions or threat. Decadent's
Bowser, as he says, uses waveshielding against Marth to get close enough to attack without becoming a victim to Marth's range.

Edge-hogging: If you are hanging onto the edge of the stage, no other character can grab onto it. So if a recovering opponent has used all 3 jumps and is hoping to grab the edge and you're already there...they're screwed. If you WD backwards off the edge of the stage, you will automatically hang from the edge. Once you can WD consistently, this is much safer than jumping or SHing backwards off the edge. If you roll from the edge after edge-hogging, you gain a few frames of invincibility, and the ledge is still considered occupied, so this can help evade certain up+b attacks while still causing them to miss the ledge.

Mind games: Simply put, mind games are the game. You want your opponent to do what you want them to. Whether in high-level or just regular play without advanced tactics, you still want your opponent to be tricked into a position where you can attack them. Dash forward, your opponent is probably going to attack, right? You get hit. Dash forward, WD back... your opponent attacked before you WDed back and now suffers from the lag of their failed attack. Punish them. That's a really simple and generic example, but it gets the point across. Mind games. Another one that's really unpredictable is dashdancing. To do this, simply tap the control stick back and forth so that your character does the beginning of the dash animation left and right repeatedly. It's a scary mindgame, as you can do anything out of it, and your opponent will have to be really cautious. Know that a WD out of a dashdance is deadly, unexpected, and immensely useful.

You can do practically anything out of a wavedash. Roll. Tilt. Smash. Jump. Shield. Grab. Wavedash. Short hop. Crouch. It makes for a very helpful part of your game with almost any character, because of its versatility and the many ways improvisation with WDing can lead to mind games and other things. You can also WD upon landing from an aerial attack that finishes in the air. With a floaty character like Luigi whose air attacks finish quickly, this can be dead useful in linking together aerials and juggles.

With some practice, wavedashing becomes second nature. Most who do it, get to the point where they can accomplish it 100% of the time with no problem. I personally use it quite a bit with my 3 mains in many different ways. WDing is not always necessary to your game, as there are some pros that don't WD, however it is very useful. It is also not a glitch, or in any way cheap. It is an aspect of the physics in the game, and is referred to in the actual game as the "super dash technique". It's the most versatile of the advanced techniques and can help ANY character's game. It's not necessary, but it sure as hell isn't useless. It's moving while standing still!

Shuffling (also called Shfflc or shffl'ing)- A short hopped, fastfalled, and L-cancelled aerial. It's often the most efficient way to use an aerial attack.

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|                              Roy's Moveset                                |
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*===========================================================================*


Roy is a vastly different beast than Marth. There moves have the same
animation and frames, but the similarities end there. Roy's gravity, weight,
sweet spots, attacks, grabs, and B moves are all different. Roy is a ground
fighter with good ground attacks and a decent arsenal of aerial attacks that
work best when shuffled or short hopped. In other words, it's usually best to
not jump around and pretend to be Marth. Almost all of Roy's attacks are
skewed by crouch canceling, especially his aerials. This requires you to rely
on combos from throws and mind games to find an opening. Roy's arsenal of
attacks allow him to do well against fast fallers, but horrible against
floaters. It's really hard to combo in a forward-smash when they fly from a
weak strike. It's also hard to land a powerful attack on them in this
situation. The same goes if your opponent racks up too much damage.


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|                                                                           |
|                           Normal Move Listing                            |
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SSBM runs on 60 frames per second. That means 1 frame is 1/60th of a second.

Thank you SuperDoodleMan for the frames and you're easily accessible site at:
http://www.angelfire.com/games5/sup...man/frames.html

And an explanation of the terms used here:
http://www.angelfire.com/games5/sup..._for_frames.txt

Neutral A:
A basic slash attack.
Damage 2-6%
Total Frames: 31
Hit Frames: 4-7
IASA: 26
Priority: Moderate


MookieRah: It does decent damage, has good range, and comes out rather
quickly. I really don't use this much, but when I do it's usually to swat
someone that is coming down on me. I use the first hit of DED in a very
similar fashion.
 Azen: I'd rather do down tilt or forward smash.
  Neo: A good move for when you expect someone to attempt a grab or jump out
of the shield, use it when canceling a f-air that isn't spaced far enough to
avoid a shield grab or just when you want a quick hit for someone leaving a
shield.
   Rebel581: A really good move. I use sometimes after another attack and the
opponent is about to land on the ground. Or if they are lying on the ground
because they didn't tech, I use this to knock them back up. You can use
either this or the first hit of DED but I think this is better because it
leads into his other moves more easily. If you are going to use the full DED
though it would be better to just skip this move all together.


-------------------------------------------------------------------------------



Running Attack:
A broad running slash attack.
```

```
Damage 6-12%
Total: 57
Hit: 12-15
IASA: 40
```

MookieRah: Good range and decent damage, but it's wind down lag is pretty
crappy IMO. I use it in combos or to catch my opponent in a roll.
 Azen: I recommend not to use, too many bad sides.
  Neo: Not that great of a move by itself, however when linked with an aerial
it can set up, use it to catch opponents flying away at higher percents for
an f-air or n-air.
   Rebel581: Occasionally useful at random times when the opponent can't
defend. Not useful unless used while the opponent can't shield. They can just
shield-grab or anything else to punish you. Pops them up in the air for combo
galore.

```
Forward Tilt:
A quick strong slash.
Damage 8-10%
Total: 40
Hit: 9-13
IASA: 40
```

MookieRah: This is like a mini f-smash. It comes out quick and it's wind down
lag is less than the f-smash. I use this against smash happy Marths and Roys
because it will come out quicker than their smashes.
 Azen: I don't use this much, like the neutral a I would rather do a
down+tilt or forward smash instead of this.
  Neo: This should mainly be used as in edge guard/spaced moved. Many people
won't expect the range and considerate speed of an ftilt near the edge and
therefore may fail to DI it, however in combat if spaced it can also be
helpful so it's more of a conditional attack.
   Rebel581: A mini-fsmash. If your opponent out speeds you use this. Or just
to knock them off the edge with a quicker attack so you can edgeguard them.

```
Down Tilt:
A ducking stab attack.
Damage 6-10%
Total: 57
Hit: 8-10
IASA: 20
CANNOT BE INTERRUPTED BY SHIELD
```

MookieRah: Wow, this is one amazing move, definitely one of his best IMO (if
not the best). It sets up for great combos at low percent, has great range,
decent damage, is pretty fast, is a relatively safe to pull off, and knocks
the opponent upwards where you can combo them at low to moderate percents.
 Azen: r0x0rs move, this sets up for any aerial, or even for simple forward
smashes against the gravity chars. Abuse it :D. It barely has any lag either.
  Neo: Roy's best tilt, it can be cancelled with a jump, a dash, or another
tilt. Also a defensive move as well, keep this as a main part of your
strategy when canceling aerials but don't spam it because it gets predictable.
   Rebel581: If not Roy's best move, one of them. This move has an infinite
amount of possibilities and completely destroys fast-fallers.

Up Tilt:
An upward arching slash.
Damage 6-8%
Total: 45
Hit: 7-13
IASA: 40

 MookieRah: A pretty slow attack. It has pretty good horizontal range and
great vertical range, decent damage, and good knockback. I really don't use
it too often due to it's lag afterwards.
 Azen: Prolly better to use up aerial instead, this move is soo slow, so only
use it to end combos.
  Neo: Not that great of a tilt but still useable, it should mainly be used
after a chain of up airs or a single up air to send the opponent back into
the air and start juggling them again.
   Rebel581: Not one of Roy's best moves and very situational. It knocks them
in a strange direction so use this when you don't have enough time to shff'l
and uair and you know it will hit. Because of the lag it has no combo
potential whatsoever except possibly to itself sometimes. Try it anyways. If
you find a use for it then you will surprise a lot of people.

----

*Forward Smash:
A lunging vertical arching slash.
Damage 10-20% 26% on max charge
Total: 57
Hit: 12-14
Charge Frame: 3
IASA: 54

MookieRah: Roy's most powerful smash attack and overall best kill move. It is
very powerful, has great range (even at the sweet spot), and has some godly
knockback. Only problem is that it is relatively laggy.
 Azen: Use this whenever you know your opponent will be open, his main killer
move. Abuse it as much as you can. Takes some mindgamez.
  Neo: The "duh" attack. One of Roy痴 main killers. At low % you can f-air to
f-smash and neutral air to f-smash, at higher percents where they fly farther
(say 80%) vs. characters of certain weight say Marth, you can f-air and
wavedash to f-smash before they have a chance to recover.
   Rebel581: Use it. Many ways to get a fsmash in. Wavesmashing, comboing,
and just plain using mindgames to hit with it. Use it if you have a chance to
at least get them off the edge.

Down Smash:
Two sweeping slashes, one in front and one behind.
Damage 13-21% 25% on max charge
Total: 74
Hit: 6-8, 23-25
Charge Frame: 3
IASA: 72

MookieRah: A good smash in my opinion, although I have heard some say that you should never use it due to it's laggyness. While it's wind down lag is kind of crappy, it is the quickest smash in terms of startup. It has GREAT knockback at the tip, and because it hits low it could go through shields if their feet ar poking out. It's a good move to use out of a wavedash, a run cancel, or if you are hardcore enough a DA Dash (aka Pivot Dash).
 Azen: Only use it if opponent is at a high percent in which this move would kill, comes out faster than side smash but has infinite lag so using it to kill is best so there's no consequence.
  Neo: Also a conditional move, if you whiff it you will be punished severely. Whenever I used this move it's usually just raw and for a quick kill @ high %. You'll have to mind game this move for the most part if you want to contact with it.
   Rebel581: Conditional and usually only useful if you just can't kill your opponent and they're at a high percentage. It has faster startup then fsmash but more ending lag. Use it as a finisher against a floaty when they just won't die. Make sure it hits though. Also goes under shields.

Up Smash:
A flaming upward thrust.
Damage 1-20% Damage depends on when the opponent hits the blade during the attack. An uncharged up smash will do 16% damage if the opponent takes all of the hits.
Total: 62
Hit: 15-24 (several hitboxes)
Charge Frame: 8
IASA: 46

MookieRah: A situational smash that is decent at racking up damage, but not much else. It does pretty well against fast fallers though. It can spike, but I don't think it's very possible to set it up for spiking consistently.
 Azen: It has phire!!!1 I like running under someone and then up smashing, and not many people expect a Roy/Marth up smash.
  Neo: Conditional, if they're above you or you cancel an up air, up smash, simple as that.
   Rebel581: A great attack, but still very situational. It should be used after an uthrow against a fast-faller to punish them for not DIing and should also be used randomly when your opponent is in the air by JC it (this is one of the only times that a charged smash works better because it is easier to JC an usmash using the A button then the c-stick.

* There is a common misconception that Roy's attacks are slower than Marth's, but this is simply not true. Most people will argue that Roy's F-smash is slower than Marth's F-smash, but they too are equally fast. The thing is, Roy's attacks seem slower because you focus on hitting with his sweet spot that is in the center of his blade. Since Marth's power is at the tip, the tip travels a larger distance in the same amount of time as Roy's sweet spot. I have made a quick illustration showing what I mean by this. Go here to check it out http://img.photobucket.com/albums/v...dillusion.jpg**

** This has been proven wrong by looking at frames.
Roy's fsmash
Total: 57
Hit: 12-14
Charge Frame: 3
IASA: 54

```
Marth's fsmash
Total: 49
Hit: 10-13
Charge frame: 3
IASA: 48


But Roy's fsmash sounds more badass and it is fun to kill people with the tip
of his fsmash. The only true part is that Roy's moves generally take at most
10 frames longer. Possibly less. So the difference is small, yet there.


+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
|                                                                         |
|                               Aerials                                   |
|                                                                         |
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++


 L-cancelled aerials almost always have half the lag than non l-cancelled
aerials. Such as a landing lag of 20 frames would be 10 frames if L-
cancelled. Always L-cancel with Roy.


Neutral Air:
One quick horizontal slash and one strong horizontal slash.
Damage 4-10%
Total: 57
Hit: 7-8, 17-20
IASA: 50
Auto cancel: 6 32
Landlag: 20
Lcanceled: 10


MookieRah: A solid attack. Great for defense and offense. Good knockback too.
You can chain these fairly easy if you hit your opponent with one. It's a
good way to push your opponent to the ledge.
 Azen: His best aerial. Use it as a main attack.
  Neo: The best aerial for defense. Hold back when using it to space it.
   Rebel581: I personally don't use this much. It leaves you too vulnerable
to an already vulnerable Roy in the air. But try it out when you don't have
any other attack to do. It has decent knockback that can lead to edgeguarding.


-----------------------------------------------------------------------------



Forward Air:
A vertical slash.
Damage 4-8%
Total: 38
Hit: 5-7
IASA: 35
Auto cancel: 30
Landlag: 20
Lcanceled: 10


MookieRah: This is my standard air attack. More often than not, this is the
move I am attacking with in the air. It's quite nifty.
 Azen: It's like a weaker neutral air. You can use this instead of neutral
air when someone's percent is too high for a combo.
  Neo: Roy's main attacking aerial. Hold back while using it to space it
(i.e. use the c-stick to perform the fair and hold back to move backwards).
   Rebel581: Roy's best all-purpose aerial. Use it to cancel out projectiles
and lead into a combo (or fsmash). C-stick this aerial for best results.
```

Back Air:
A vertical slash hitting behind.
Damage 6-9%
Total: 45
Hit: 8-10
IASA: 43
Auto cancel: 34
Landlag: 24
Lcaceled: 12

MookieRah: This is pretty much the backwards hitting version of Roy's forward
air.
 Azen: Shouldn't be used often at all. Just for back airing someone from off
the edge maybe. And if you use it on the ground, use it during the fall of
your jump.
  Neo: This is the defense let-the-enemy-run-into-it type move. Use sparingly.
   Rebel581: Don't use this much. Use it when you're opponents behind you
just to knock them away. Probably Roy's worst aerial.

Down Air:
An arching slash below.
Damage 5-9%
Total: 68
Hit: 7-10
IASA: 64
Auto cancel: 6 55
Landlag: 32
Lcanceled: 16

MookieRah: This move comes in handy from time to time. It typically knocks
the opponent in the air which can set up for nice combos. It can also spike
if you hit them with this attack while you are slightly below the opponent or
if they are pretty much on your back, but it's considered one of the worst
spikes in the game. One last thing, if you hit your opponent from directly
left it will launch your opponent up and to the right and vice versa if you
hit your opponent on the right. Kinda odd *shrug*.
 Azen: Shouldn't really be used ever, but use it occasionally to keep your
game diverse. Don't use it into someone but away from them.
  Neo: Don't use.
   Rebel581: A great aerial. Knocks opponents off the ground at a perfect
height for any move. But this MUST be l-cancelled. It is more imperative that
you l-cancel this more than any other aerial. Just look at the landlag
without an l-cancel.

Up Air:
An arching slash above.
Damage 5-8%
Total: 52
Hit: 5-10
IASA: 49

Auto cancel: 4 30
Landlag: 18
Lcanceled: 9

MookieRah: This is a nifty attack. You can juggle with it on certain
characters with shffling, but it's not all that hard to get out of it.
 Azen: Can setup a forward smash when hitting them from the ground.
  Neo: A setup and juggle type aerial.
   Rebel581: A nice aerial as an interrupter. Use it in uair chains or to
just lightly stun them and hit them with a fsmash.


```
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
|                                                                         |
|                               Grabs                                     |
|                                                                         |
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

Regular Grab:
A regular standing grab. You can do this while running too by JC it. JC is
when you press jump (X or Y are easier) and then press Z. You can only JC
grabs and usmashes.
Total: 30
Grab: 7-8

Running Grab:
Always JC grabs. Here's why.
Total: 40
Grab: 10-11

Grab Hit:
A quick knee hit.
Damage 1-3%
No frame data.

A good thing to do once they hit moderate %. From there you can get 1 or 2
hits with this and still throw them, but it's damage is very weak.

Forward Throw:
A quick slam that bounces the enemy forward.
Damage 4-5%
No frame data.

A nifty throw. I hear you can sometimes over B and grab them again as well as
all sorts of other stuff. I haven't been able to do it though, but I do use
this a lot to hurl my enemies off the ledge for edge guarding.
  Rebel581: Roy's standard throw. When I have nothing else better I just use
this and chase their tech. Nothing much comes out of it though besides that.
If you can, use a different throw. And the side-B to grab again does work,
I've just never used it in a real match. So I'm not sure how well it fares
there. And Roy has a chain throw in this throw. A pretty good one against
floaties.

Back Throw:
A trip that sends the enemy behind you.
Damage 4-5%

I don't really use this throw much. If anything I use it for edge guarding
like the forward throw. I am sure there are some crazy techniques that the
pros use that make this throw awesome in some aspects though.
 Rebel581: Not his best throw but useable. Its only noteworthy aspect is that
Roy can chain throw with it. Not very well and only against floaties though.
Just like his fthrow chain throw but worse (and better at the same time
because you can stand in one confined space and do it unlike the fthrow where
you have to stop at the end of the stage).

Up Throw:
A powerful upward toss.
Damage 3-4%

A pretty nifty throw. It can chain against fast fallers pretty well, and can
KO floaty characters at high percent. At low percent it can set up for combos.
 Rebel581: Good against fast-fallers or if you want to get a character in the
air to uair chain them. A good throw. Or you could use it as a last killing
attempt at a really high percentage. It can chain throw too which is a fun
thing to do against fast fallers. Especially ones inexperienced with chain
throwing.

Down Throw
A slamming throw to the ground that knocks the enemy behind you.
Damage 5-6%

A great throw. You can sometimes catch an opponent with a down throw followed
by a forward smash for edge guarding. If they aren't off the edge when you
down throw them they can tech, and either way they can jump out of it, but
you could use that to your advantage as a mind game.
 Rebel581: A great throw. If your opponent doesn't tech you can get a fsmash
in after using this and otherwise you can follow it up like you would the
fthrow.

+++
| |
| Special Moves |
| |
+++

Flare Blade (Neutral B):
A fiery sword slam.
Damage: (Note these are rough estimates/guesstimations. I didn't have a
stopwatch or anything, nor do I think it's worth knowing the exact amount)
no charge: 6%
Charged: 8-50% (Damage depends on how long it is charged.)
Time to start charge: 11 frames

Hit (from release of B): 5-10
Max charge time: 211 frames

41er: 210 frames of charge, or 221
frames holding B

Full charge hits only on 1 frame

Time of explosion from first B: 231

I love this move. If anything, I use it too much. It is great to catch
people's techs or flubbed techs with. It is also the key ingredient to Roy's
awesome edge guarding. It is the strongest at the tip, not the center, which
makes it Roy's best ranged attack (except for his forward smash). It also
hit's below Roy a bit! How can you not like this move!?
 Rebel581: I always forget to use this move and I am sorry for that. Whenever
I start to use this move my game improves. It's Roy's best aerial, one of his
best edgeguards, and it has teh ph13r! Nuff' said.

Double Edge Dance aka DED (Forward B):
A quick, controllable group of combo able attacks.
Damage:
1st hit: 3-4%
2nd hit: 3-4%
2nd hit(up): 4-5%
3rd hit: 6-7%
3rd hit(up): 6-7%
3rd hit(down): 1-7% (Dependant on how many of the fire attacks hit the
opponent)
4th hit: 5-8%
4th hit(up): 5-8%
4th hit(down): 2-6% (Dependant on how many strikes hit the opponent)

--F1
Total: 29
Hit: 6-8
Window for the next move: 8-26

--F2
Total: 40
Hit: 14-16
window for the next move: 17-33

--U2
Total: 40
Hit: 12-15
Window for the next move: 17-32

--F3
Total: 46
Hit: 11-14
Window for the next move: 16-37

--U3
Total: 46
Hit: 13-17
Window for the next move: 18-37

```
--D3
Total: 46
Hit: 16, 18, 20, 22
Window for the next move: 23-35


--F4
Total: 50
Hit: 23-26


--U4
Total: 50
Hit: 20-25


--D4
Total: 60
Hit: 13-15, 19-21, 25-27, 31-33
37-38
```

Ah, the DED, the move that supposedly *makes* Roy. It is badass, but I think it is overrated. Crouch Canceling flat out kills it, and although the 3rd hit down kills crouch canceling I usually don't make it that far. There are tricks to using it at it's optimum, such as getting at the maximum range, starting it in the air, and what not. There are tons of stuff to say about this move/moves, that's why I will have a section dedicated to it.
 Rebel581: I personally love this move and use it too much. It's a great fail safe for anything and great all the time. It's only downside is against CC and shielding. So develop some mindgames to make it hit. I suggest dashdancing.

```
Blazer (Up B):
A leaping flame slash.
Damage: 4-7%
Total: 48
Hit: 9-21 (several hitboxes)
Invulnerable: 9
Time to alter angle: 9 (up=up)
time to change direction: 10

Can grab edge as soon as 32
Landlag: 30
Landfallspeciallag: 30
```

I really like this move, but I can't find many practical uses for it. I wouldn't try using this move on fast fallers at all, cause they will land before you even at pretty high percentages. It has good knockback on semi-floaty to floaty chars though. It also has a nifty trick to it known as Reverse Blazer.
 Rebel581: Not very useful but the multi-hit attack can save you if your opponent doesn't edgehog properly. It's best asset is Reverse Blazer though. Can also be useful against floaties as a last resort kill. Never used it though as a serious attack in battle unless I'm against Jigglypuff.

Counter (Down B):

A counterattack.
Damage: 1.5 times the power of the countered attack.
Total: 59
Counters: 8-20

A useful edge guarding tool. A great way to end a Fox or Falco who plan to
shoot back onto the stage with their up Bs. It is also good if you can
predict your opponents move. It's power and knockback are determined by the
attack it counters. If done at the right time it could turn the tide of a
match, but beware, the same is true if you mess it up. The wind-down lag
isn't very forgiving.
 Rebel581: A great move. Don't use it too much or you'll be punished. This
move alone will help with every character because you will need to learn to
know your opponent even if you've never met them before. After using this and
figuring out the best times to use it, it will help your mindgames. But it's
a double edged sword. It could turn the tide of the battle both for and
against you.

Also a note on counter. When playing with ChRed2AKrisp I used counter against
one of his weak attacks and it seemed to attack faster and take less time to
wind-down. it would be great if someone could check this for me.

For more information on how many frames it takes for Roy's attacks and
everything like that go here:
http://www.angelfire.com/games5/sup...ames_2.2.05.txt

===
| |
| Double Edge Dance |
| |
===

MookieRah: The Double Edge Dance is one of Roy's best attacks. It has a lot
of variety and covers a lot of situations. It is also his quickest ground
attack. It's greatest advantage is that you have control over the speed and
the moves in the combo. Be wary though, crouch-canceling can make it
completely useless. I recommend to use it fairly often, but don't base your
game around it.

Mow: Over B only has 5 practical purposes. 1 recovery, over B stall. 2nd
link, use first hit in-between attacks and grabs, and 3 combos, over over
down, over over over, or over up over

Rebel581: MookieRah and Mow said everything. I use over over over the most.
Just a note you can continue the combo with A. This may be better because
then if the DED gets interrupted, and you're tapping A instead of B, you will
use one of Roy's tilts (hopefully his down, forward, or even neutral) and be
in a better position then to accidentely use counter. I personally don't do
this, but I'm trying to get into the habit of doing this.

Here is list of the properties of each hit of the DED

1st hit: This is always the same. It does 3/4% and is quick. Use it to get in
a quick hit, piss off your opponent, for recovery, changing directions in the
air, stalling in the air, etc.
2nd hit: This attack has greater range than the first hit, which is good,
because if you need more range then it would be wise to get in range for this
attack as opposed to the first.
2nd hit(up): This has some good upper coverage, and I can sometimes catch
people off guard with it, but other than that it's not all too great.

3rd hit: This has some good knockback on it, and can usually set up for some edge guarding, but it's hard to hit with it if the opponents percentage is high or if they are crouch-canceling it. Use this only when you think you are sure it will hit.
3rd hit(up): This is one of my favorite hits of DED, because it spikes. Rarely you will have an opportunity to spike and kill someone with it, but that doesn't happen very often. I use it to catch people and follow their tech.
3rd hit(down): This is Roy's only solution to crouch-canceling outside of smashes and grabs. It also pushes a blocking opponent back, which can prevent this from being shield grabbed if you have the proper spacing.
4th hit: This move has a little bit more knockback than the 3rd forward hit of DED. I VERY RARELY use any 4th hit on DED, cause by the time this comes out they are usually outside of the range to use it. Don't do this unless you KNOW it will hit, and even then it's safer to go with 4th hit up or down.
4th hit(up): This is very similar to the 4th hit forward of DED, but with few differences. First of all, it hits above you more, secondly (the reason why it's better than 4th hit forward) is that it will hit your opponent if any part of their head is poking out of the shield.
Rebel581: I use this the most as my finisher. It has the most chance of hitting someone IMO and they won't expect it if you don't overuse it. But the next option is great too...
4th hit(down): This is my most used 4th hit. It is a series of quick stabs to the opponents legs. For people who aren't accustomed to playing against Roy, it is fairly easy to hit then with this move if they shield your DEDs a lot, because they don't expect the move to last as long.

 Useful DED Combos

****
Forward B to Forward B to Down B
****
This is one of my most common DED combo. It does decent damage, the 3rd hit kills crouch-canceling, and has a little bit of knockback.

****
Forward B to Forward B to Up B
****
This is my overall favorite DED combo. It spikes your opponent into the ground. From their you can chase their tech. If they tech to stand it's a forward smash. If they try to roll through you then you forward smash them. If they roll away you can run and catch them at the end of their roll. Just be sure to watch out for them attacking to get up and you are set. You can also spike people to their death with this, but it's not something a smart enemy will allow to happen very often. If you do spike the opponent this way, it would be a good idea to finish it off with another forward B just in case they meteor cancel it.

****
Forward B to Forward B to Forward B
****
Good damage and knockback. Also makes for a pretty good kill move.

****
Forward B to Forward B/Up B to Forward B
****
Mow: The best way to kill space animals, cause you only have to hit them with

one of the 3 hits. Works around 90% of the time.

```
*****************************************
Forward B to Forward B to Forward B to Up B
*****************************************
```
More than likely you won't have a chance to hit with the 4th hit of DED.
Especially at high level play, but if the even arises this is the best 4 hit
in terms of KO ability. If your opponent's head is poking through the shields
this will hit. It will also hit if his feet poke out of shield if you are
below him.

```
*****************************************
Forward B to Forward B to Forward B to Up B
*****************************************
```
This would probably be the most likely 4th hit DED. Like I said, you still
won't use a 4th hit often, but this one comes in handy if they decide they
want to shield it. This move lasts a good bit, and if they let their shields
off too early then they are gonna get hit.

```
******************************************************************
Forward B to Forward B (cannot be replaced with Up B) to Up B to All
******************************************************************
```
At low percentages only and usually only against fast-fallers. This move will
pop up the opponent with the third attack (along with get rid of any pesky
shield-grabbers with parts of their body showing) and allow you to use a 4th
hit. Preferably not another Forward B though. Up B and Down B are better. Up
B is the best ideally.

```
*==============================================================================*
|                                                                              |
|                                  Blazer                                      |
|                                                                              |
*==============================================================================*
```

Blazer is one of the most awkward of Roy's attacks. I like it a lot, but I
really don't use it that often. It is relatively effective against floaty
characters, but it's not all that great against many other characters. There
are a few things you need to know.

```
==================
Arching the Blazer
==================
```
The blazer has the ability to arch and gain a good bit of horizontal
recovery. It comes in handy A LOT. Players who aren't used to it being used
this way will have a hard time edge guarding you for a while too. It's
relatively easy to do as well. Simply press Up B and then immediately jam it
to the right or left. On a max arch you will travel just slightly more than
1/3 of Final Destination.

```
========================
SWEETSPOT THE LEDGE!!!!!
========================
```
ALWAYS, ALWAYS, ALWAYS sweet spot the ledge! Practice it! Perfect it.

```
==============
Reverse Blazer
==============
```
This is a nifty glitch that can KO Jiggs and Kirby on some stages. Jiggs can
be KOed on FD!!! It's very easy to do, but it takes skill to actually land it
on a Jiggs player who knows about it. To perform a reverse blazer all you

have to do is press Up B, and then tilt the control stick in the opposite
direction that you are facing.

It's easier to do this from a short hop, because it will hit a little bit
below Roy. Otherwise you have to be close to your opponent on the ground.

The best times to use this against Jiggs when she is sleeping, or out of a
shield. It's NOT easy to pull off on a good Jiggs, but if you hit with it,
she is outta there. It also has a basic combo.

=============================
Forward Air to Reverse Blazer
=============================
Floaty chars: Works at low to moderately low %
Normal chars: Works at low to moderate %
Heavy chars: Works at low to moderate %
Fast Falling chars: Works at low to moderate %
This is somewhat hard to do at the moment, because it is very akward. You
have to be fast and you have to have mastered L-Canceling in order to pull it
off, but if you want to do well against Jiggs or Kirby, this will help out A
LOT. This can also KO the semi-floaties on certain levels such as Poke Floats
and Rainbow Cruise. There are other stages that you can do this too, and I
will have a list of stages and where you can KO specific characters with it.

=======================
Uthrow to Reverse Blazer
=======================
Since you're only going to be using the Reverse Blazer against floaty
characters then this will work at low percentages and probably a little bit
into moderately low. Remember that the Reverse Blazer has the same amount of
knockback always.

=============================
Out of shield Reverse Blazer
=============================
A good thing to just say. You can use it against anyone to just get them out
of your face or you can use it against Jigglypuff to kill her. Won't work
against a good Jigglypuff since they won't let themself be close enough to
you for that to happen.

```
*=============================================================================*
|                                                                             |
|                                  Combos                                     |
|                                                                             |
*=============================================================================*
```

Roy is not lacking in the combo department. A lot of his moves string
together in odd ways, and can lead to some devastating percentages or early
kills. His main combo starters are his aerials, his down tilt, and his grabs.
A lot of his combos lead into setups, where you can potentially carry on the
devastation for a few more attacks. These are some *set* combos that are good
to learn. These don't always work, because of DI and crouch cancels, but they
are combos that work well for me most of the time. Don't rely on just these
combos, go out and find some of your own. Most of the combos I do aren't
preset combos I have learned, because most of them are just instinctual, but
if you can perform all of these combos well then learning how to string moves
together for maximum damage will come naturally.

Rebel581: Experiment.

```
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
|                                                                           |
|                        Aerial Lead In Combos                              |
|                                                                           |
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

Shffl'ed forward airs and in some cases neutral airs are a good way of
setting up for a down tilt combo or grab combo. I must point out though, that
ALL of Roy's aerials AND his down tilt become practically useless against
Crouch Canceling. I can't stress enough that Crouch Canceling is the bane of
Roy. This is why grab combos are generally the best way to go, but if you
catch your opponent with a forward air, these combos should do a number on
them ^_^. Also, any combo that involves the down tilt could be started with
just a down tilt. I am not going to put in a down tilt combo section cause it
would be relatively repetitive. It should be pretty obvious that the down
tilt plays a huge role in Roy's game through these combos though.

```
***********************
```
Forward Air to Down tilt
```
***********************
```
Floaty chars: Works at low %
Normal chars: Works at low to moderate %
Heavy chars: Works at low to moderately high %
Fast Falling chars: Works at low to moderately high %
This is one of the 2 most basic combos with forward air as a lead in. After
the down tilt hits then you will be able to continue the combo with another
forward air or pretty much any other aerial if you so desire.

```
******************
```
Forward Air to Grab
```
******************
```
Floaty chars: Works at low %
Normal chars: Works at low to mid %
Heavy chars: Works at low to moderately high %
Fast Falling chars: Works at low to moderately high %
The 2nd basic combo with a forward air lead in. From the grab you should be
able to start up a grab combo or just toss them off the stage for some early
edge guarding.

```
***************************
```
Forward Air to Running Attack
```
***************************
```
Floaty chars: Works at moderately low %
Normal chars: Works at mid%
Heavy chars: Works at moderately high to high%
Fast Falling chars: Works at moderately high to high%
This is a nice combo to use on normal and heavy chars when your down tilt
combos start turning into crap due to the knockback. It puts the enemy into
the air which means they are in for some more hits.

```
*****************************************************
```
Forward Air to Running Attack to *Setup* Up Air Juggles
```
*****************************************************
```
Floaty chars: Works at moderately low %
Normal chars: Works at mid%
Heavy chars: Works at moderately high to high%
Fast Falling chars: Works at moderately high to high%
Oh man. This is one of my favorite things to do, but I don't get to do it
very often, cause it's relatively easy to get out of. Anyways, if you are
crazy about shffl'ing like I am, you will enjoy racking up tons of % with

this. There is nothing like a good juggle, and this is quite nifty XD.

```
*****************************************
```
Forward Air to Down tilt to Forward Smash
```
*****************************************
```
Floaty chars: Doesn't work
Normal chars: Doesn't work
Heavy chars: Doesn't combo, but could possibly be used otherwise at low % on
a rare occasion.
Fast Falling chars: Works at low to moderately low %
This is the ultimate fast faller combo. This can knock the crap out of Fox
and Falco and lead straight into some edge guarding goodness. It is less
effective against Captain Falcon, but it does a number on him as well.

```
***************************************************
```
Forward Air to Down tilt to Forward Air/Neutral Air
```
***************************************************
```
Floaty chars: Works at low %
Normal chars: Works at low to moderate %
Heavy chars: Works at low to moderately high %
Fast Falling chars: Works at low to moderately high %
A nice way to tack on some damage. It does roughly 25% and is very easy to
execute. It also leads into a nice setup if you performed a forward air on
the third hit.

```
**************************************************************
```
Forward Air to Down tilt to Forward Air to *Setup* Neutral A to
Down tilt to Forward Air/Neutral Air
```
**************************************************************
```
Floaty chars: Doesn't work.
Normal chars: Doesn't work.
Heavy chars: Works at low % only.
Fast Falling chars: Works at low % with the exception of Fox.
This is a setup, because it's possible to DI out of the way of the down tilt.
I am not sure if the Neutral A is escapable or not, and I don't feel like
testing it right now :-P. Anyways this does in the neighborhood of 45-50%,
but it doesn't really work on fox. With fox it is better to just continue
with down tilts and forward airs.

```
******************************************************************
```
Forward Air to Down tilt to Forward Air to *Setup* Down tilt to
Forward Air to etc...
```
******************************************************************
```
Floaty chars: Doesn't work.
Normal chars: Doesn't work.
Heavy chars: Works at low %,
Fast Falling chars: Works at low %.
This setup has a decent chance of connecting with the 3rd forward air, but
beyond that it's retardedly easy to get out of. It is a great way to push an
enemy around the stage, especially the fast fallers, but it's usually better
to do the Forward Air to Down tilt to Forward Smash combo on them.

```
********************
```
Down Air to Up Smash
```
********************
```
Floaty chars: Works at low %
Normal chars: Works at low to moderate %
Heavy chars: Works at low to moderately high %
Fast Falling chars: Works at low to moderately high %
A nice way to set up for up air juggles, which can set up for a forward

smash. Only prob is that it's harder to hit with a down air as opposed to neutral or forward air.

```
***********************
Down Air to Forward Smash
***********************
```
Floaty chars: Works at low %
Normal chars: Works at low to moderate %
Heavy chars: Works at low to moderately high %
Fast Falling chars: Works at low to moderately high %
This is pretty hard to do and is situational. Most of the time I hit with this it isn't a true combo, but I do believe it is a true combo if you do it perfectly. It seems to work if you down air almost while being directly above them.

```
**********************
Up Air to Forward Smash
**********************
```
Floaty chars: Works at low and at moderately high to high%
Normal chars: Works at low to moderate and high %
Heavy chars: Works at low to moderately high %
Fast Falling chars: Works at low to moderately high %
This is a nice way to land a forward smash. If they are above you, but not too far away and you hit them with an up air, you can l-cancel and perform a smash before they can regain control. It's really nice if you don't shorthop the up air when you attack from the ground and land behind them to prevent from being shield grabbed.

```
**************************
Neutral Air to Forward Smash
**************************
```
Floaty chars: Works at low %. Possible at moderately low due to DI.
Normal chars: Works at low %. Possible at moderately low due to DI.
Heavy chars: Works at low to moderately low %
Fast Falling chars: Doesn't work on Fox, but it works on Falco if he doesn't tech the landing. It also *looks* like it works on CF.
Another way to fit in a forward smash. This only works at low percents though. Still, it can come in handy.

```
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
|                                                                       |
|                            Grab Combos                                |
|                                                                       |
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

All the combos up till this point can be destroyed by crouch canceling. Grab combos are the safest combos you can perform in a match with Roy, but sadly there aren't many decent grab combos out there. The ones that are good though, can come in handy because they lend themselves into a forward smash!

```
***********************
Up Throw to Forward Smash
***********************
```
Floaty chars: N/A
Normal chars: N/A
Heavy char: N/A
Fast Falling chars: low to moderately low %. Can chain throw fast fallers with uthrow and lead into fsmash.
A great way to knock the space animals off the ledge and into edge guarding zone for potential early kills. Watch for DI though. It's also possible that

the fox can shine you before you can smash, but this is unlikely. In order to
do that he would have to not DI and shine as quick as possible.

```
*********************************
Up Throw to Up Air to Forward Smash
*********************************
```
Floaty chars: Works at low %
Normal chars: Works at low to moderate %
Heavy chars: Works at low to moderately high %
Fast Falling chars: Works at low to moderately high %
Another great way to work in that Forward smash! The stun on the up air
allows you to throw out Roy's ultimate smash.

```
**************************
Down Throw to Forward Smash
**************************
```
Floaty chars: Works at low %
Normal chars: Works at low to moderate %
Heavy chars: Works at low to moderate %
Fast Falling chars: N/A, except for edge guarding of if they don't tech.
This is a rather iffy combo. There are lots of ways out of it, but it's worth
doing if you can pull it off. You have to definitely watch their DI, and most
of the time they can tech it before you can hit them. For me it works best
when used to edge guard. Just toss them with the back throw and throw out
that forward smash.

```
*===========================================================================*
|                                                                           |
|                              Edge Guarding                                |
|                                                                           |
*===========================================================================*
```

Roy has a pretty awesome edge guarding game. Quick kills are one of his
specialties. Thanks to the power of his forward smash, you will often have a
chance to prevent your foe from making it back into the fray. It's not easy,
but Roy has many tricks up his sleeve to handle just about every character
(except for super floaters). Just be sure to always switch it up and use mind
games. Roy also may have some trouble killing when you're opponent is at a
very high percentage (because no combos will work). Just use something like
uthrow or ftilt in those situations.
```
=============
Forward Smash
=============
```
The forward smash dominates for edge guarding. It's power even at low
percents can knock many opponents outside of their recovery range. Don't rely
on this too much, cause it's the most obvious tactic. One of the best ways to
pull this off is by edge hogging and forcing your opponent to land on the
stage. Once they pull off their recovery press L or R to roll back on the
stage and SMASH the heck out of them. Rinse and repeat until finished, or
throw out one of the many other edge guarding attacks.
Rebel581: It is very satisfying to kill an opponent with a tippered fsmash.
Not effective, but funny and satisfying.

```
============
Forward Tilt
============
```
As Neo said earlier in the moves description this attack is not anticipated.
Also, like I said in the moves description, it is a mini forward smash. Put
them together and what do you have? A quicker alternative to the forward
smash that your opponent is less likely to expect!

```
=========
Down Tilt
=========
Many people will probably ask why I would tell someone to use the down tilt
as an edge guard because it knocks your enemy into the sky. I will answer it
like this, "Down tilt to Forward smash at low %." Nuff said.

===========
Flare Blade
===========
Muahahah! This is my FAVORITE edge guarding move, and one of my favorite
moves in Roy's arsenal. This move lends itself to being used as an edge
guarding tool more often than the others. It's range is great and extends
below Roy. You can use it in many ways. One is to stand on the ledge and
charge (not the smartest alternative due to it's obviousness), another is to
jump out and smack them with it! I will sometimes even jump out and then jump
back to the stage to fake my opponent into thinking I was going to flare him
and then knock him back out again from the ledge.

=======
Counter
=======
This is perhaps the most *******ly of all of Roy's edge guarding moves. It
works VERY well against the space animals' Up Bs. It's VERY easy to do too.
Simply wait for your opponent's recovery to hit you and counter it. Most
recovery moves are quite strong, so the counter will more than likely
annihilate them.


*==============================================================================*
|                                                                              |
|                                Mind Games                                    |
|                                                                              |
*==============================================================================*


Mind games are VERY important to Roy's game. He is far from a tech heavy
character, and thusly relies on playing smart. This is one reason why many
people don't use Roy much, because mind games aren't something that are
easily learned, and you can't really teach them. They come from experience. I
will discuss a few of the basic mind games Roy can use, but I won't go beyond
that. You are on your own for this part of mastering Roy, but hopefully these
simple mind games will give you an idea of how to formulate your own.

============
Wave dashing
============
Wave dashing, while not the uber l33t end all technique that a lot of people
seem to make it out to be, allows itself for some decent mind games. The most
basic wavedash trick is to run towards an opponent and wavedash back. Another
is to wavedash forward and then wavedash back.

============
Dash dancing
============
I must admit that I very rarely do this, but I have seen A LOT of people do
it so it's worth mentioning. Dash dancing is when you run back and forth
really quickly so that you never leave your initial dash animation. A bunch
of dust flies at your feet and it can be somewhat hard for your opponent to
discern your next attack.
 Rebel581: Use this, learn it, and learn all the different ways to cancel the
```

dash animation (such as wavedashing or wavesmashing)

========
Feinting
========
Ever run into some guy that c-sticked like crazy? Try feinting some aerial
attacks. It's simple, just jump towards your enemy and when you would
normally attack jump again and jump over your enemies smash and land an
aerial of your choice in their face.

================
Triangle Jumping
================
A form of feinting that I hear is effective, but I don't really use. You
short hop towards your opponent and then air dodge towards the ground. The
idea is they will flub a smash while you are still dodging and then smash
them back.

================
Anti Shield Grab
================
If crouch canceling wasn't bad enough for Roy as it is, sheild grabbing is
another pain in his side (as with every other character), but fear not, there
are ways to capitalize on shield grabbers! If you short hop a nair (no fast
fall) you can land behind your opponent. Another way is great too, but it's
more situational. If you have an opponent in close range behind you, try
short hopping an up air (again, no fast fall). You will land behind them and
it's quite possible that it would lead into a forward smash. If they are hit
by the up air then you have a free forward smash.

===========
Roy Tippers
===========
Although they are weaker, it's a good idea to learn the maximum range of
Roy's attacks. Even when weakened a lot of his moves are still able to have a
lot of knockback and power. Down tilt, down smash, flare blade (actually
better at the tip), neutral A, forward tilt, DED, neutral air, back air, up
air, and hell, sometimes even forward air still work very well at the tip
under the right circumstances. The last thing an advanced player would expect
from Roy is the range of Marth (although I think Marth has better range, but
the whole debate over Roy's sword versus Marth's huge hands is something I am
not sure about at the moment).

==
| |
| Stadium   (Content By XIF)|
| |
==

++
| |
| Break the Targets |
| |
++

Beginner

1: jump SLIGHTLY right and aerial forward A, drift right
2: up B as you get close to bottom boxed target, land on top

```
3,4: when you land, walk right if needed, and forward B moving target and top
boxed target
5: turn around, full double jump up B target and land on platform above.
6,7,8: jump left, land, dash jump left aerial forward A, drift left, midair
jump above top flipper, forward B next 2 targets while drifting left.
9,10: as you get slightly below last 2, up B both
Target time: 8 to 9 seconds


------------
Intermediate
------------
1,2: single jump slightly right, aerial forward A, drift right, forward B
bottom boxed target, rejump ontop.
3,4: walk right if needed, forward B moving target and top boxed target.
5: turn around, full double jump up B target and land on platform above.
6,7,8: dash jump left, wave dash left, dash jump left AFA, drift left, AFA
next 2 targets.
9,10: as you get slightly below last 2, up B both
Target Time: Low 8's. high to mid 7's


---
Pro
---
1,2: single jump slightly right, aerial forward A, drift right, rejump and at
same time aerial forward A bottom boxed target, land and l-cancel.
3,4: forward B moving target and top boxed target.
5: turn around, full double jump up B target and land on platform above.
6,7,8: dash jump left, wave dash left, dash jump left AFA, drift left, AFA
next 2 targets.
9,10: as you get slightly below last 2, up B both
Target Time: 6.10


For non-pro videos go to:
http://members.lycos.co.uk/begandinterbtt/
------------------------------------------------------------------------------
For The Pro video go to:
http://www.planetquake.com/sda/other/ssbm.html


+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
|                                                                             |
|                          Home-Run Contest                                   |
|                                                                             |
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
(Big thanks to Sskeeto)


---------
Bat Drops
---------
Bat Drop Up+A

Stand right next to the Sandbag. Jump, a little bit after the peak of the
jump, press "z" to drop the bat. Wait until you are about to touch the ground,
then press up+A. The single jump combo will do 25% damage max.

------------------------------------------------------------------------------

Forward-Facing Bat Drop Down+A

Stand right next to the Sandbag. Jump, at the peak of your jump, drop the bat.
Wait a quarter-second and right before your toes touch the top of the Sandbag
```

to press down+A. The single jump combo does 22% damage max.

Backward-Facing Bat Drop Down+A

Stand right next to the Sandbag and facing away from it. Jump, and at the peak
of your jump, do a small jump. Immediately drop the bat. Wait a half-second,
then fast fall and press down+A. The combo does 27% damage max.

Beginner
----
1. Grab the bat
2. Dash to the right, jump, throw the bat up
3. Fast fall, charge an up+A, let go a second after the bat appears on the
screen
4. Jump, press "z" to catch the bat in mid-air and throw it up
5. Fast fall, charge an up+A, let go a second after the bat appears on the
screen
6. 41% or 50% Flare Blade
Bull's-eye: 2200+ feet (680+ m.)

Intermediate
----
1. Grab the bat
2. 2 bat drop down+As
3. 2 bat drop down+As (weak hits)
4. Jump to the Sandbag's right, drop the bat
5. 41% or 50% Flare Blade
Bull's-eye: 3500+ feet (1060+ m.)

Pro
---
1. Grab the bat
2. Do 5 backwards-facing double jump bat drop down+As
3. 1 Bat drop up+A (141%)
4. 41% flare blade (182%)
Bull's-eye: 5800+ feet (1760+ m.)

For World Record video see:
http://www.angelfire.com/alt2/chronohrc/index.html

++
| |
| 10 Man Melee |
| |
++

Pro

1,2: turn left but kept to right of bottom frame, sweet spot up B bottom and
right frame, land on right platform
3,4,5: dash off left, land back to where you were, sweet spot up B new bottom,
new right, and the beginning frame that came from the top left. Land back as
you did after 1 and 2.
6,7,8,9,10: go to very left edge of right platform, face right, as last frame

appears, and starts to move, sweet spot up B to left, killing remaining the
frames.

Target Time: 6.55

For World Record Video, see:
http://planetquake.com/sda/other/ssbm.html

```
*==============================================================================*
|                                                                              |
|                            Closing Thoughts                                  |
|                                                                              |
*==============================================================================*
```

I have covered everything I can think of at this moment to the best of my
abilities, and thusly I am proud of this guide. There are a few things I wish
I could add too, such as the Mind games section and what not. My original
concept was to get a few of the pros' basic mind games and post them up so
people can take those ideas and run with them. This didn't work out due to
the fact that they don't want to give their game away, and that is definitely
understandable. Anyways, in a way it balances out because it will force a Roy
player to learn on his own and not rely completely on this guide. My goal
with this guide was to perhaps convince more players to take Roy seriously.
It definitely wasn't meant to make a ton of people who all played Roy the
exact same way. Once again I definitely encourage experimenting and practice!
It's the surefire way to get better. Also, learn how to do all of the
advanced techniques! L-canceling and short hopping are a MUST. They aren't
all that hard to learn either. I also advise people to learn how to wavedash.
A lot of good players don't wavedash and still do well, but to simply not
learn it and dismiss it is just a copout. Try everything. Try things that
don't work. Keep the things that you like and work, and drop the parts that
don't.

One last thing. It's going to sound really obvious, but I am continually
amazed out how many people don't do this. ALWAYS KEEP YOUR EYE ON YOUR
OPPONENT! There is no need to focus on your character. You should know what
you are doing without having your eyes directly on your character. Keeping
your eyes on your opponent will allow you to understand how your opponent
plays and from there you can counter their play style.

```
*==============================================================================*
|                                                                              |
|                        Credits and Special Thanks                            |
|                                                                              |
*==============================================================================*
```

I very much appreciate the 3 Roy experts that helped me construct their
guide. Without their guidance you would only have been stuck with my input,
which is a far cry from the knowledge these great players have provided.
Thanks Azen, Mow, and Neo!!

I also appreciate others whom have pointed out things I have missed or new
strats and techniques after the guides initial release. Thanks Sengin and
Arc_man.

I would also like to thank whom supported my efforts in making this guide.
They kept asking about or telling me to keep up my efforts on the throughout
the duration of the project. Thanks Fluffy, Punkmonkey, Mow, Twig, and Sober.

I thank all of you who have read my guide and have learned from it, because

my hopes with this is that there will be more and better Roy players out
there!

And lastly, one special thanks goes out to Kenshin, for his initial hazing on
AIM back in the day got me riled up enough to practice my *** off and become
a decent smasher. Thanks Kenshin.

And for the newest update done by me, Rebel581, I thank the people on
GameFAQs who created the newb FAQ, SuperDoodleMan for creating his large
frame list for everyone to use, and the Roy experts again for helping with
the Roy FAQ again.

XIF: I thank myself for taking the time and effort to format this ;_; I get
no respect I tell ya.