

Comprehensive Mii Legality Knowledgebase

Providing information on how Miis work and their stance
within the community

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How are Miis played in Smash?

Creating the Character

Miis must first be created in Smash 4 before being used in a match. In order to do this, you visit the Custom Menu in the game, and from there choose to create a Mii Fighter (separate from customizing a currently present character).



Before a Mii is created, they won't even show up on the character select screen.

When creating a Mii, you are presented with options to choose a type (Brawler, Swordfighter, Gunner), a Mii to use for the character, and a name for the Mii. The Mii you get to choose is any Mii saved to the system that was created in Mii Maker.

Regardless of this, Smash 4 includes 6 additional Miis you may use, named Guest A, Guest B, Guest C, Guest D, Guest E, Guest F. They are fairly generic designs (similar to the renders used for Mii Fighters, but not exact), with 3 males and 3 females to select. All 6 of these Miis have their height and weight set to 50%. The height and weight is a setting that can be changed when making a Mii in Mii Maker. A difference in height or weight will change how the Mii characters play, slightly changing their damage output, speed, weight, hitbox size, and hurtbox size.

Once you select the first three options, you can then change the appearance of the Mii with headgear and costumes you unlock in the game or purchase as DLC, change the special moves, and add equipment. Each Mii has 3 different special moves for each B slot. Any changes to appearance with headgear and costumes do not alter how the Mii works at all.

After a Mii is created, the Mii character icon will be available on the Character Select Screen for you to pick.

Customs On vs Customs Off

Smash 4 has a setting located in the top right corner of the Character Select Screen to enable or disable the use of custom fighters. Despite the option of Custom Fighters being turned off, Miis are still selectable on the Character Select Screen even though they were created in the Custom Menu.



Even when Custom Fighters is set to Off, Miis remain selectable.

How do Miis differ here?

Even though they are selectable, they have one primary change when customs are disabled. Any equipment attached to the Mii will no longer work, negating the various stat and effect boosts that came with them. Any of the specials that were used for a Mii will work here when Customs are Off, though created custom loadouts for other characters do not work here.

What Defines a Custom Character?

Your answer to this question more or less defines what you think the ruling should be for Miis in Smash 4. There are two logical answers to this question based on how the game treats Miis and Customs as explained in the last section:

- A character that needs to first be created from the Custom Menu before it may be used in battle.
- A character that can only be selected for battle when Custom Fighters is set to On in the game settings.

If your answer to the question is the first option, then by your logic, no Mii Fighter should be legal for play, even 1111 Miis. Since Miis do not exist on the Character Select Screen until created, you still need to create the 1111 Mii from the Custom Menu in order to use them.

If your answer to the question is the second option, then any Mii with any special combination should be legal. This is because regardless of what you make in the Custom Menu, a Mii with a moveset like 2312 would still be selectable under Custom Fighters Off. The reason why other characters wouldn't be allowed to use their alternate moves is because a character like say Mario with a 1221 moveset is not selectable under the ruleset of Custom Fighters Off, while the Mii is.

Defined By Our Ruleset

The community at large tried customs, then decided to switch to a customs off meta after Evo 2015. Despite being one of the most successful Smash 4 events yet, a large majority of players expressed their distaste with customs play, and nearly every other country had already adapted to playing without customs, and we wanted to keep up with being a welcoming community to all.

The ruling then came into place in rulesets, that Customs are set to Off. It wasn't until specifically asked then by many, what happens to Miis here? Under the rule Customs = Off, Miis are still perfectly selectable with any combination of special moves, and are in no way restricted to 1111. That would only restrict them to not having any effects of equipment, the same as every other character.



GIMR's case for legalizing "Custom Miis"

<https://www.youtube.com/watch?v=VkkX3P0I5sY>

GIMR of VGBootCamp makes a good comparison here between Mii's special moves and the usage of items in competitive play. Just because Items are set to Off and None, doesn't mean items are completely removed from competitive play. Peach and Diddy are two unique characters that have the ability to spawn items (not just projectiles, but regular items that could normally be random drops) even though the game has them set to Off. Both Peach and Diddy have been widely accepted and used since they were each introduced. Miis fall into the same specialty that even when Customs are turned to Off, they still have the ability to use alternate

moves as an aspect of their character, so they should be handled no different than Diddy and Peach.

Why Don't We Completely Ban Miis?

While the concept of removing Miis completely from the game is sound logic for going against any semblance of custom moves, this would be removing 3 entire characters from the game that could fit under perfectly sound logic otherwise. Smash is a game that celebrates the history of Nintendo and popular gaming icons, and the Miis are no different. While they are generally used as a placeholder for character creation for Nintendo profiles, they have been a gaming icon since the start of the Wii, and have become a staple of Nintendo's identity, with starring roles in games such as Wii Sports, Wii Fit, Tomodachi Life, and many more. Furthermore, Miis have had guest appearances in many titles such as Mario Party 8, and Mario Kart Wii. In fact, Miis have cameos in 19+ Mario universe titles, many of which they are playable in.

With a game and community that thrives on wondering who the next character will be, or stays up until the early hours of morning in the time leading up to a new Smash games launch to wait for news on potential new characters - why would we remove three unique characters from the game? Just like any other newcomer, they received their own newcomer trailer, are unique and balanced among the cast (even more unique than the all legal clone characters). In a game where we have one of the biggest and most diverse rosters of any fighting game, why limit it over favoring one logic over the other? Removing potential balance and counters from the game, and removing the work that players have put into the characters in the near two years the game has been available.

How Smash Forms Rules

From Smash 64 to Melee, from Melee to Brawl, and Brawl to Smash 4, the process has always been the same. Nearly everything is legal until proven otherwise. If there is no standard to work off of, then the community adopts the new change until it is proven bannable - otherwise, it stays.

Items were on for quite a while, even to the early years of Melee. Once they were eventually removed, as items were introduced in Brawl and Smash 4, they were banned from the start there too, since we had the base and decision from Melee to work off of. Very little testing was needed to justify a decision in Brawl despite being a different game, since any formidable Tournament Organizer could immediately recognize the same issues that led to their removal in Melee.

Many stages remain legal when they are first released, some much longer than others. When competitive rulesets were first formed, over years it became clear the type of stages we favor as a community to keep legal in competitive play. This continues to change even for our oldest game, as Smash 64 has even modified it's stage list in recent years to switch to a Dreamland Only ruleset, and Melee has removed stages like Brinstar and Rainbow Cruise, which was legal for over half of its current 15+ year life span. Fast forward to present day, even new stages that are DLC in Smash 4 get the same test treatment as every other potential rule change in the past. We recently had the stage Umbra Clock Tower added to the game, which was a new type of transformation stage we hadn't seen before. The stage remained legal at many events for the first month or two following release, was rigorously tested, and ended up being banned in the end - but not until it was used many times in tournament, and opinions gathered from players. When stages like Mario Maker were released, they were banned on the spot for sharing elements with other previously banned stages, such as damaging hitboxes, ice floors, and random elements.

Now we come to Miis, the new create your own character element of Smash 4 that has not existed in any previous Smash game. Generally when a factor of a game is banned, there is a very clear reason on why, and since the release of Miis in Smash 4, there has yet to be a concise or unified reasoning as to why any events remove or limit them - especially when a multitude of events continue to keep them legal with no problem at all.

The Miis have been treated to a ban before asking mentality, something that goes against how rules have been formed in any past game. It is near impossible to make something legal after it has already been banned, due to the lack of continued testing on the subject. Thankfully, many regions and events continue to keep the character legal and we can see from event data from there, that there is no problem at all. If an issue were to ever arise from Miis, then I am sure they would be treated just like any other facet of Smash, and be removed if deemed a problem - though that has yet to happen.

The Removal of Meta Knight



Meta Knight was the only character in the first three Smash games to be banned for a period of time.

The only other time a character has been removed from Smash is Meta Knight for a brief period in Super Smash Bros. Brawl. It took years of debate, results collection, and data analysis all while the character was legal before he was ultimately removed by the then Unity Ruleset Committee. Eventually the committee was dissolved, and partially due to influence from other regions - Meta Knight returned to competitive play. Still, he is occasionally seen as banned at some events, even those after the launch of Smash 4.

Meta Knight went through years of debate until it could be proven that he was unhealthy for competitive, which in the end - was never ultimately reached. The Mii characters have not gone through the same process.

Ruleset Compromise

In trying to come to an agreement on a ruleset, it's understandable that both sides may need to come to a compromise. While based on how Smash has formed rules in the past, it would be ideal to start with allowing Miis unrestricted as they please, though various rule alterations have been proposed over time in order to come to a middle ground between the two. Here is a summary of some of those alternate rules, the current stance on them, and if they work.

1s, 2s, and 3s

One of the earliest Mii rulings that was seen at some events was that instead of completely restricting Miis to only 1111, it also allowed the sets 2222 and 3333. This was done to limit the amount of competitive matchups in the meta so players wouldn't need to learn a large number of matchups.

This rule was originally proposed for Apex 2015, though backlash caused the rule to be reverted to a 1111 restricted rule. The 1s 2s and 3s rule continued to live on, and was primarily seen at a number of Norcal events, and few events here and there around the US. During the first half of 2015, while it wasn't as popular as the full unrestricted or 1111 restricted ruling, it was the most often seen 3rd alternative before dying out sometime around the summer of 2015.

The reason why this rule never really took off was that it didn't solve the issue that the Mii players had at all, and might as well been just as restricting as only 1111. The 2222 and 3333 sets were chosen arbitrarily, and really served no purpose to the Mii community. Next to no players used either of these sets previously, so it essentially added two options no one had asked for, and did nothing towards meeting a compromise.

The Golden Set

The Golden Set rule is where instead of restricting a Mii to 1111, they are restricted for the entire tournament to a different set chosen by the community. This ruling has had a little bit more steam moving into 2016, and is seen at the popular Xanadu weekly tournament series. The aim of this rule is similar to the 1s 2s and 3s by restricting the number of matchups players need to learn (to a single set), but helping aid the competitive viability of the character. The logic behind this is, if every character is limited to one set, why shouldn't the Miis? They can have the set they want, but only one.

The problem with this ruling is that it is still just as limiting to those that don't happen to play the Golden Set. For someone who plays 1312, it doesn't matter if 2123 is legal. This may have caught on in certain areas because if a Mii player in that region happens to have their set picked as the golden set, then it appeases them, even if it doesn't assist others. This potentially opens up a selfish acceptance of the rules.

Every time the Golden Set has been used or suggested, there has never been a way to correctly determine what the Golden Set is. Using Xanadu as an example, it was chosen by the Mii mains that live in the area. This seems fair, except that the region lacked a Swordfighter main, so the Swordfighter set wasn't chosen with full knowledge of each move. This changes nothing, as the one set allowed still didn't align with the preferences of other Swordfighter mains potentially interested in attending Xanadu. Imagine living a state over, and not being able to use your character because your set was picked by a stranger who wasn't fully aware of the ins and outs of each move. A decision meant to bring in more Mii players ended up driving them away instead.

While it is nice to appeal to a local community and allow a set that the local Mii mains may want to play, the logic behind it falters once you have more than one player on a Mii type. Two players of one Mii may have disagreements on which set to choose, with the additional effect of preventing out of state attendance from traveling in, hampering growth and competition of the event.

The biggest flaw in the Golden Set rule is that it aims to let players make the best Mii sets possible, but this isn't the problem at hand. The entire purpose of trying to unrestrict Miis is not in order to make them a better character, but to allow players access to the characters they've invested just as much time into learning as everyone else, no matter how good or bad they may be. There's really no difference to the 1111 restriction and the Golden Set rule if you don't happen to play the Golden Set. It is just as restricting to you, and doesn't accomplish anything.

Furthermore, without organization to properly determine a Golden Set, there will continue to be disagreement on how to determine what the Golden Set is. Smash 4's Backroom hasn't announced a project like this. Even if they had, there is very little Mii representation in the 4BR.

In the event a proper Golden Set was created, there's no telling how a future patch may balance certain moves (many patches have only touched some of a Miis moves, and not all of them) and make a different set more preferred over Golden. Furthermore, there could be balance shifts in the meta or new tech discovered that could change the desired Golden Set.

It would need to be determined how often a Golden Set is chosen. For trying to make an accepted rule, this does a poor job at welcoming new players, since anyone new to the community or Mii character after the Golden Set was chosen didn't have their own proper input in the discussion (not to mention if anyone just happened to have missed the original discussion by chance). It brings back the feeling of being forced into a set that you had no hand in helping make when others did.

The Golden Set rule opens up many more questions than it should, and frankly overcomplicates the situation. It does appeal to few who get to use the set they want, but for anyone that doesn't, or that wasn't able to take place in the discussion for the Golden Set, they are just as limited as they were with 1111. The goal isn't to increase the viability of Miis, it's to open up the ability for Mii players to get to play their characters.

The MLG Ruleset

The MLG Ruleset is the nickname given to the rule that only one Mii per type can be made per set. Once a set is chosen, that player can not change that Mii's moveset for the remainder of the set.

This ruleset was made after Miis were announced to be unrestricted for the MLG 2015 Finals. The topic opened up a new community wide debate regarding Miis, and the ruling was changed from a full unrestricted ruling to what became the MLG Ruleset to ease the concerns of certain competitors. The concern was that Mii players would be able to change their moveset to adapt to their opponents' counterpick - thus giving an additional advantage not seen in the counterpick system previously. This is often seen by Mii Brawlers opting to start with Helicopter Kick, but changing to Piston Punch if taken to a stage with wider sides and smaller ceilings, or for a Mii Gunner to take Reflector over Bomb if their opponent chooses a character with a projectile.

While it can be argued that two Mii characters of the same type but with different movesets are considered different characters, they still share the same name/type as the game implies. Furthermore, this is an intricacy of the community designed counterpick system that no character has access to do, unless you consider a similar change to be swapping between Pit and Dark Pit for instance, where only a small handful of moves differ slightly.

If completely unrestricted, it allows the Mii player to be categorically more flexible than every other character in the game, which is seen as unfair by many competitors. With the ability to swap only a single move or two if needed, it is much easier to cope with a new matchup than

instead switching to an entirely new character -- which is something every non-Mii character must otherwise do. This is often described by many incorrectly as fairness rather than equality. It's not that it is unfair that the Mii characters have this flexibility (as many characters have unique aspects that gives them an advantage on the rest of the cast), but it is an advantage they have over the rest of the cast against equality, though is a similar situation to characters in past games that could switch mid-set such as Zelda and Pokemon Trainer, whom had abilities that no other character had (and remained legal).

While an unrestricted Mii ruling makes sense within the game, the MLG Ruleset serves as a compromise to allow any Mii player to play the Mii they want (as nearly every Mii player has their own preferred set), while giving the opponent the ability to safely counterpick them just like any other character without fear of wondering if their set will change. It allows players to adapt to a character throughout the set, and keep within the confines of the standard counterpick system. This rule is not agreed upon by every Mii supporter, however it is near unanimously a compromise that they are willing to make for the sake of movement freedom.

The rule was used with success at the MLG 2015 Finals, and some Mii events across the US have switched to the MLG Rule in effort to use this rule as a compromise between the restricted and unrestricted camps. A very large majority of the Mii community accepts this as a worthwhile compromise of a Mii ruling, though hasn't caught on at too many events, likely due to lack of knowledge or exposure of the rule.

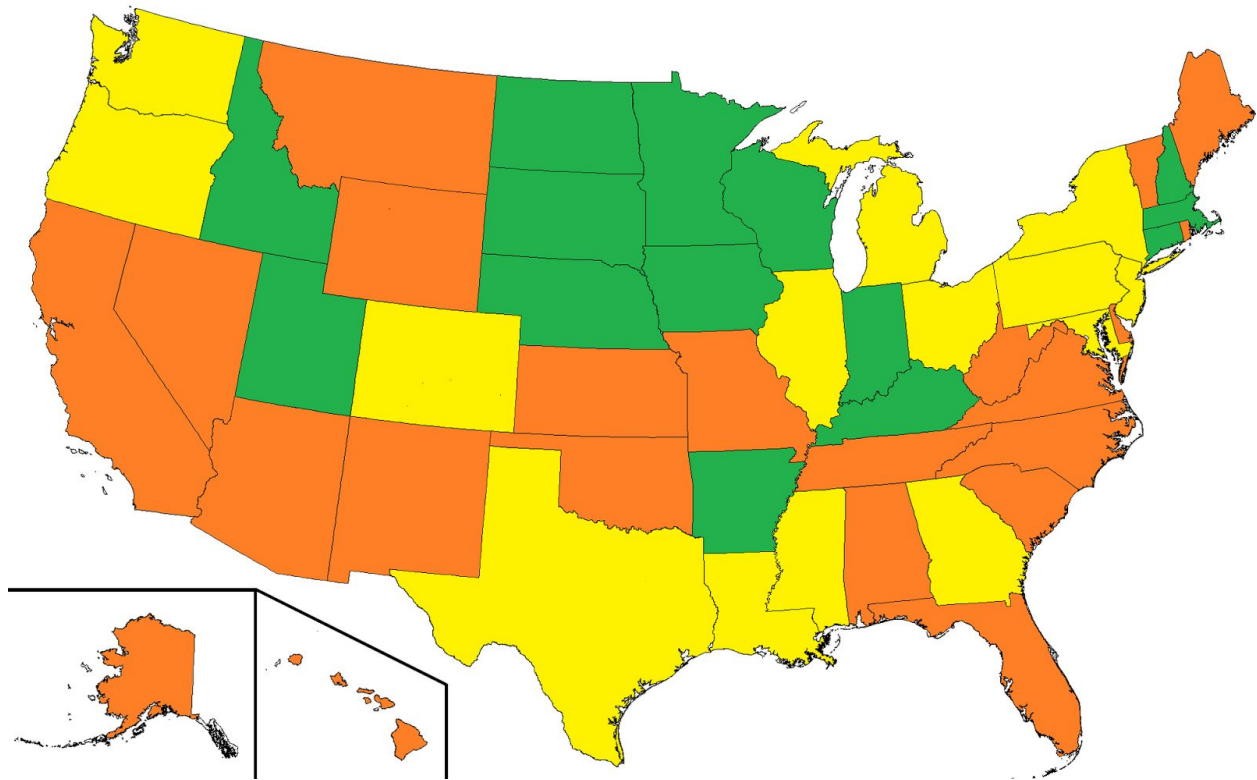
The Worldwide Standard of Miis

If you ask many community members what the current overall lean of Mii legalization is in the United States, chances are they will say that we are a primarily restricted (1111 only) scene. This can easily be assumed due to major weeklies by popular streams running a restricted ruleset such as Shockwave and Come On and Ban, and a number of majors running them restricted as well such as Genesis 3 and Super Smash Con. The Mii Plaza Discord Group worked together to help find data on every state in the US to see what their stance on Mii Legality is, and create a heatmap of this data.

The United States Mii Legality Heatmap

States are classified in one of three ways:

- Green States = Unrestricted movesets
- Orange States = Restricted movesets (1111)
- Yellow States = A mix of both Green and Orange, including events for each ruleset, or a semblance to a stray from the 1111 restriction.



*This heatmap shows Mii Legality across all 50 states
Green = Unrestricted; Orange = Restricted; Yellow = Mixed*

The results are as follows:

- **14/50 (28%) States are Unrestricted**
- **22/50 (44%) States are Restricted**
- **14/50 (28%) States are Mixed**

[Click here for our source data.](#)

It's important to note that some states are big enough to hold multiple communities within them that are just as big as other states, which is where some of the mixed rulesets come into play. While California is big enough for Norcal and SoCal to both be prominent communities, both near unanimously run restricted rulesets. On the other hand with Texas as big as it is, regions like the Dallas area primarily run restricted events, while the Austin region primarily runs unrestricted events. Likewise, the Philadelphia region in Pennsylvania is the largest scene in the state and is unanimously unrestricted, while western and central PA seem to gravitate more towards a restricted ruleset.

While the leading state-wide choice here is restricted, this is only 22 of the 50 states that you essentially can not find a Mii unrestricted event there. On the contrary, whether a state is fully unrestricted or mixed, you'll be able to find some events there that are unrestricted for Mii's. This totals 28 states, over half of the total where you can find a Mii unrestricted community. Any

players in these 28 states that rely on the rulesets of their local to play a Mii character are then automatically at a disadvantage and less likely to travel to a major event that has Miis removed.

International Mii Legality

Many organizers worry that switching to an unrestricted ruleset for Miis will dissuade attendance from outside of the US. While we don't have as much complete data as we do for each state nationwide, we have gathered the following:

Countries in Europe with Miis Unrestricted

- Austria
- Belgium
- Finland
- Germany
- Norway
- Portugal
- Russia
- Scotland
- Spain
- Sweden
- Switzerland
- United Kingdom
- France (Mixed)
- Ireland (Mixed)
- Netherlands (Mixed)

Regions in Australia with Miis Unrestricted

- Australian Capitol Territory
- New South Wales
- Northern Territory
- Queensland
- Victoria

Note: Since the original writing of this section, Australia has released their country-wide standardized ruleset which includes an unrestricted ruling on Miis.

Legality in Japan

While we do not have a breakdown for each region in Japan, it's important to note that the Mii rulings in the two major areas of Japan differ not only from the US, but from each other as well. The Umebura series ran in Tokyo bans Miis all together, for the reasoning that they are unable to be used on For Glory, which is a common practice method for Japanese players. This means

that for any Tokyo region player coming to America, even a 1111 Mii is outside the scope of what they are used to. On the contrary, the Sumabato series in Osaka allows players to use Miis with unrestricted specials and size.

Conclusion

There is no worldwide standard. There is no standard for North America even. Going with a restricted moveset at a North American tournament in order to “fit the current standard” is not true, but then again, it would be just as wrong to say that unrestricted is the standard as well.

While looking at international attendance, it's clear to see that the standard in Europe is heavily in favor of unrestricted, as is the same in Australia. One of the most popular countries to appeal to for outside talent, Japan, is split on their ruleset just like the US is - except that neither of their majors use the 1111 ruleset, it's either all banned or all allowed. Since we're already deviating from their norms in allowing 1111 Miis, and due to seeing Japanese attendance already at Mii unrestricted events such as Smash n Splash 2 and Shots Fired 2, it's safe to say that running an unrestricted Mii ruleset is not a true deterrent to Japanese players.

Just as we're in a period now where North America doesn't fully sway one way or another, it's entirely open for events of both rulesets to flourish. Fitting with how the Smash community typically handles rulesets, it's a perfectly valid time to use the try before ban approach to Miis, and give appropriate warning to it for events more than a couple months away.

Results of Public Polls on Miis

As any tournament organizer knows, it's important to help cater to your community to promote growth and competition, all while being a warm and welcoming community. It's important to note however that this issue stretches far beyond just the local scene, and relies on everyone working together for there to be a change.

If locals follow the same ruleset as an upcoming major and majors use the rulesets found at locals, it creates an endless loop that is tough to change and is likely to bring upon stubbornness from both sides. In reaching a decision, it is not only important to listen to the opinions and feedback of just your local scene, but the whole scene nationwide, if not worldwide. Creating a consistent worldwide ruleset can not happen without the work from everyone together.

Because of this, it is almost mandatory to use the internet to gather opinions from players worldwide on these topics, not restricted to just one area. Many polls have been held with results documented online. Every significant Mii-related poll that was made will be outlined in the following paragraphs so we can learn the history of the general public's thoughts on this.

“The Public Opinion on Miis in Smash 4”

The start of the Mii debate started primarily after Evo 2015 took place in June 2015, when the community decided to widely switch from the Customs On meta, to Customs Off. Tournament organizers weren't sure how to proceed with Miis now that customs were off, and became a large point of debate. Many Mii players assumed they would be fine since their characters were accessible with Customs Off, and ready to make compromises such as using a standard/default size, so uploading from a 3DS wasn't required (which is needed to modify a size without leaving the game). 3DS uploads previously weren't an issue during the customs meta due to the ease of accessing custom moves on 3DS compared to unlocking them on the Wii U.

Despite Mii players believing they were fine, some started to feel that it was unfair that every character was losing their custom moves, though Mii mains would retain access to their alternate moves, despite essentially losing their size alteration. Many various rules started to be used across the country, most notably: keeping Miis legal with any set of moves, Miis legal with 1111, Miis legal with only 1111, 2222, or 3333 available (which was initially created to limit the number of potential character matchups there were), or removing Miis completely. A public poll was conducted by CT Chibo in August 2015 to determine the public's opinion on how Miis should be handled in the new Customs Off meta.

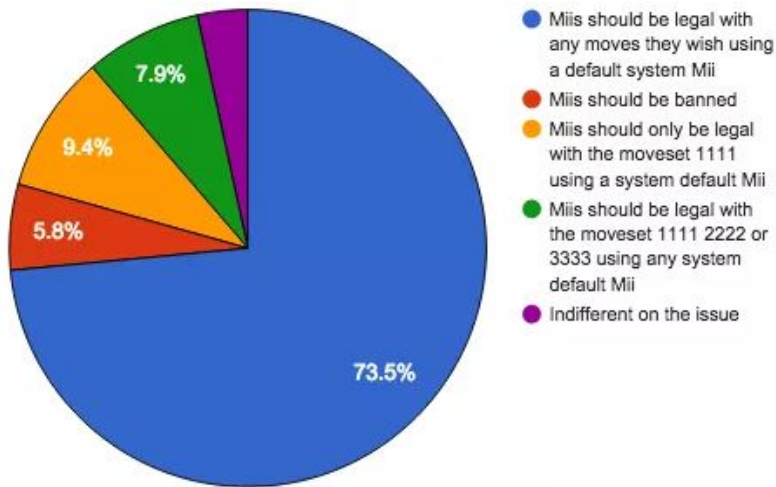
Poll Results Write-up: <http://smash4u.net/the-public-opinion-on-miis-in-smash-4/>

Pollees were asked to choose one option out of five on how they felt Miis should be handled. Out of the 3,342 responses, the results were as follows:

- 73.52% – Miis should be legal with any moves they wish using a default system Mii
- 9.37% – Miis should only be legal with the moveset 1111 using a system default Mii
- 7.90% – Miis should be legal with the moveset 1111 2222 or 3333 using any system default Mii
- 5.80% – Miis should be banned
- 3.41% – Indifferent on the issue

The leading option of allowing Miis with any move gathered over 7 times as many votes as the 2nd highest option of allowing Miis with only 1111.

How should Miis be handled in Smash 4?



Evo 2016 Twitter Poll by Mr. Wizard

A little over a month before Evo 2016 and about a week before the ruleset lock date - Mr. Wizard posted a poll on Twitter asking: "Should Mii's in Smash 4 be allowed to use custom movesets even though custom moves are banned at Evo 2016? #Evo2016" with the options "Yes" and "No." While it is arguable that the original question was worded fairly poorly against Miis, the poll still resulted in the majority of votes going towards Yes, with 54% of the 17,000+ votes in favor of seeing them unrestricted. The issue in the wording is that anyone not keen on the topic will see that "should they use custom moves even though custom moves are banned," while the question fails to hit points such as "using moves the game allows while customs are turned off."

Still, despite poor wording in question, some top players campaigning against it on social media, and the question being put out largely beyond just the Smash 4 community - the pro unrestricted Mii option still came out on top.



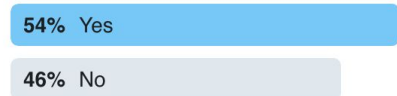
Joey Cuellar

@MrWiz



Should Mii's in Smash 4 be allowed to use custom movesets even though custom moves are banned at Evo 2016? #Evo2016

9:05 PM - 7 Jun 2016



17,164 votes • Final results

↩️ ↻️ 428 ❤️ 416

A Look at the Community Impact of Miis

In May of 2016, CT Chibo held a poll semi-privately aimed specifically at Mii players, and fans of Miis in Smash 4. This poll was primarily advertised in the Mii community discord servers, and lightly on Twitter to find any remaining voters. 100 responses were collected in total with all questions required to determine how they treat events, and their thoughts and interactions with the community.

The results of this poll are below. Taken from the original write-up, there are details on each question (some grouped together), the answers/results, and what this means for the community. The goal for this poll was to make the best decision for the community to promote proper growth and acceptance, and foster a welcoming community that is enjoyable for all to partake in.

Question: Do you currently main or second a Mii Fighter?

- A) Yes - 71%
- B) No - 29%

Optional follow up: If the above answer was no, they were able to provide a reason for why. 18 players provided the most frequent response here that was an issue with rulesets, either that they are limited too often, or the rulesets are inconsistent.

What does this mean?

This means that the lack of a widely agreed upon unrestricted ruleset is yielding less people playing the character seriously, despite them wanting to. Over half of the players polled here that do not currently main or second a Mii Fighter cite this as the reason. If a globally unrestricted ruleset was used, we would see more Mii Fighter mains, leading to their meta being developed better, more matchups being discovered, and players of other characters less likely writing them off as joke characters that don't matter. Only one person polled stated that the reason they do not main/second a Mii Fighter is due to viability. This shows that Mii Fighters have a low adoption rate due to inconsistency in rules, not due to their viability.

Question: Does the Mii you play or wish to play utilize a 1111 set, or a different special set?

- A) Different special set (ex. 1312) - 83%
- B) 1111 - 17%

Question: Do you support a restricted or unrestricted Mii ruleset?

- A) Unrestricted - 90%
- B) Restricted - 10%

What does this mean?

This shows that a large majority of Mii players favor the use of specials outside the 1111 set. Furthermore, it shows that 1111 isn't completely abandoned, and some might even prefer it.

Since 83% of Mii players surveyed favor an alternate special set but 90% of them agree with an unrestricted moveset, it means that there are even 1111 Mii Mains that still support an unrestricted ruleset, which certainly shows the overall preference of the Mii community.

Question: Does your local scene have a ruleset that supports unrestricted Miis?

- A) No - 42%
- B) Some events, but not all - 33%
- C) Yes - 25%

What does this mean?

This data shows two important points. This shows that for the 100 Mii players surveyed, 58% (Options B and C added together) of them live in an area where there are some tournaments that have an unrestricted ruleset. This is larger than one would expect, but it shows that there are more likely to be Mii players where the rules are unrestricted. We can expect this percentage to drop if all players are surveyed, and not just Mii Players. What we can also deduce is that 42% of Mii players live in an area where all local rulesets are restricted, and as we recall that 83% of Mii players use an unrestricted moveset, this means about half of the Mii players (that use an alternate special set) can't even compete in their own local scene to the best of their ability. They'll be forced to use other characters, or perhaps not compete locally at all, and be restricted to traveling further or playing only online with friends.

Question: Has any tournament using a restricted Mii ruling (either all banned or only 1111 allowed) ever dissuade you from not entering the event?

- A) No - 56%
- B) Yes - 44%

Question: Have you ever been dissuaded from traveling outside of your region to certain regions due to them using a restricted Mii ruleset?

- A) No - 49%
- B) Yes, but it is unlikely that I would have been able to travel there anyway - 26%
- C) Yes, and I likely would have traveled there if they used an unrestricted Mii ruling - 25%

Question - Have you ever not attended a national or international tournament largely due to them using a restricted Mii ruleset?

- A) No - 72%
- B) Yes - 28%

Question - Have you ever went out of your way to attend a certain tournament because they did allow unrestricted Mii Fighters?

- A) Yes - 41%
- B) No - 59%

What does this mean?

This directly shows that tournament attendance is directly impacted on a local, regional, and national level due to restricted Mii rulesets. 28 people specifically said they have not attended a particular national or international event because unrestricted Miis weren't allowed, and 51 people said it has hampered their decision with traveling out of region. Even just for any tournament, 44 players have not entered an event due to Miis not being unrestricted, and 41 players have gone out of their way to specifically seek out an event with an unrestricted ruleset. The fact that any amount of players are refusing to go to an event due to this rule choice is, especially this significant, is a solid indication of what ruleset should be used to help maximize tournament attendance to grow our competitive community. The ruling is important enough that a large amount of players have gone out of their way to find a tournament that has supported this ruleset.

Question: Do you believe that the “Golden Set” ruling is an appropriate compromise? (Where one agreed upon special set is chosen to replace 1111 used in rulesets)

- A) No - 58%
- B) Yes - 42%

Question: Do you believe that the “MLG Ruleset” ruling is an appropriate compromise? (Where you can only create one of each Mii Fighter per set with any move, but not change only your moveset between games of a set)

- A) Yes - 80%
- B) No - 20%

What does this mean?

This shows that in attempts to reach a compromise with the rest of the community and finding a solution to this, nearly double the amount of Mii players feel that the MLG Ruleset is a better compromise. This is often stated because the Golden Set still alienates certain players (especially those unaware of the competitive community prior to the voting) and is more focused on viability than freedom of choice, which proved earlier is not what is overall desired when choosing to play a different character over Miis. The MLG Ruleset helps keep the concept of counterpicking we've grown used to as a community in tact while allowing everyone to play the Mii set they have practiced to main and call their own.

Question: Have you ever been the target of hate, flaming, or any kind of mistreatment due to playing a Mii Fighter or being a supporter of them?

- A) Yes - 50%
- B) No - 50%

Question: If you answered yes to the previous question, has this decision lead to you thinking about leaving the competitive Smash 4 community?

- A) N/A; I answered no to the previous question - 48%
- B) No, this has not influenced my decision on staying in the competitive Smash 4 community - 34%
- C) Yes, this has made me consider no longer being a part of the competitive Smash 4 community - 15%
- D) Yes, I have left the competitive Smash 4 community over it - 3%

What does this mean?

To the first question - any number of people answering yes is despicable. We should be aiming to be a welcoming community, and the fact that people are being ridiculed over their character preference or support thereof is sickening. This isn't just one or two people either, but 50% of all Mii players surveyed. Looking at the second question here, **3 people have actually quit competitive Smash 4 over this, and 15 additional people are considering it.** The hate and flaming being targeted at Mii supporters is so bad that **we're actually losing community members over it.** A standard needs to be made that treats these characters properly so they become a standard part of the metagame, making this stop.

Tournament Logistics on Unrestricting Miis

Outside of the opinions and logic of every player, another important factor in determining Mii legality is their effect on tournament logistics. Tournament organizers have expressed concern in the time needed to set them up, tracking sets used throughout a tournament, and other aspects such as uploading them from 3DS or their appearance. One of the biggest reasons against customs was that it was tough for an organizer to run, since unlocking all of the custom moves was a daunting process that was near impossible for an entire fleet of setups, or needing the availability of a 3DS to help prepare custom sets for characters. Mii characters however, are handled differently.

Does Mii Creation Add Time to the Tournament?

An early concern of organizers was that if a Mii character must be made from the custom menu prior to use, wouldn't this increase the amount of time needed to run the tournament? The true effect on time from needed to create Miis however is negligible.



Mii Fighters can easily be made in under 45 seconds.

Video Demonstration: <https://www.youtube.com/watch?v=XoAgLCsYbD8>

Mii Fighters can be made in well under 45 seconds, no more than the amount of time it takes to create custom controls. Further comparing the two, a huge majority of players all create controls every set, while in a cast of 58 characters, chances are a small percentage of players at the event will be playing one of the three Miis. Once a Mii is created, it also remains on the system. That means if a Mii player were to play on the same setup again later in the event (which happens often in pools), there is no longer a need to create the Mii again.

Considering at how variable the length of a match is, or if the players decide to do handwarmers or create custom controls, the chance of a 45 second addition to creating a character is rare, and negligible to the big picture. No extra amount of time would need to be considered for a tournament set if allowed.

Tracking the Set a Player Uses

In hopes of reaching a compromise, some of suggested many options that would increase the amount of work for the tournament organizer. One suggestion has been that a Mii user should be restricted to the same set throughout the entire tournament. The issue with this however is, they would be required to share their set upon registration with the TO, and the TO would then need to retain that information and make it available if ever requested - adding a large amount of work to the organizer and judges. In short, this is why this compromise does not work.

Any ruleset of a Mii that increases the difficulty to run an event is not something the Mii community is for, and isn't realistically feasible. Any rule that will be used must not have additional work on the organizer.

There is however the issue of the opponent tracking the set that their opponent uses. One concern to the MLG Ruleset (where you may only make one Mii of a type per set) is how their

opponent can be sure they are not switching their moves mid set between games. Furthermore if it happened, how can a judge rule on this?

Switching a Mii is not an instant task. You have to deselect your character, choose Mii, and then scroll through the list to find another the Mii to pick. Additionally, every Mii has an assigned name and model, so the only way a player could realistically pull this off is if their opponent looked away from the monitor for a minute, and gave the player the opportunity to switch their character to another one that looks identical with the same name (without themselves getting confused as well!) without the opponent noticing. It is also acceptable to name Miis after their moveset to help clarify their set to the opponent. In short, it won't happen.

The players are responsible for following the rules of the event, no difference than ensuring that DSR is properly followed, the stock and timer is set correctly, or that pause is disabled. Mistakes can happen just like any rule, but it's up to the players to be mindful of the set and ensure that both themselves and their opponents know the rules, and are following them, None of this falls onto the TO and does not require any more work than other rules used in tournaments.

3DS Uploads

If Miis are allowed fully unrestricted, it's natural that some players will ask about 3DS uploads. In short, they do not need to be allowed. Being able to play a Mii using a default Guest is perfectly fine, and gives you the ability to play the character you wish, despite the appearance. There is also no issue with restricting the use of 3DS uploads, similar to restricting the use of certain wireless controllers.

Certain players may prefer 3DS uploads since they get to customize the look of their Mii, which has no affect on gameplay. It can provide for a fun experience and bring flavor to the event, which can be great for local events to show the personality of the local scene. Uploading a Mii via 3DS takes roughly the same amount of time as creating one in game, and if any questions were to arise regarding a Mii's set height and weight that was uploaded from a 3DS, a tournament organizer can check the Mii's legality if needed. This could be a problem for larger events, so it's best to leave any 3DS uploads off for larger events, since it's impossible to pick an alternate size on the Wii U when your opponent watches you create a Mii using a Guest template.

In conclusion for this topic, many local events use a rule that 3DS uploads are permitted, provided that the Mii is transferred during downtime (such as during casuals or commercials on stream), and that the TO can inspect the Mii if ever questioned. This rule is even used at some events where Miis are restricted to 1111. However, no TO should be pressured to using this rule, and can simply state in their Mii rules that "3DS uploads are not permitted," which would be recommended for majors and other large events.

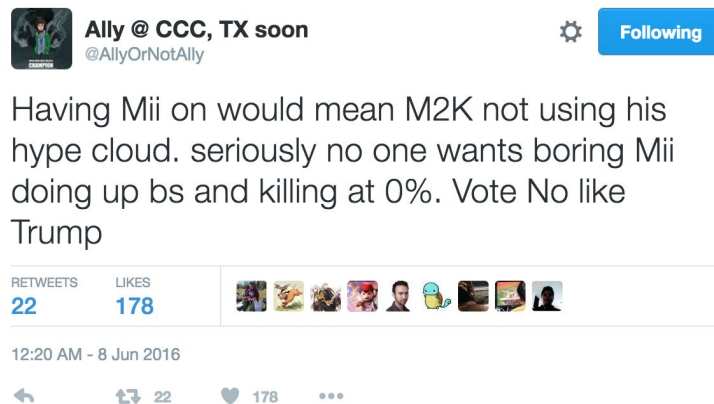
Top Players' Opinions and Influence

Many have wondered what the opinion is of the top players are on the topic. While one may argue it's not important to value the opinion of the 1% over the rest of the community, there's no denying the power they hold due to their fan bases and visibility. Overall the consensus from top players is fairly negative against Miis, though with some outliers still in favor of them.

Inherent Bias and Opposition

At the peak of the meta in the US, we've seen very few Mii players at the top, with the most notable being Dapuffster for placing 13th at Evo 2015 with Mii Brawler. With such a small amount of "top players" using the character, it would be in their best interest to limit use of the characters to prevent additional opposition. While this may not be true for all, it's an inherent bias that really is no different from a Mii supporter arguing for support of the Miis. If no top player really uses a Mii, they lose nothing by allowing them, and gain in needing to practice fewer matchups.

Early success from Dapuffster in the tristate area with Piston Punch on Mii Brawler and then footage seen of Helicopter Kick led to a lot of early game bias against the character, with many dubbing the moves as "janky" without learning the intricacies of the moves including how to survive them, how to avoid them, and how to counterpick the character. Instead, comments like the following were far too common, particularly during the Evo poll:



The fact is that while it is possible for Mii Brawler to perform 0-deaths, they are typically escapable with proper DI. Many other characters have similar techniques such as Mario, Sonic, Bayonetta, Meta Knight, Fox, and more.



Ally ends 6WX's stock at 0% using Up B off the top of the screen, without dealing even 1% during Top 8 of Paragon 2015: <https://www.youtube.com/watch?v=faXnOd-RC7s>

While it can easily be dismissed as a joke, these types of comments are far too common from the “top player” group, and are spread easily to tens of thousands of followers. It’s not unheard of for people on the fence or uninformed to follow the opinions of their favorite players, and this is often done with false arguments (or lack of any argument) against unrestricted Miis, rather than providing a sound argument.

Threat of Not Attending (Or Lack Thereof)

The most important part of top players is the skill they demonstrate of the game. It’s exciting to watch, and draws attention to our community from all over the world - it boosts our numbers and grows our events. If top players were to say that they wouldn’t attend over this rule, that’s certainly a cause for concern, and they have said this previously. This is even more important when there’s the chance of attendance from outside of the country not coming to an event over the Mii ruling, such as from Japan, one of the biggest sources for rivalries, top level play, and excitement.

But wait, if the worldwide standard for Miis tends to favor unrestricted and Japan is split on rules as they are, how is this an issue? Are claims by top players not attending an event over Miis even true?

It’s not uncommon to see many top players voice their opposition to Miis, especially during the Evo 2016 poll. One of the key voices in this was Ally (as shown above), along with other players such as Abadango. Many community members claimed that unrestricted Miis would not be worth losing Japanese attendance over. However, the threats of top players or Japan not attending an event over the Mii ruling have more or less been proven false.

Take Smash n' Splash for example, a Summer 2016 event known for having Ally defeat ZeRo for the second time after his victory at GOML. Smash n' Splash used an unrestricted Mii ruling, and even touted it as far as putting it in the official trailer for the tournament as a selling point. Despite it being widely known that Miis were legal at the event, we saw attendance by both Ally and Abadango, two largely anti Mii top players, along with other pros such as Mew2King, Zinoto, and ZeRo. If Miis were a cause for players like this not to go to an event, why were they at Smash n' Splash?

On the contrary to top players opposing Miis, Mew2King on the other hand is largely in favor of them - so much so that he made sure that Shots Fired 2, the early 2016 Smash Wii U major ran by MVG, used an unrestricted Mii ruling. Shots Fired 2 saw international attendance by 9B, Ranai, Hyuga, Mr. R, and more from Canada. Other top players from the US were also in attendance such as Nairo, Tweek, Dabuz, Mew2King, Anti, Salem, ESAM, MVD, 6WX, and more. If Miis supposedly prevent top players from attending events, why do we continue to see all of the top players and international competitors continue to come to Mii legal events? It's because the threats aren't real, and they continue to attend anyway.

Despite the ruling, the results turn out just as expected, and we still have just as hype of a top 8 as any other event. There's no way you could discredit Nairo's win over ZeRo at MLG Finals 2015, which was the first Smash 4 tournament ZeRo had ever lost since the launch of the game. The allowance of Miis had no impact on the top 8 at the event, and the event continued to have perhaps one of the best top 8s the game has yet to see, and all the rule got to accomplish was making Mii players happy over the rule decision, and welcome to compete.

Evo 2015 had one of the most unpopular rulesets, especially when it came to top player preference. Despite that, it broke records for Smash, had a great top 8, and good out of country attendance. I'm not advocating customs, but that's some interesting food for thought.

Conclusion

The Miis topic has been a very heated one for quite a while in the Smash 4 community. Both sides are stubborn, but it shows the passion and desire for change in our community. Mii players are looking for a chance to compete nationally on a more regular basis, outside of the few majors here and there that allow them. There are multiple Mii mains power ranked in their states nationwide, yet with a majority of majors running a restricted ruleset, they are unable to bring that skill to the main stage and compete among everyone else.

The few majors that have allowed Miis to be unrestricted (MLG 2015 Finals, Shots Fired 2, Smash n' Splash) have all ran without any issues, and showed no reason for there to be a ban. If a reason were to ever be shown, then it should be dealt with. As it stands though, the game

allows these characters to be played with a moveset of their choice under the customs off ruling, which is what has started the debate in the first place, and the Mii community wants a ruling on their characters treated just like any other ruling Smash has made - try before ban, not ban/restrict without proof and need to.

The community has found a simple rule that is easy to adapt and run (the MLG Ruleset) that may be used if desired to help act as a compromise to those in favor of restricting Miis to keep the integrity and familiarity of counterpicking.

Playing a Mii character with one set of moves is not the same as playing a Mii character of a different set. The Golden Set or the 1111 ruling does nothing to solve the issue at hand here.

In fact, a discussion by ZeRo here after one of the major nerfs to Diddy Kong exactly sums up how Mii players feel:



ZeRo shares his thoughts with Keitaro on one of the Diddy Kong nerf patches <https://www.youtube.com/watch?v=uqZWLZ1v8y0>

“That’s the one thing I never agree with in patches, that sometimes in some other games they will like take away mobility options from characters. So like for example they’ll make a character feel different, or move different, or play different, and that makes me not want to play the character anymore.

Imagine they took Villager, and they changed his forward air or back air. Probably, the people who play Villager would not want to play Villager anymore because he feels completely alienated to what they were used to or what they liked about the character. Like if you change things about a character, you remove pieces and add another, is it really the same character still? It’s not, right? *[But so, Diddy Kong, does it actually feel like the same character?]* Exactly, because they didn’t change the way he was played, they changed the effectiveness of what he did. So then for example, you know up throw up air would kill you at like 60 you know in the first patch of the game, but now, it’s just a combo tool. You still do up throw up air, that didn’t change, but then, it just doesn’t kill you.

[So I guess you're saying if Diddy Kong, if they were like oh here's a new patch! Instead of him doing a flip kick, he just decides to like you know, do this little headbutt. It's weird, and it makes you feel like wow, I'm not playing the same character I was playing. But this is like okay, instead of your move KO'ing at 20%, and it KO's at 120. It's still the same move technically, so that's what makes it feel alright.] I think it's a great way to balance.... Because the moment they start like, changing the moves for other moves, is the moment where I just don't want to play that character. The moment where I just don't play that character. It just feels weird like, it feels like I'm not playing the same game anymore, and I don't like change like that. It just makes the player feel like, like your efforts are wasted... Like the nerf to Diddy Kong didn't make me waste my efforts. Like I still play the character and it's helped me tremendously to win tournaments.”

When a player plays a specific Mii set that they like, it becomes their character. When they are forced to play a different set from what they are used to an event that doesn't allow them to play what they are used to -- they are playing a completely different character, and to some, might as well be playing a different game.

Any efforts in assisting our community to accept an unrestricted Mii ruling or a proven compromise is greatly appreciated. The entire Mii community wants to fight alongside everyone else, and show that we're worth it. Allow the larger events to use rules to allow Miis to invite the Mii players from local communities across the US, and Mii players from the entire world even to come compete. Watch that ruleset then trickle down to the remaining communities, and soon we'll have a community that is one step closer to agreeing on a ruleset, one that is welcoming and appropriate for all competitors.