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Smash bros ultimate wario combos

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For the character in other contexts, see Wario. Wario is a playable character in Super Smash Bros. Ultimate. It was officially unveiled on June 12, 2018 alongside Little Mac and the rest of the returning roster. Wario is classified as Fighter #30. As in SSB4, Charles Martinet's rendition of Wario from Brawl was reused for Ultimate. Unlock[edit] Complete one of the following options: US Playback. Matches, with Wario being the 24th character to unlock. Clear Classic Mode with Samus or a character in her unlock tree, the 7th character is unlocked after Cloud. Invite Wario to participate in the player party in World of Light. With the exception of the third method, Wario should then be defeated on WarioWare, Inc Attributes [edit] Wario is a short heavyweight character with a great air game and surprisingly fantastic movement in the air. He has the 8th fastest air speed in the game, next to tie for the 2nd best air acceleration. Wario also sports an above average falling speed and the 26th highest gravity, which in addition to previous attributes gives him some of the best air mobility from any character, despite having low jumps. However, his grounded mobility pales in comparison, as his heady speed and traction are average at best, and his running speed is the 12th slowest in the game. With the help of its high mobility and multifaceted air strikes, Wario is able to dip in and out of battle to provoke and punish attacks, Wario's attacks in general also tend to be disjointed, because his hands don't have a hurtbox. He's also pretty hard to hit because he's pretty short. In addition, Wario features strong antennas, with its down, and Antennas are powerful kill moves, while the up antenna is a very damaging juggling and combo extension tool. Thanks to Ultimate's universal 3-frame 3-frame He can finally use his forward and neutral antennas as fast movements that can combo and pressure his opponents. Wario's air control and fast antennas also make it very effective at edgewarding. Wario's ground game contrasts with his aerial play in the sense that it focuses more on power than speed. His forward tilt and forward smash are among the strongest in the cast, although both are pretty slow, and the latter is best suited for hard reads. His up and down tilt are great combo tools that can potentially lead to kill moves, and his new shoulder tackle dash attack is both very fast in terms of booting and one of the strongest dash attacks in the game. His up smash has respectable levels of range and power, and his down smash has decent fast booting, although both are offset by laggy cooldown periods, and down smash's power is mediocre at best. Wario's grippers are not particularly fast, but have an above-average range. His throws have their fair share of utility, with his up throw able to combo in his up aerial and his down throwing being both quite damaging and great for keeping opponents close to press them further. Forward throw deals decent damage, and throw back with a strong collateral hitbox that is good at beating away other fighters. Wario's special movements are also very unorthodox, and they demand that the practice be usable at their highest potential. Chomp is one of the best command grabs in the game, with deceptively long range and decent booting. It heals Wario as it connects, can effectively cover certain edge recoveries and even kill at high rates, deny certain attacks such as Wonderwing, and absorb many projectiles, often with the benefit of further healing him and slightly increasing the load of his Wario Waft. The Waft is perhaps his most important move, because over time it is a very damaging kill move with an extremely fast startup. With the Waft in its arsenal, every match can be reversed with the correct read. Wario Bike gives Wario an unorthodox approach option that covers its fairly slow ground movement, and the bike itself continues to move forward and hit opposing fighters even after Wario takes it down. This gives him a large pseudo-projectile that can apply pressure when used effectively, but the bike has a respawn time that prevents it from being used as a normal projectile. It can be used to surprise unsuspecting players as an approach tool that can blow past some projectiles, disassembled and thrown as an item with kill power, a highly effective recovery tool, and a way for Wario to heal and charge his Waft when he eats it. On the other hand, Wario can not protect or dodge while on the bike and its opponents can throw it right back at him, and if it's destroyed, he has to wait six seconds before using it again, which can leave him helpless while recovering as his up special, the Corkscrew is rather lacklustre as a recovery on its own (although it's a decent out-of-shield option as it is fastest recovery movement). For all his strengths, Wario has some weaknesses to counterbalance. His range is rather mediocre, especially in movements such as neutral air and forward antenna, and he misses projectile attacks outside a disassembled Wario Bike and so must take a risk to do damage. While his bike recovery can go a long way, it's pretty easy to gimp him when he uses it, so Wario players should be careful when and how it's used. Although Wario has some quick moves, he is certainly slower and heavier on average than most characters who share his weaknesses, so he can sometimes be overwhelmed in neutral against small characters with better range than him. Wario will have to use his overall high mobility to lure his opponents into making mistakes and capitalize on them with his highly damaging combos and powerful kill moves. All in all, Wario is a fairly mobile and versatile heavyweight brawler who rewards patient players who know how to use his movement and signature Waft to their full potential. His injury-racking ability and killing power also rewards players heavily for finding creative ways to get around his rather poor range and lack of a good projectile, and his versatile options and movement give players exactly the tools to do it. Thanks to this, Wario has achieved huge success in the competition, with very strong results from several different players, including Gluttony, Tweek, cameo, and Abadango, making him a top tier and a contender for one of the best characters in the game, just like in Brawl. Changes from Super Smash Bros. 4[edit] Possibly due to its lower tier status in Smash 4 (41st out of 55), Wario is significantly buffed in his transition to Ultimate. As with the rest of the returning cast, Wario's overall mobility has improved, enabling a safer approach and recovery. Directional air also dodges a new option to add to his already large and versatile recovery. Changes in game mechanics have also benefited him, as the universal 3-frame jumpsquat allows him to play his strong air better than he could earlier in addition to giving him more viable shield options in his neutral and forward antennas, while the lower landing lag on air strikes makes Wario's neutral, forward and up antennas more reliable for starting combos. Its neutral antenna has also changed, as it has more range, its two hits linger much longer, and the move now has an extremely mild amount of end lag of just four frames. Wario has also received several new kill moves, most notably his new dash attack, which offers a larger recoil and can also be used as an effective technical its back antenna has also received increased recoil, making it more powerful. Chomp now also cures wario damage when biting an opponent or eating projectiles, generally improving his already good survival chances. Finally, some attacks of Wario have more range due to better hitbox hitbox Wario did, however, get a few nerfs, most notable for the Wario Bike. As with the Brawl incarnation, the bike can no longer be used immediately after despising or destroying, forcing Wario to wait 6 seconds before it can be used again. As such, Wario can't always rely on the bike for recovery, he should end up offstage while the cooldown is in effect. However, the bike's new scaled knockback helps compensate when used offensively as a projectile. Another notable nerf Wario received is that his forward throw, previously his only throw with consistently good KO potential, is much weaker due to the redistributed injury output. As a result, his grab game has become more limited because he no longer has a reasonably viable kill throws. Overall, Wario's buffs drastically outweigh his nerfs, and he is a very high-placing character in many top-level Ultimate tournaments thanks to fantastic results from players Tweek, Gluttony, Abadango, Zackray, and cameo use of him to win or place high at multiple major tournaments. Due to its fantastic results and strengths, Wario is widely regarded as a top-tier character, in stark contrast to his mediocre SSB4 iteration, and probably his best incarnation in the entire series. Aesthetics [edit] Wario's appearance is largely the same as in SSB4, although his model features a more vivid color scheme. As with his appearance in Brawl, his clothing and its features subtle details. Like Mario and Luigi, Wario's overalls in his classic outfit have more denim detailing; they are also a brighter shade of purple, more similar to his appearance in the Mario and Wario series. Wario's alternative costumes have been reordered; his classic outfit now occupies his even-numbered costumes instead of the second half, similar to Cloud. In his biker outfit, Wario's jacket and helmet straps have more physics-based movement. Down taunt has a more comical, poppier animation, and is much faster. Wario now also vocalize faster as Luigi's up taunt. Air dodge and foot-seated animations have changed. In addition, Wario closes his eyes completely while he sleeps. Wario's left-hand-submitted victory pose now begins with him running forward for victory animation before knocking his belly, then farting. He also holds a shocked expression, and takes a little longer to sniff and scratch his head. Wario's Palutena's Guidance conversation has changed somewhat (see here). Attributes[edit] Like all characters, Wario's jumpsquat animation takes 3 frames to complete (out of 6). Wario runs faster (1.5 – 1.65). Wario's first dash is considerably faster (1.3 – 1.837). Wario runs slightly faster (0.847 – 0.889). Wario's air speed is higher (1.21 – 1.271). Wario's gravity is higher (0.092 – 0.107). This sets him up to land more safely, but worsens its vertical endurance and reduces its jump height. Wario's traction has increased (0.07 – 0.106), making him better However, it is much lower compared to the cast, going from the 3rd highest to the 42nd highest. Forward roll gives less elusiveness (frames 4-16 – 4-15) and has more end lag (FAF 30 – 31). Back roll has more startup with less elusiveness (frames 4-16 – 5-16), and more end lag (FAF 30 – 36). Spot dodge has less end lag (FAF 28 – 27). Air dodging confers more elusiveness (frames 3-27 – 3-29). Air dodge has considerably more end lag (FAF 33 – 51). Ground attacks[edit] Neutral attack: The first hit moves faster to the second hit (frame 14 – 11). The first hit changed angles (55°/72° – 361°) and recoil (45/38 base/50/40 scaling – 40/38 base/20 scaling) to keep opponents on the ground and closer to Wario, akin to other neutral attacks. This makes it possible to better connect in the second hit and jab lock. The first hit has three hitboxes instead of two, with the existing ones smaller (4am/5am – 2.2am/2.2h/2.8u), and they are further placed horizontally (Z offset: 5am/10am – 7am/9.2am/12pm). Although this reduces its vertical range, it increases its horizontal range and gives it more favorable hitbox placements in general. The farthest hit box of the second hit follows Wario's hand instead of covering a static area, increasing the vertical range. Both hits have a higher hitlag multiplier (1x – 1.6x (hit 1), 2x (hit 2)), giving opponents more time to hit SDI's first and DI the second. The hitbox of the second hit on Wario's shoulder has been removed; however, the hitbox on his arm is moved closer together to compensate (Z offset: 8am – 6am). Forward tilt: Wario has a new forward tilt: a heavy-handed hit. It involves more recoil (22 base/98 scaling – 20/102), making it slightly earlier ko. It consists of only two hit boxes instead of four, but they are placed further apart (X offset: -3h/0h/1h/1.8u – -0.5h/2.3h), and the sweetspot is larger (5.5h – 5.7h). Moreover, Wario no longer keeps his arm to himself after the stop of the hit boxes. As a result, the move has made hitbox placements more favorable in general, with more horizontal range and incoherent. The sourspot causes more damage when the move is tilted downwards (10% – 11%), matching the other angles. The sweetspot treats consistent damage at each angle (13% (not oblique)/14% (obliquely up)/12% (slanted down) – 13%). This reduces the KO potential of the oblique variant, but improves the oblique variant. Up tilt: Up tilt has less booting (frame 12 – 8) and final lag (FAF 36 – 28). Coupled with Wario's faster jumpsquat, this greatly enhances its combo potential, even allowing it to shackle in itself. The clean hit's body hitbox has increased the horizontal range (Z offset: 0 – -1.5 - 1.5) and launches at a higher angle (92° – 95°), making it better grounded can touch wario's sides and lead to the subsequent tilt. The late hit deals more knockback (30 base/50 scaling – 20/120) and launches at a higher angle (80° – 90°), bringing the situational KO potential to very much without hindering the combined potential due to the reduced delay in the move. It treats less damage (10% – 6% (clean), 6% – 5% (late)). It no longer lends elusiveness to Wario's head or arms. The clean hit has changed the recoil, which does not fully compensate for the reduced damage (65 base/74 scaling – 28/130). This reduces the move's moderate ko potential, but further improves the combo potential in conjunction with the above changes, making it a KO setup in a half charged or fully charged Wario Waft at mid to high percentages. Dash Attack: Wario has a new dash attack: his Shoulder Tackle Dash Attack from the Wario Land series, which previously laid the groundwork for his forward smash in Brawl. It covers more damage (7% – 11% (clean), 4% – 5% (late)) and recoil, with the recent hit no more set of recoil (80 base/70 scales (clean), 50 series/100 scaling (late) – 60 basic/97 scaling). This significantly enhances the clean hit KO potential, putting the KO at about 145% of the center of Final Destination, making it one of the strongest dash attacks in the game. It provides more forward dynamics, effectively increasing the horizontal range, despite the fact that the hit boxes are smaller (4.5h/4h – 4h/4h (clean), 4h/3h (late)) and closer to Wario (Z offset: 6am/11am – 5.8u/2h (clean), 6am/9am – 4.8u/2am (late)). The clean hit has a longer duration, with the late hit having a shorter duration instead (frames 4-5 (clean)/6-23 (late) – 5-8/9-23). The move has a frame more startup (frame 4 – 5). The clean hit has a sour spot on Wario's body that has less damage (7% – 5), although it is shaved off by the sweetspot. The late hit launches at a different angle (180° – 70°), befitting the clean hit. The late hit no longer has a 100% travel chance, and combined with its changed angle and knockback, it can no longer trip opponents in any capacity. This removes the installation potential. The late hit has a lower hitlag multiplier (1.2x – 1x). Forward smash: Forward smash causes more damage (19% – 20%). It has less knockback scaling (99 – 93), marginally reducing its KO potential despite the higher damage. Wario's fist enlarges more, although this doesn't give the movement any more range. Both of his feet remain on the ground when he hits, and only lifts the hind leg after the blow. Up smash: Up smash's clean hit deals more damage (16% – 17%), with only base knockback offset (40 – 35), marginally improving its KO potential. The late hit has less base knockback as the clean hit (40 – 35), hampering his KO potential. Down smash: Down smash has less end lag (FAF 68 – 62). The clean hit has a lower hitlag multiplier (1x – 0.85x), making it slightly harder to DI. The clean and mid hit's hitboxes are extended horizontally, and different horizontal shifts during the move rather than a static one. This increases horizontal range and disjointed motion. The late hit has a marginally larger hitbox (2.5am – 2.6am). Wario Wario a surprised facial expression when using down smash. Air strikes[edit] All antennas have less landing impact (12 frames – 7 (neutral, up), 16 – 10 (forward), 27 – 16 (back), 19 – 18 (down)). Neutral antenna: Neutral antenna has less delay (FAF 50 – 46). It automatically cancels a frame earlier (frame 44 – 43). Both hits have slight shield damage (0 – 0.7). The first hit's body hitbox is much bigger, and it has gained two additional hitboxes for Wario's respective hands (3am – 4.5am/3am/3am). This significantly increases its range all around, improving the utility for approaching. The first hit has a significantly longer duration (frame 4 – frames 4-17), with a late hit at frames 13-17 which deals 3% as Wario's arms hit; the second hit has more startup instead (frame 15 – 20). This covers much of the gap between it and the second hit, further improving utility as an approach option. The second hit has more booting with a shorter duration (frame 15-38 – 20-42), making it less reliable to connect the first hit early frames at low percentages. However, in combination with the above changes, this further reduces the move end delay to just three frames, and allows to automatically cancel immediately after the hitboxes cease. This significantly improves its combo potential on all accounts. The second hit took a stronger late hit during frames 27-42, dealing 5% damage. While this also increases recoil, the move has still improved combo potential due to the lower end and landing delay. The first clean hit is slightly less damage (6.5% – 6%). The second hit has a smaller hitbox (4.5h – 3.5h). Rear antennae: Wario's head enlarges slightly less during the move, but the hitbox

placements remain unchanged, slightly increasing the disjointed and making it safer to use. It handles more knockback (20 base/100 scaling → 21/106), improving KO potential. The first auto-cancel window is a frame shorter (frames 1-5 → 1-4). Down aerial: Down aerial has a slightly different animation, with Wario putting his arms around his head, and his hands together in a diving pose. Throws and other attacks [edit] Grippers: All grippers are active for three frames instead of two. They have increased the horizontal range (Z2 offset: 9.3h → 10.3h (standing), 11.3h → 12pm (dash), -15.8u → -15.9h (pivot)). They have more end lag (FAF 30 → 36 (standing), 37 → 44 (dash), 35 → 39 (pivot)). Dash and pivot grab have more booting (frame 8 → 11 (dash), 12 (pivot)). As a result, Wario no longer has the same start-up for all its grabs, nor does it have the fastest pivot grab in the game. Wario's hand is placed lower when grabbing an opponent. Pummel: Pummel causes less damage (2% → 1.6%). It has much less startup (frame 5 → and the end was (FAF 19 → 8), but deals significantly more hitlag (4 frames → 15), keeping the effective duration unchanged. Relative to the rest of the cast, Wario's pummel is now one of the slowest but most damaging, rather than average on both accounts. Wario's finger points higher when pummeling the opponent. All of Wario's throws have been changed with more exaggerated animations. Forward throw: Forward throw consists of a hitbox for the throw, such as throwing back into Brawl, causing it to hit bystanders. The total damage remains unchanged (12% → 4% (hit 1), 8% (throwing)). The recoil scale of the throwing part has not been fully compensated for the lower damage output (65 → 70). This significantly hampers his KO potential, no longer one of the strongest forward throws in the game. While the delay of the move remains the same, it causes hit lag due to the new hitbox, making it easier to di. Up throw: Due to Wario's faster jumpsquat, up throw has gained utility as a combo starter, with follow-ups in the air from low to mid percentages. The throwing area amounts to less damage (7% → 4%; 11% total → 8%). The throwing portion has more knockback scaling (72 → 105), making it ko slightly earlier, despite the lower damage. Down throw: The throwing section causes more damage (4% → 7%; 8% total → 11%). It has a more powerful animation, with Wario clenching his fists on contact, more similar to the Ground Pound from the Wario Land games. Edge attack: Edge attack causes more damage (8% → 10%). Special movements[edit] Chomp: Both biting opponents and eating projectiles now heals Wario; the former cures him by 0.6% per bite, while the latter does by 1%, such as eating non-explosive items. The throw has much more knockback scaling (76 → 109), making it ko on high percentages. It has less delay after eating a projectile (FAF 36 → 26). The explosion of eating explosive items has less booting up (frame 18 → 17), with the total duration reduced as well (FAF 73 → 72). Eating explosive items causes less recoil damage (5% → 3%). It has more end lag if it misses (FAF 38 → 42). It no longer lends elusiveness to Wario's head. Wario Bike: A thrown bike has noticeably changed recoil (50 (basic)/0 (scaling) → 48/68), no longer able to scale by percent, and thus making it ko at high percentages. The launch angle was also changed (361° → 43°). The wheelee slam comes out faster, where it can hit opponents as soon as the bike falls down, making it easier to hit air opponents. The start of the wheelee causes slightly more damage (8% → 8.3%). After the bike is destroyed or disappears, it has a cooldown of six seconds before it can be used again. The bike no longer bounces as much when thrown, leaving fewer options like a projectile. Aerial Wario Bike has physics when Wario is not riding, rather than staying static in animation. Wario is thrown forward and tumbled as he hits a wall while riding the bike. The bike releases smoke and sparks to indicate how much damage has done it. Wario constantly pumps his fist while performing a wheelee with the bike. Corkscrew: The looping hits use five hit boxes instead of a single, which are smaller (6.5am → 3am/4am/4am/4am/4am), but spread further around Wario (Y offset: 11am → → Z offset: 0h → 1h/4h/-3h/4h/3h), increasing their range. Both the first hit and looping hits have a modified angle (85°/115°/85°/105° → 127° (first hit), 104° → /115°/115°/145°/145° (looping hits)) and are weight dependent, and the latter also have a lower hitlag multiplier (1× → 0.6×) and SDI multiplier (0.5× → 0.3×). This allows them to connect more reliably. The hitboxes of the looping hits each cause different damage (1% → 1.2%/1.3%/1.4%/1.5%). This increases overall damage production, although it is much more inconsistent as a result. The latest hit no longer has two separate hitboxes on each of Wario's hands, instead featuring a hitbox that extends between them. The body hitbox is also larger (4am → 8am) and lower placed (Y offset: 8am → 7am). All in all, this extends the range of the last hit, especially above Wario. The handhitbox of the last hit has a lower hitlag multiplier (2.5× → 2×). The latest hit is weight-independent, hampering the move KO potentially against lighter targets, but improving it against heavier. Wario's hands no longer extend for the final hit. Wario Waft: Wario Waft's fart cloud's visual effects have been renewed. Wario turns away from the screen when performing a fully charged Wario Waft. A fully charged Waft activates Special Zoom. A fully charged Waft has a slightly increased end lag (FAF 60 → 61). Wario-Man: Wario-Man has been significantly overhauled. Instead of a transformation, it's a cinematic Final Smash where Wario dashes forward, hitting captured opponents several times in a comic book style and launching them away at the end, similar to Stampedel. Wario-Man is generally considerably less effective, which means Wario can no longer access a stronger version of himself with invincibility and extremely fast attacks, instead limiting him to a ramming attack that has only average power and is much easier to avoid. Wario once again vocalize Oooooh ... at the end of the move as in Brawl, although it now plays during the latest hit of cinematic rather than the deactivation itself. As a result, the undecod glitch on the Stamina Mode, and the results screen glitch on the timed team fight have been removed. Update history [editing] Wario is somewhat buffed through updates. 2.0.0 Wario can grab ledges faster after using down aerial (76 frames → 72). 3.0.0 Chomp can eat projectiles more easily. Chomp has less delay after eating a projectile (FAF 35 → 25). A yellow flash will manifest itself when Wario Bike is usable again. Wario is now able to consume the staff with Chomp. The grounded state fault has been resolved. Self-Destruct glitch with Wario-Man in Fourside has been fixed. 3.1.0 Fixed a rare glitch where Wario's bike would immediately sideways. 7.0.0 Warios during hitstun was shifted. 8.0.0 The first hit of Forward Throw has changed the placements (X offset: 1h → 0h; Y offset: -1h → -3am), avoid missing characters like Ganondorf. Wario recovers faster from eating food (FAF 50 → 36). 9.0.0 Corkscrew: The looping hits have angles (105°/115°/105°/115° → 115°/115°/145°/145°) and higher set knockback (110 → 130), and the body hitbox of the last hit is significantly larger (5h → 8am), allowing the movement to be connected much more reliably. The looping hits' 1% damage hitbox (which had the highest priority) has been removed, allowing them to handle more damage in general. Moves[edit] For a gallery of Wario's hitboxes, see here. Note: All numbers are listed as base damage, without the 1v1 multiplier. Name Damage Description Neutral attack 4% A downward punch and an uppercut. Among one of the worst neutral attacks in the game, due to the slow startup (frame 8) and lack of range, although it offers more reward than tilting down at lower percentages because down tilt may not be reliable combo until then. Similar to his two punch combo from Wario World. 5% Forward tilts 13% A quick, heavy-handed blow. The movement can be angled, has a significant range and is a versatile kiit option on the ledge, with the downward-angled variant hitting each ledge hang. Also disjointed due to his hand not in possession of a hurbox and a large hitbox that reaches far from the hand. Up tilt 6% (clean), 5% (late) Wario pushes his outstretched hands up. It offers little recoil, but is a powerful combo starter, pairing in many antennas and especially, can confirm in Wario Waft. It also has a hitbox that lasts relatively long and the disjointed hands make it a good anti-air movement. Possibly based on Wario's victory animation in Wario Land II when unlocking Time Attack mode. Down tilt 4% Wario forcibly stabs the ground with his index finger, damaging opponents when he does so. It offers very little recoil and can combo in antennas and ground moves, especially dash attack. It also has a long horizontal range and offers incoherent due to the hands missing a hurbox, although the hitbox itself is very narrow and can miss opponents who are even slightly above. Probably based on the Touch themed microgames from the WarioWare series. Dash attack Shoulder Tackle 11% (clean), 5% (late/early, body) Wario performs his signature Shoulder Tackle dash attack from the Wario Land series. A powerful kill move with extremely short boot on frame 5. The late hit is weaker, but launches opponents into an upward angle, where Wario can possibly follow up with a juggling situation. The early hit has a sour spot in Wario's body that is hard to hit and deals 5%. It has been a long duration due to Wario's momentum as he charges forward, making it cross-up shields. Forward smash 20% Wario winds back strongly with his fist, and delivers a huge backhanded punch. Almost the same range as his forward tilt, with a big hitbox that goes over Wario's fist. It has a high end lag and the Startup wario's smash attacks, but is very powerful. The squirming back can allow movements to snort, so is punished by the attack. Due to coming out on frame 18 and with 46 frames from the end lag, it is highly punishable if missed. Missed. smash 17% (early), 13% (late) A hard-hitting, arcing headbutt. Wario's head enlarges significantly during the attack and extends upwards, has a large hitbox and has head elusiveness, making it very disjointed. The attack has a high launch capability and covers a fair amount of both vertical and horizontal range, but has a significant amount of end lag (45 frames), to the point where Wario would stand and still lag. Can be based on the third hit of his basic attack combo in Wario World. Down smash 13% (early), 10% (late) Spins on the ground three times, bashing enemies with his head. The move consists of three hits, but only one hit can be made. The first hit is capable of ko'ing at high percentages, while subsequent hits are much weaker, and it launches into a low angle, accounting for gimping a lot of recoveries. Hits most ledge hangs, although it boasts a high end lag, and the poor range makes it an unsafe move to use for the most part, although it's Wario's fastest smash attack at 8 frames. Neutral antenna 6% (hit 1, early/late, body), 3% (hit 1, late, arms), 4% (hit 2; early) 5% (hit 2; late) Wario blows up his belly and spins in the air with his arms and legs widely spread. Very fast startup, coming out on frame 4. The offense has two hits, further divided between a clean hit and late hit that act independently of each other. Unlike the second hit, which only has a hit box on Wario's belly, the first hit has two additional hitboxes that also cover his arms. Both hits can combo in each other at low and mid percent as Wario moves back and forth in the air, and has almost no end lag, as he can act only 4 frames after the hitboxes cease, making it an excellent tool for combos and racking damage. The late hit can lead to another antenna and even Wario Waft. It autocancels on frame 43, immediately after the hitboxes cease. Visually similar to Wario's crouch-jump from Virtual Boy Wario Land and Wario Land: Shake It!. Forward antenna 7% (clean), 4.5% (late) A quick step forward. The first few frames do more damage and recoil. Low knockback and poor range, lacks a hitbox at the tip of the foot, but starts very quickly, making it useful for gimping or escaping pressure, as well as a decent poking tool. The late hit can lock and also combos easily in other antennas at low percentages. It autocancels in short hop. Back aerial 12% Wario floats his head backwards. A viable KO movement because it is its strongest air raid-wise. It also has relatively fast booting on frame 9 and steers at a slightly low angle, but it has a high end lag and Wario can be hit, if its head enlarges and then slightly moves around. Autocancels if used at the peak a short Up aerial Hand Slip 13% Wario claps his hands and feet together in the air. Its strongest air damage-wise with the best vertical recoil too. A powerful combo starter. If used after a rapid drop, it can lead to an antenna and Wario Waft at low mid-percent. It also owns a large large and is disjointed due to the hands not having a hurbox. Fast for its strength, coming out on frame 8, but has 38 frames from the end lag, making it punishable. Down aerial 1.3% (hit 1-6), 4% (hit 7) Wario puts his hands above his head and turns while upside down, drilling with his hands and head. The latest hit has powerful diagonal knockback that KO can be at high percentages. Upon landing with it for the last hit, it can often lead to a half waft, albeit not on heavier characters due to lack of hitstun. If the movement fails to join in the further hits, it can break also weak meteor the opponent, although it cannot become stronger because of its series of fightback. The move is visually similar to Wario's animation when getting a birdie in Mario Golf (GBC). Grab → Grabs the opponent by the torso with one hand. Based on his one-handed grabs in the Wario Land series. Pummel 1.6% Stabs the opponent in the abdomen with his index finger. Probably based on the Touch themed microgames from the WarioWare series. Forward throw 8% (throw), 4% (collateral) Launches the opponent forward with his rear-end. Can kill lightweights at higher percentages, but struggles to kill mid and heavyweights. Also Throw Wario's highest damage, handy for damage racking. Throw back Wild Swing 7% (throw), 3% (collateral) The Wild Swing Ding attack from Wario World. Grabs the opponent by the legs, turns them around three times and launches them behind themselves. Damaging those who come into contact with the spider, which can be good for getting opponents away as in a match with more than 2 characters. Despite being similar to Wario's throwback, it is surprisingly weak in damage and knockback, which is not viable for killing. Up throw 4% (throw), 4% (collateral) Wario throws the opponent up and beats them up with raised fists. Can connect in the air at low to mid percent. Down throw 7% (throw), 4% (collateral) Throws the opponent to the ground and hits them with his rear. Hits the opponent at a low angle behind Wario, which can lead to follow-ups by reading the opponent's options afterwards. The move and exaggerated animation are based on the ground pound move of Wario Land and Wario World. Floor attack (front) 7% Wario stands up and raises his finger both forward and backward. A potential reference to the Touch themed microgames from the WarioWare series. Floor attack (back) 7% Wario spins around, punching with his fist extended. Floor attack (trip) 5% Wario pushes his fists in front of him, then kicks his legs behind him. Edge attack 10% Crawls the ledge and flips on his back, attacking with his fists. Among the fastest ledge attacks in the game. Neutral special Chomp 2.4% (every bite), 5% (toss), 0.6% (self-healed), 13% (eating explosive), 3.6% Self-harm) Wario opens his mouth and closes it on the opponent, chewing on those who are trapped, healing 0.6% damage per bite. It has a large range and very fast startup (8 frames). It can be used to consume items and healing 1% damage by items, and a third of the damage from the base of a projectile damage. Eating explosives will cause them to detonate inside of Wario, damaging him, but the explosion will harm nearby enemies, providing a good knockback. Healing items consumed with Chomp heal 1.5x more damage than normal. Consuming items reduces the time it takes to charge the Wario Waft. Based on the Hot Dog Ho microgame from the WarioWare series and the Hyper Suction move by Wario World. Side special Wario Bike 0.6%-11.2% (ram, varies depending on acceleration and timing, full speed consistently goes 11.2%), 8.3% (wheelee beginning, can combo with ram), 5% (wheelee), 13% (wheelee during slam), 7% (turn), 3% (turn late, can strike twice), 3.5% (jump out) Wario climbs aboard his trademark Wario Bike and races around the stage, damaging to opponents in his path. During this, from frame 1, Wario gets a small amount of knockback-based armr, able to take up to 20 units of knockback. Tilting the opposite direction on the ground will turn him over, treat damage and kill at high percentages, and tilt in the air can adjust the angle of the Wario Bike and its jump afterwards. Holding up will produce a wheelee, and pressing down during a wheelee makes the bike perform a very powerful ground slam. After disassembling the bike, Wario can destroy, throw at opponents, or eat it with Chomp. The engine has 18 hp and is not affected by the 1v1 multiplier. When thrown, the Wario Bike opponents can launch a fair distance, even KO'ing them at high percentages. In the air, the bike gives a small initial vertical hop along with a free jump through disassembly. After losing the Wario Bike, Wario can't call up another bike for 6 seconds, and only if it hits the ground again. If the player tries to do this before the cooldown ends or a bike is already out, not within his reach, Wario will instead look helpless around the stage for his bike. The lool animation can be cancelled if landing on the ground after initiating it in the air, or running it in the air and reaching maximum fall speed. Up special Corkscrew 5% (first hit), 13%-1.5% (hits 2-5), 4% (last hit) Wario launches himself into the air, hitting enemies several times while spinning. The final hit has decent diagonal recoil with hands, KO'ing at high percentages. Wario's body has a hitbox that launches, although is very hard to hit due to hand hitboxes taking precedence. The movement can be steered diagonally to the left or right. Possibly based on the Corkscrew Conk of Wario World. While both movements have vertical ascension, the two movements are visually different. special Wario Waft 0% (no charge), 12%-15.5% (minor charge), 20%-29.9% (moderate charge), 27% (maximum charge), 20% (maximum charge heeded) Flatulence that grows in strength and knockback the longer it goes unused. The charge can in no way be lost without using the movement itself. By Chomping items, the Wario Waft loads faster with 1.5 1.5 There are 4 levels of charge, all with different effects: at no cost, the waft will always trip opponents, but treats no damage and is the slowest waft (frame 16), the second level is the second slowest (frame 10), the third level (half charged) is the fastest (frame 5) and has good KO potential, and the fully charged waft handles the most damage and recoil → has a huge hitbox below and super armor (frame 5-10), and also sends Wario flying up with a headbutt that has equally powerful KO potential, although is slower than the third level of charge (frame 9). If the fully charged waft is used near the upper blast line, wario will be KO'd by the upper blast line. Final Smash Wario-Man 10% (tackle), 20.8% (consecutive hits; 1.3% each), 12% (fart), 10% (releasing), 52.8% (total) Wario consumes a ball of garlic and propels himself towards his opponents. As the move connects, Wario transforms into the masked anti-hero, Wario Man from the WarioWare series and splits into multiple copies, dealing a series of blows to opponents caught up in the attack. The final blow is delivered by an explosive fart that launches the opponents, KO'ing them at mid to high percent. The strength of the last fart is not affected by the charge of Wario's down special. On-screen appearance[edit] Crashes on stage with his bike while laughing. Wario then jumps off and his bike explodes as he dusts off. Wario's on-screen appearance Taunts[edit] Up taunt: Laughs so hard that his jaw comes loose, in which he will then force his mouth shut with his hands. Side taunt: Shakes his rear to the screen with his hands extended in each direction while making a Unh-unh! kind of noise. Down taunt: Faces on the screen and screams Wah! three times, with the third Wah! with the most enthusiasm. For every Wah! Wario holds up three fingers that form a W (his initials), first with his left hand, then his right hand, then both hands at the same time. Bike taunt: Laughs and looks at the screen while doing his signature W hand sign with both hands, and then grabs his nose with his left hand. Idle poses[edit] Bashes his fists together twice. Scratches are bottom while looking for the screen. Victory sets [edit] Left: Walks forward, strokes his belly twice, then farts, sniffs his behind, and scratches his head, saying Ooh! in surprise. Up: Spins around with his motorcycle, stops the screen saying Yes! plucks the end of his mustache, and holds three fingers in the shape of a W. Right: Laughs and then falls over, rolling on his back. A remix of Stonecaring City's stage theme from Wario Land: Shake It!. In competitive game[editing] Since the beginning of Ultimate's metagame, Wario was often said to be superior its previous iterations due to his more consistent KO options, his already fast speed being further increased, and his stronger, more reliable combo game. His waft is also notorious as a comeback mechanic for closing stocks when in a dire or last last Situation. Wario also benefits from having a frame 3 jumpsquat strong as he can now make more use of his air game. Unlike in Smash 4, where Wario's results declined as the metagame progressed, he has maintained the same level of success of all his top players. Tweek, in particular, has won several majors with the character, winning Let's Make Moves, Glitch 6, Frostbite 2019, and Glitch 8. Gluttony is also the best player in Europe by a large margin, with almost every European major won and consistently high placement at majors in North America, especially finishing 3rd at EVO 2019 with the character. Japan developed Wario's potential even further as he is one of the most represented characters in Japan, with many players such as Abadango, cameo, and Nietono using him as a main or secondary. Because of his dominance around the world, opinions on Wario are very positive as ESAM, Leffen, MkLoo, Maister, Marss, and VoiD believe that the character is among the top 5 in the game with Dabuz and Tea claiming that he is the absolute best character in the game. Notable players[edit] Each spot following the Smasher name indicates placement on the Fall 2019 PGRU, which recognizes the official top 50 players in the world in Super Smash Bros. Ultimate from July 13, 2019 to December 15, 2019. Active[edit] Abadango (#24) - One of the best Wario players in the world. 1st place on Umebura SP 4, 3rd on Sumabato SP 8, 5th at Smash Factor 8, 9th on both Sumabato SP 6 and EVO 2019 and 17th at Sumabato SP 7. Axiom XL - 7th placed on Ursa Minor 4, 13th at Overclocked Ultimate II, 33rd at Shine 2019 and 65th at Frostbite 2020. Has a victory over Maister. DD - The best Wario player in Australia. 2nd at Phantom 2019, 3rd on BigWinChampionship 2, 5th on Expand Gong 4 and 97th at EVO 2019. Has victories over Extra, Jdizle, MastaMario, IMHIp, Cyro, Hakkoru and Nanchan. Gluttony (#8) - Widely known as the best player in Europe and the best solo Wario player in the world. Placed 1st on Valhalla II, Ultimate WANTED 1, Tech Republic IV, Albion 4, Syndicate 2019 and Valhalla II, 2nd at Stunfest 2019, Ultimate Fighting Arena 2019 and VCA 2019, 3rd at both Smash Ultimate Summit and EVO 2019, 4th at Smash Factor 8, 5th at CEO 2019, 2GG: SwitchFest 2019 and 2GG: Congo Saga, 7th on GENESIS 7, 9th on 2GG: Prime Saga and Mainstage, and 17th on GENESIS 6, with wins over players like MkLeo, Nairo, Marss, Zackray, Dabuz and Light. Harlonga - The best Wario player in Chile. 3rd placed on Smash Chile - Civil War, 3rd on Iwanna Torneo Nacional! and 1st at Royalty 3. Has victories over players like Firehao, Dertolo, Keen and Rody. HIKARU (#41) - Has a strong Wario secondary that has been used to place 1st on Sumabato SP 7 and 13th on Sumabato SP 2, often used in conjunction with Pokémon Trainer and Donkey Kong, huto - Has a strong Wario secondary. 3rd place at EGS Cup 2 in collaboration with Mario Luigi, 5th on Seibugeki 1 and 13th in Kagarihi. Has HIKARU defeated, defeated, Ark, and chicken. Ismon - Co-mains Wario alongside Falco and is one of the best Wario players in the United States. 5th on Standoff 2019, 13th on Low Tier City 7, 17th at Glitch 7 - Minus World, 25th in The Big House 9 and 49th at 2GG: Prime Saga. Has victories over Stroder and Fatality using Wario. kameme (#11) - Co-mains Wario with Mega Man and is the best Wario in Japan and considered one of the best Wario players in the world. 1st place at Umebura Japan Major 2019, The Kid, the Goat and the MangO, 2GG: SwitchFest 2019, 2nd at Umebura SP 3 and 3rd at Let's Make Big Moves in collaboration with Mega Man at all these tournaments. Little Z - One of the best Wario players in Australia. 6th on Big Win Smash 40, 9th on Big Win Smash Ultimate Showdown 2 and 17th on Expand Gong 4. Nurse - Placed 4th on Smash at The Comic Strip: Punching Up, 7th on both SKL: Prairie Pummel and Salt Flats 2020, and 13th on Smashfest 5: Queen City Ex with mainly Wario. SBF - The best Wario player in the UK. 2nd place at UKIE Ultimate Circuit Final, 3rd on both Manchester Conquest 5: Mini/Mio's Mega Adventure and Manchester Conquest 6, and 7th on Super SmashPoint 3. Has wins over Streak and Skarfelt. Tweek (#3) - Co-mains Wario with Wolf, and is considered one of the two best Wario players in the world, and was once considered the best Wario player in the world while solo-manning the character. Placed 1st on Let's Make Moves, Glitch 6, Frostbite 2019, Get On My Level 2019 and Glitch 8, 2nd on MomoCon 2019 and 2GG: Congo Saga, 7th at 2GG: Prime Saga and 9th on both GENESIS 6 and GENESIS 7. Whoophee - The best Wario player in Norway and is considered the second best Wario player in Europe. 2nd on Bob-omb Battlefield, 13th on The Ultimate Performance 3, 2017 at Valhalla III and 33rd at Ultimate Fighting Arena 2019. Has wins over Lucky and WiASe. Ranked 41st in the European Smash Rankings. Waymas - The best Wario player in Mexico. 5th place on BIT MASTER MTY 7, 7th at Ragnarok, 33rd on Smash Factor 8 and 65th on GENESIS 7. Zackray (#7) - Uses Wario as a secondary and one of the best Wario players in the world, with victories over players like Light, Abadango, Eim, Etsu, Tsu and Jagaimo. 1st place at Eastern Powerhouse Invitational FINAL, 2nd on 2GG: Prime Saga and 7th at Umebura Japan Major 2019. Inactive[edit] Classic Mode: I'm-a-going to Win! [edit] Wario's congratulatory screen. All of Wario's opponents are champions who use brute force and hard, heavy attacks, just like Wario himself. The only basic roster heavy characters absent are Donkey Kong and Bowser. While the English title refers to Wario's slogan in the international version of Mario Kart 64: I'm-a-going to win!, the Japanese title (一様怪— Credits rolls after completing The Classic Mode. Completing it as Wario has Ruins - Wario Land: The accompany the credits. Finding Wario in World of Light Although Wario does not appear in the World of Light opening cut scene, he was vaporized and later imprisoned alongside the rest of the fighters (except Kirby) when Galeem released his rays of light. Wario was one of many fighters who fell under Dharkon's control on Galeem's first defeat. It can be found in the Dracula's Castle area. A switch must be pressed to change the orientation of the lever that blocks it. Spirits[edit] Wario's fighting spirit can be obtained by completing classic mode. It is also periodically available for purchase in-store for 500 coins. By unlocking Wario in World of Light, the player can preview the first spirit below in the Spirit List under the name ???. As a fighter spirit, it cannot be used in Spirit Battles and is purely aesthetic. His classic outfit has a fighter spirit of his own, available through the store. Each fighter's mind has an alternative version that replaces them with their artworks in Ultimate. Wario also makes an appearance as a legend-class primary spirit as his alter ego, Wario-Man. In Spirit battles[edit] As the main opponent[edit] Spirit Battle parameters Inspiration No. Image Name Series Enemy Fighter(s) Type Power Stage Rules Conditions Music Character 59 Chargin' Chuck Super Mario Series •Wario Team (x4) 1,800 Super Mario Maker (x4) 100 Figure-8 Circuit N/A •The enemy side special has more power•The enemy has more movement speed Mario Kart Stadium - Mario Kart 8 Waluigi 115 Eggplant Man Wrecking Crew Series •Wario Team (x6) 1,900 Wrecking Crew (Battlefield form) •Item: Golden Hammer •Defeat an Army of Fighters Wrecking Crew Medley 226 King Bulblin &am; Lord Bulblin The Legend of Zelda Series •Wario 2,000 Bridge of Eldin N/A •The enemy fights dash attacks Main Theme - The Legend of Zelda Series •Twilight Princess 232 Groose The Legend of Zelda Series •Wario 3,800 Skyloft •Item: Exploding Types •The enemy starts the battle with a Bomber•The enemy's throwing-type items have increased power•The enemy loves to jump Ballad of the Goddess (Original) 396 Pigma Dengar Star Fox Series •Wario •Wolf 4,300 Lylat Cruise (Battlefield form) •Move Speed 1 •Defeat the main fighter to win•The enemy has increased the speed of movement when the enemy has high damage•The enemy tends to conflict Star Wolf (Brawl) 448 Weezing Pokémon Series •Wario 2,200 Pokémon Stadium (dangers out) •Hazard: Poison Cloud •The stage is covered with a toxic cloud Main theme - Pokémon Red &am; Pokémon Blue (Brawl) 580 Master Belch EarthBound Series •Wario 4,200 Mario Bros. (Battlefield form) : Sticky Floor •The floor is sticky•You have reduced defense after a while Unfounded Revenge / Smashing Song of Praise 599 Mr. EAD F-Zero Series •Giant Wario •Giant R.O.B. 3,800 Big Blue N/A •Versla de belangrikste vechter om te winnen•De vijand vijand Attacks have more power•The enemy can wreak havoc by in your Brain Cleaner 719 Specknose Kid Icarus Series •Wario (x3) 1,800 Reset Bomb Forest N/A •Take your strongest team to this no-nonsense battle Kid Icarus Retro Medley 734 Dribble &am; Spitz WarioWare Series •Wario •Pikachu 4,000 Saffron City •Uncontrollable Speed •All fighters move faster and cannot stop quickly after a while•The enemy favors side specials WarioWare, Inc. Dribble 738 Wario-Man WarioWare Series •Wario 13,700 WarioWare, Inc. (dangers out) •Sudden Final Smash •The enemy will suddenly make a Final Smash•The enemy FS Meter will quickly cost WarioWare, Inc. 747 Count Cannoll Wario Land Series •Wario 1,800 WarioWare, Inc. (dangers out) •Item: Transforming Types •Items will be pulled towards the enemy Ashley's Song 856 Frillard Animal Crossing Series •Wario •Isabelle •Villager 2,400 Town and City N/A •The enemy loves to be taunt Town Hall and Tom Nook's Store - Animal Crossing : Wild World 944 Soda Popinski Punch-Out!! Series •Wario 9,300 Boxing Ring •Item Tidal Wave •Endurance Fight•The Enemy Becomes More Powerful After Eating•Certain Items Will Appear in Large Numbers World Circuit Theme 1.123 Excitebike Series •Wario Team (x4) (, ,x2) 3,800 Mario Circuit N/A •The Enemies Favors Side Special s Excitebike - Mario Kart 8 1.184 Old Man Lobber The Legendary Starfy Series •Wario (x3) 3,800 Tortimer Island N/A •The enemy's throws have more power•The enemy gives suit and throws Tortimer Island Medley As minion[edit] Spirit Battle parameters No. Image Name Series Enemy Fighter(s) Type Power Stage Rules Conditions Music Character 565 Salsa EarthBound Series •Diddy Kong •Wario 1,700 Gerudo Valley (Battlefield form) •Item: Banana Peel •The enemy favors special moves Mother 3 Love Theme Fassad 2 6 55 L'Arachel Fire Emblem Series •Robin •Sheik •Wario 1,600 Castle Siege •Health Recovery •The enemy is healed as the enemy prepares for preparations for Dozla 736 Dr. Crygor WarioWare Series •Dr. Mario •R.O.B. •Wario 3,400 WarioWare, Inc. (dangers from N/A •Defeat the main fighter to Mike's Song Wario Bike 746 Princess Shokora Wario Land Series •Peach •Peach •Mr. Game &am; Watch •Wario 2,900 Mushroom Kingdom II •Item: Transforming Types •Defeat the Main Fighter to Win•Timed Battle•The Enemy Tends to Avoid Conflict Ruins - Wario Land : Shake It! Wario Land 1.154 Dion, Max, &am; Jack Marvelous: Moutihotsu no Takarajima •Villager •Luigi •Wario 1,800 Tortimer Island •Item: Beasiball •Take your strongest team into this no-nonsense battle Village of the Blue Maiden Max 1.313 Makoto Nijima Persona Series •Sheikh •Giant Clear Wario 3., 000 Dracula's Castle (D form) N/A •Defeat the main fighter to win•The enemy is invisible Last Surprise Johanna Altermate costumes[edit] Gallery[edit] Character Showcase Videos[edit] Trivia[edit] Wario's entry on the Japanese Super Smash Blog was on 2nd, 2018, the same day WarioWare Gold was released in Japan. Wario's knots on his overalls the E3 video, his showcase video, and one of his website screenshots were mistakenly gold, unlike their usual white. In the last game, however, the error was corrected. Wario, along with King K. Rool and Incineroar, each have a Classic Mode route that consists almost entirely of super-heavyweight fighters. One of the Japanese website screenshots that show Wario using his neutral antenna shows him doing the move with an angry expression on his face, which was changed in the final release with Wario having a happy expression while using the move. Despite receiving non-English voice actors in non-English versions of WarioWare Gold, Wario is still voiced by Charles Martinet in all versions of Ultimate. Wario's overall outfit has strange features with his face covering textures such as ink and activation of the Metal Box, with his face being covered directly by this rather than gradually. Prior to 8.0.0, Wario's forward throw didn't work well on Ganondorf due to the first hit not connecting well. Wario and R.O.B. are the only Nintendo fighters to be found in the Dark Realm. In Wario's biker outfit, because his jacket has gotten more physics-based movement, certain animations will cause it to disconnect, exposing a hole under his arm. Arn.

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