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Share this article about the nature in general. For fighter information, see Bandana Dee (Super Smash Flash 2). Bandana Dee, officially known as Bandana Waddle Dee (*バナナワドデー*) or simply Waddle Dee (*ワドデー*), is a recurring character in the Kirby series. It is a type of Waddle Dee, and can be distinguished from other Waddle Di by its distinctive blue bandana. He first appeared in Kirby Super Star's Megaton Punch sub-game. He became a playable character in Super Smash Flash 2. The description of Bandan Waddle Dee's character first appeared as a contender in The Kirby Super Star mini-game Megaton Punch. However, Bandana Dee's first plot important appearance was in Kirby Super Star Ultra, as said the game expands and defines its role in the sub-game, Revenge of the King. He acted as an advisor and second in King Dede's team during Kirby's re-entry into Dede Castle. He is incredibly loyal to King Dida, to the point of pleading with him not to fight Kirby for Dede's safety. After Kirby defeats King Dede's best henchmen, he contrasts Bandana Di Kirby to his horror, as he knows he has virtually no chance against the pink puff. Dede decides to spare him, but he still goes forward to stop Kirby regardless, out of pure devotion to his king. Although Kirby appears to have defeated him in their confrontation, he later appeared in the name alive and well, watching Kirby attack him with a masked Edebe. He's the only one who witnessed the fight. An interesting detail is that he cheerfully waves his hand when Kirby or his assistant get injured. He also appears to walk alongside King in the credits of the sub-game. He later reappeared in Kirby's Return to the Land of Sleep as a playable character, where he helped Kirby, Meta Knight, King Dideda and Maglor repair Lore Starkutter. He used a spear for weapons like Spear Kirby. Bandana Dee also acts as Kirby's main ally in Kirby and the Rainbow Curse, being a playable character for the second and third player, he can help Kirby by picking him up and picking him up with another player, allowing him to overcome obstacles. The Super Smash Flash series in Super Smash Flash 2 Main Article: Bandana Dee (Super Smash Flash 2) Bandana Dee is the official work of art for Super Smash Flash 2. Bandana Dee was shown playing a character during Day 3 at Super Smash Con 2016. His appearance and movement are mostly inspired by his appearance as a playable character in Kirby's Return to the Land of Dreams, which carry the spear as the main weapon. His moveset also refers to both the Waddle Dees and Waddle Doos, wearing an umbrella and beam rod. His bandana evokes the emblem of King Dede, indicating his belonging to him. His sprite design is based on his appearances at Kirby Super Star Ultra and Kirby's Return to Dream Land, with touches. Bandana Dee is ranked 26th on the current level list, putting it at the top of C. As an Assist Trophy, this section contains information related to content non-use. This issue has never been implemented or removed, shortened or amended at some point in its development, and this section refers to its original implementation. Bandana Dee originally appeared in Super Smash Flash 2 as the Assist Trophy, in which his sprites were edited from Kirby Super Star Ultra. He also unequivocally wore a yellow W emblem on his bandana, which developer Stephen said was behind Waddle. When he was summoned, he walked slowly on stage, occasionally jumping into the air and trying to charge opponents, most likely in the overall manner Waddle Diez behaved in the Kirby series. Bandana Dee was very weak, as in contact with the enemy will deal only 1% damage and weak rollback. In addition, Bandana Dee can be attacked by opponents, causing him to turn red for a moment, and attacking him enough will send him to fly away, defeating him. Otherwise, Bandana Dee will disappear after a certain period of time. With the release of the beta version of Bandan Dee was converted into a full-fledged playable character, and he was subsequently removed from the Assist Trophy list. The Assist Trophy Trivia Bandana Dee is the only character in the Super Smash Flash series that uses a name invented by fans, unlike the official name given to it by Nintendo and HAL Laboratory. After his confirmation as a playable character, Bandana Dee became the second character in SSF2 to be switched from Assist Trophy to playable character, after PAC-MAN. Community content is available under CC-BY-SA unless otherwise stated. Share this article about Bandana Dee's appearance in Super Smash Flash 2. For general information about the character, see Bandana Dee. Bandana Dee is a rookie starting character in Super Smash Flash 2, which was revealed during day 3 of the stream at Super Smash Con 2016. He hails from the Kirby series and, like PAC-MAN, is a character who originally appeared as the Assist Trophy. His sprites are heavily edited from Kirby Super Star Ultra to give him his appearance from Kirby's Return to Dream Land. Bandana Dee ranks 34th out of 40 on the current level list, putting him at the bottom of level C and making it the worst character not considered the lower tier. Bandana Dee is the most notable strength of his great combo game, with great snack combo, good grip, and very useful throws. It also has a decent edgeguarding game, three jumps in the air, and a big splash in his down air. However, he suffers from an acute shortage of kill power, with his core KO moves hard to land due to a moderate starting lag and often relying on hard reads to pick up KNOCKOUT. It has also suffered from low especially in the air, where his low air speed and jump height in the air make him one of the slow characters there. He also struggles heavily with his status as an easy and extreme floatiness combined with his awful recovery, which relies on his double jumps and low-distance recovery makes him incredibly easy to knock out. While many of his attacks are many hits, some of them greatly hamper the usefulness due to not connecting securely in the final hit. Overall, Bandan Dee's strengths are mostly overshadowed by his flaws, and this leaves him as a low-level character. The attributes of Bandana Dee is a unique character, he is a slow, floating featherweight similar to Kirby, however, unlike Kirby, his spear gives him a massive disjointed. This allows it to compensate somewhat for its slow vertical and horizontal mobility (especially in the air) by effectively spacing enemies with long slopes and antennas. It has three jumps in the air, albeit very short distances, and a decent horizontal recovery move in the Waddle Copter. It has very powerful combo starters in dash attack, up tilt, downward tilt, down throw, and up throw. He can continue his combo with his good antennae, and finish the combo with the back of the air or Waddle Copter. This gives him a versatile combo game that allows him to string together attacks for a lot of damage. It also has solid frame data on most attacks, with examples of quick moves up the incline, Waddle Copter, and back air, two of which are good finishers. His grab game is also very versatile: his down throw is a solid combo starter who can chain grab a fast drop at low percentages and a knockout at high percentages. Its pre-throw can reliably start the air combo with a low to mid-percentage, and the forward throw can start combo at low percent and can force a sacrificial knockout. His rear throw is guaranteed to put the enemy in a bad position, either forcing them to recover low (which can easily result in a down antenna) or force them into a tech chase scenario. Its grip range is also remarkably high, extending the distance from his entire body. It also has a very quick beat, and so can collect damage quickly when dropping its outdated moves. Its special set of moves gives it a variety of uses: Beam Whip, its standard special move, can function as an interruption tool, and it can be charged to become a Wave Beam, a fast-moving projectile useful for gimping characters with weak recovery. Its side special, Spear Throw, can function as a useful gimping tool as well, and pins the enemy in place for a short time, allowing Bandana Dee to follow. Waddle Copter, his special, is powerful attack, and can be used to provide an impressive horizontal recovery. Finally, its down special, Parasol Drill, can function as a mobility and approach option, and deals a respectable rollback however. The main problem of Bandana Dee is its knockout potential; despite having a few solid finishers, he struggles trying up to early knockouts, since none of his high rollback moves ko potential to middleweights under 100%, and his basic knockout movements are either hard to land (back air and Waddle Copter), are slow (smash attacks), or just not reliable finishers up to very high percentages (down throw). While its grab and combo games are outstanding at low to medium percent, it's not as high-interest as Bandana Dee can't reliably get KO finishes without platforms at any percentage, despite having plenty of combo snacks. This lack of knockout capacity can cause Bandana Dee to rely on hard reading or edgeguarding to take stock; however, the latter is made extremely risky by his recovery, or lack of it. Its special is also very easy to counteract if met with a proper response; The whip beam itself is very weak, and has no use beyond interrupting approaches, and the wave beam can be easily avoided and reflected. Spear Throw is very weak, its overall distance is very short, and opponents can easily avoid the pin, making it unreliable for the ensuing. Waddle Copter is also easy to avoid, and it can be very weak on characters with high weight or drop speeds. Finally, the aerial version of the Parasol Drill, the Parasol Dive, is much weaker than the ground version, making it less reliable for KOing despite its downward launch trajectory, and the grounded version can be easily avoided as well. His recovery is very linear and very easy to predict; His low air speed gives him a hard time making it back to the stage quickly, his jumping short distances, and despite Waddle Copter's decent horizontal distance, this is one of the worst vertical recovery movements in the game and easy to intercept, meaning his vertical recovery is one of the worst. It also has a rather unimpressive endurance, as it is very light (even lighter than Kirby) and has low gravity, which gives it not only very poor vertical endurance, but worse horizontal endurance than the characters of a similar weight category due to having a terrible recovery. Overall, Bandana Dee is a mediocre character with good strengths, but strongly dependent on his lack of mobility, recovery and knockout potential. He can function well with the bait and punish the style of play, as his ko moves deal a good rollback and useful for punishment. He can also play in defense and zone out opponents with his wave beam, spear throw, and long-range attack, and stall with his few jumps. Moveset Ground Attack Description Damage Standard Attack 1 Stabs with a spear forward at an upward angle. Jab securely cancels the takeover on no more than interest, 2% Standard Attack 2 Stabs with a spear forward, at a downward angle. Can in the grip. 3% Standard Attack 3 Stubbs with Spear Forward. More range than other hits. 4% Tyre attacks pause before jumping forward and spinning (along with the spear) wildly. Hits twice: first link links in the second, if not used at very close range, the case is 4%, and the second deals 7% and combos in grounded moves (particularly combo snacks such as neutral attack and upward tilt) at a low percentage, a total of 11%. A decent combo starter, but has a high run lag. 4%7% Forward tilts the spear forward, after spinning it first. Has a bit of a launch delay. 9% Up tilt Swing spear up in the arc. Can combo in itself, before smash, and neutral air at low interest rates. 7% Down Tilt Performs a Sliding Strike Attack, similar to Mega Man Down Tilt. Inspired by Kirby's Slide Kick in Kirby games. He can also execute this attack in Kirby's games, in which he plays himself. Combo in upward tilt, tilt forward, kick, neutral air, and up smash at low percent, and forward air in the middle of the percent. Can also combo in the air, depending on the enemy's DI. 7% Forward smash the swing spear in front of it as it turns into an umbrella. Deals are a good pullback. 13.5% Up smashes his spear to the ground, which releases some ball-shaped beams around its tip. Can combo in itself at a low interest rate. 1%2%6%9%9% Down smash Slashes with great power before, then behind you. The back kick has a sour pot that has much less damage and rollback. 14%9% Air Attack Attack Description Damaging Neutral Air Lee buzzsaw-like movement with his spear, hitting opponents several times. Can hit up to 4 times, the first 3 deals are about 1.5%, with the last deal 6% and some pullback, a total of 12%. Hits don't connect very reliably, although a multi-hit can combo in capture and even up to smash when landing. 1.5%6% Forward Air swings his spear forward. Power balls will appear around the tip. Multi-hit though doesn't connect very well. 2%3%5% Back Air makes a strike back. Good range, high speed, and makes a strong rollback, KOing middleweights at around 95% on the edge of the end destination. Its combination of range, speed and power make it a good move for KOing and edgeguarding. 12% Up Air Thrusts his spear up. Can follow up in a spear copter at a low percentage, although it has a fairly low utility outside of the damage, although it is a moderate rollback. Has juggling potential from beyond the vertical launch angle. Has sweets on the frame one, which deals 1% more. 13%12% Down air dives down with a spear while spinning around. Based on the Moon Drop from spear in moveset in Kirby games. The final strike has a powerful meteor impact on the aerial enemies, which can also be used for knockout. This step has a very low landing lag, meaning Bandana Dee can usually recover after using it. It doesn't connect very securely on floating characters, but they can still be dragged down quite far away. Bandana Dee lands with this, landing hitbox launches opponents with a very low knockback that allows installation in antennas and Waddle Copter, even kill interest. 2%5% Grab and Throws Attack Description Damage Grab reaches on one side. Surprisingly long range, extending the distance of your own body. N/A Pummel Headbutts opponent. One of the fastest Pummels in the game. 1% Forward Throw Raises the Enemy in the Air and pliedrives them. If the player performs this attack on the edge of the stage, Bandana Dee will fall with the opponent, for a sacrificial knockout. 9% Back throw enemy lifts in the air and kick them back. Very low rollback, but can be used to customize chase technologies and edgewarders. Bandana Dee can act immediately from the throw, which can allow down air that will be landed when used on the edge. 8% Up throw the enemy lifts up into his umbrella, twirling it several times to collect damage. Can combo in the antenna and Waddle copter. A 12% down throw throws the opponent to the ground, pauses and then performs Megaton Punch, punching them into the ground. There will be KO averages at around 145%. Can chains capture fast fall to about 45%. Link to Megaton Punch, a mini-game from Kirby Super Star. 10% Other Attack Special Moves Special Stroke Title Title Damage Standard Special Move Beam Whip/Wave Beam Waves employees, charging the move and then throwing two spheres like beams that circle around each other, while pushing back The Bandana Dee. If not charged, the movement explodes forward with a beam of short range that moves up and down. The charged version kills on the ledge about 140% 2%8% Side special move Spear Throw Dee throws a spear. He can pin opponents to the ground if he gets hit with sweets, setting up for a killing move. A tall startup. 5%10% Up special running Waddle Copter does a short jump and then slides while spinning his spear like a helicopter blade. While Bandana Dee descends, the spear has a hitbox that weakly launches enemies. The descent can be reversed by clicking down, causing Dee to fall faster and enter into a helpless state. Deals are a heavy pullback. KOing averages at around 100%. However, it doesn't kill as easily on fastfallers, and interferes with a good DI. 13%4% Down a special move Parasol Drill / Parasol Dive If done on the ground, Dee rushes forward with his umbrella, a case of strong knockback. In the air, Dee will dive down while spinning his umbrella for a few hit spikes. This step works very similar to the Falcon Kick. 15%16% Final Smash Flare Beam dons The Flare Beam Super Ability from Kirby: Return to Dreamland and uses it to create a large ball of electricity that is controlled by the player. The ability lasts about 12 seconds, and when it is erased the ball explodes, the enemies launch. 4%15%15% Misc. Misc. The on-screen description of the appearance floats to the ground slowly thanks to its open umbrella. Taunts Standard waves forward while doing a pose while 1-Up The effect of the game Boy Kirby titles plays. The side plants of his spear in flips over at him and then poses with a wink. Down/up bounce on the spear like a sing stick 3 times. The idle pose backs his spear back once. The theme of winning Remix heyday for Kirby's dance victory is from several Kirby games. Lee's winning pose of victory is similar to his idle of clear dance in Return to Dreamland. Changes and Changes Home Article: Bandana Dee (Super Smash Flash 2)/Changelog In the last patch that changed Bandana Dee, Beta 1.2.2, Bandana Dee had its range noticeably polished. Its Down Tilt, Back Air, and Grab all have new animations with a much larger range, which in the first place makes its powerful Back Air much easier to land and gives it a surprisingly long grip, with a range similar to March. Has new alternative costumes that use a real replacement palette. Jab has a slightly modified hitbox placement. FTilt has a new animation where Bandana Dee extends his leg much further than before, giving it a much larger horizontal range. BAir has a new animation where Bandana Dee extends his leg much further than before, giving it a much larger horizontal range. Grab has a new animation where Bandana Dee extends his hand much further than before, greatly increasing its range. In the competitive game Matchups Famous Tier players history of placing Bandana Dee has always been a low mid-level character. His debut on the level list, Beta 1.0.2 tier list, put him on the 33rd line out of 39, at the bottom of Level C and as the 7th worst character in the game. This was due to his crippling lack of recovery and ko power. However, the latter has been somewhat fixed by Beta 1.0.3.2 since it made Waddle Copter a powerful KO move, and it jumped 7 places on the level list due to this change and its excellent game combo to be advanced by putting it at the top of level C, at number 26. However, later he dropped to 34th place, where it remains to this day. Gallery Costumes Artwork Screenshots Misc. Trivia Bandana Dee scrapped the suit. Bandana Dee was originally shown with a blue and green suit during his reveal at Super Smash Con 2016, but it was scrapped before the beta release. Bandana Dee, Sandbag, Chibi-Robo, Black Magician, Mega Man, PAC-MAN and Bomber are currently the only true silent characters in the game, although Bandana Dee uses the sound effects of the Kirby series in its jibe and Star KO. Bandana Dee, Naruto, Pichu, Jigglypuff, Lloyd and Sandbag are the only characters who do not clap their hands for the winner. Bandana Dee, PAC-MAN, and Pichu are the only fighters who originally appeared as a item. Community content is available under CC-BY-SA unless otherwise stated. Noted. ssf2 bandana dee guide

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