



NINTENDO
SWITCH™

Instruction Manual



SUPER SMASH BROS.

U L T I M A T E

This seal guarantees that Nintendo has checked this product and assured it meets our rigorous standards of production, fidelity and entertainment value. Always search for this seal when buying games and accessories to ensure complete compatibility with your Nintendo products.



Thank you for having purchased SUPER SMASH BROS.™ ULTIMATE for your NINTENDO SWITCH™.

Attention: Read carefully this entire manual to get the best experience out of the game. Furthermore, read your Nintendo Switch's health and safety manual before playing any game to ensure your safety and well-being.

This game supports four types of controller:

(note: gamecube controller requires gamecube adapter. Sold separately.)



Joy-Con Grip



Single Joy-Con



Pro Controller



GameCube Controller



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FINAL FANTASY VII

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CHARACTER DESIGN: TETSUYA NOMURA

LOGO ILLUSTRATION: © 1997 YOSHITAKA AMANO

Manual written and edited by /u/OharaLibrarianArtur

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SUPER SMASH BROS.™

U L T I M A T E

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SUPER SMASH BROS. HOW TO SMASH



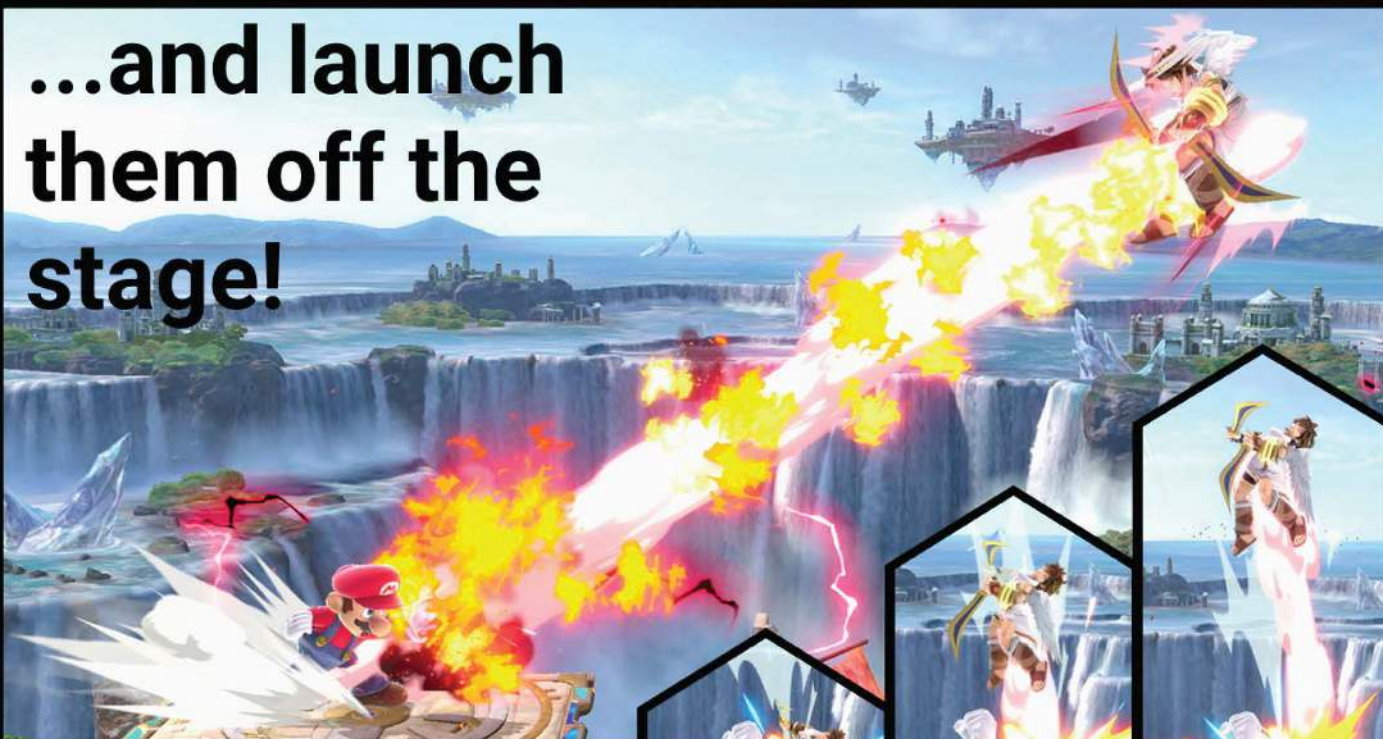
Attack your opponent...



...build up their damage...



...and launch them off the stage!



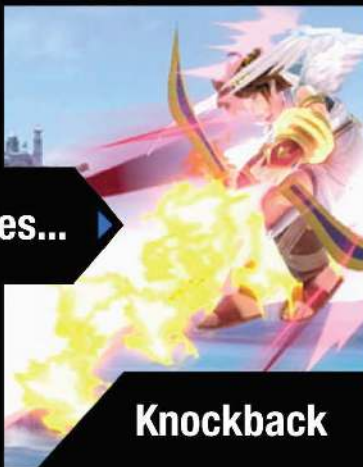
The more damage a fighter takes, the farther they'll fly.



Damage



becomes...



Knockback

Smashing is based on two basic concepts: **damage** and **knockback**. Attacking an opponent causes damage, which will raise their percent, or their knockback. The higher the knockback, the easier it'll be to send them flying outside the stage with your attacks, which will take their stock.

Falling off the stage will also cause you to lose your stock. But don't give up! If you're falling off or are being knocked away, you can always **recover** by either jumping back or using your special **recovery move** (usually activated through up + B) to get closer to the stage.

Recovery



Use your attacks and your special moves to damage your enemy and **increase their percent**, to the point that you can **send them flying away off the stage!** While at the same time, being careful that they don't do the same to you. That's all there is to it!

Take the stocks of your opponents while making sure that you survive and remain the last fighter standing!

READY FOR THE ULTIMATE FIGHT?

SUPER SMASH BROS. HOW TO SMASH

How to use the controller:

Super Smash Bros. Ultimate supports the Nintendo GameCube Controller (GameCube adapter is required), the Nintendo Switch Joy-Con Controllers and the Nintendo Switch Pro Controller. Menus are accessed with the control stick and by accepting with A and going back with B.

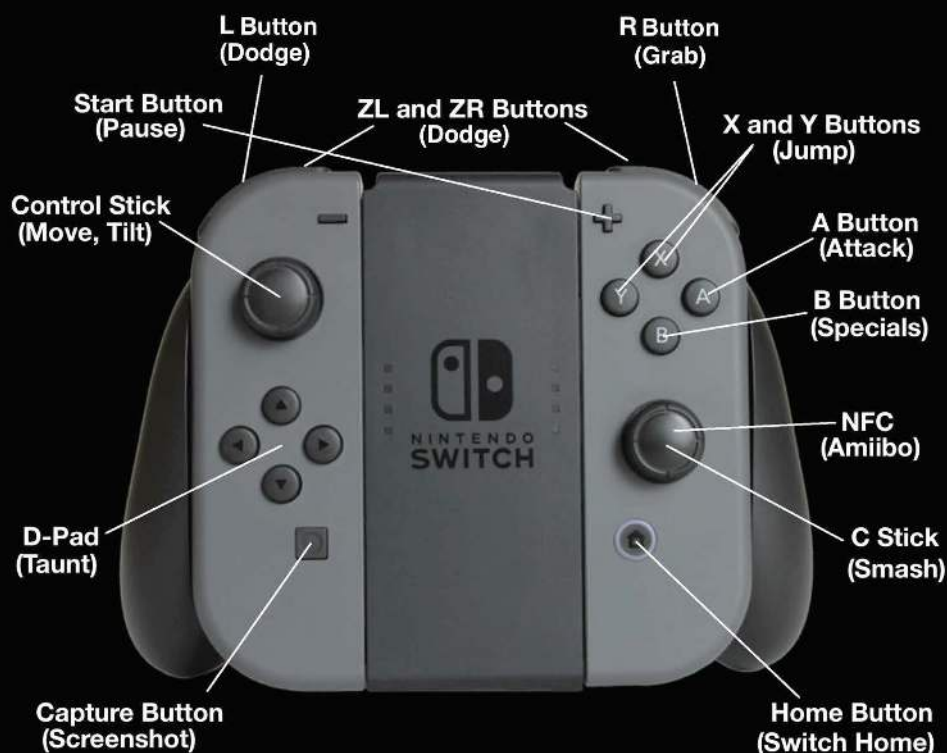


NOTE:

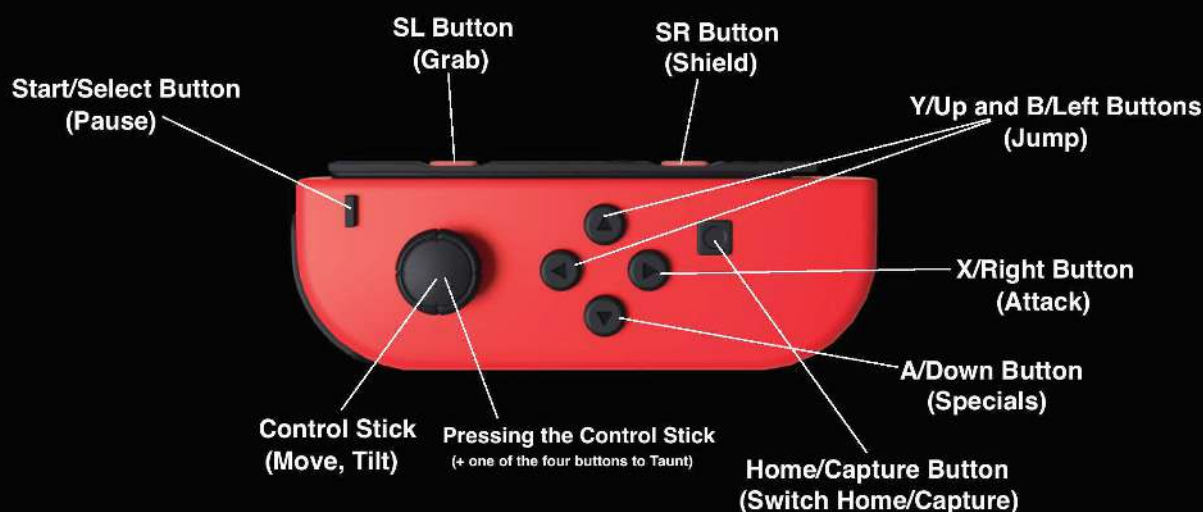
There are three options that are not available on the GameCube controller:

- Home button: access back to the Switch Home Menu. To do so, you must use a Joy-Con or a Nintendo Switch Pro Controller.
- Capture button: take screenshots. You cannot take screenshots with this controller.
- NFC reader: register amiibo. To use Amiibo, use a Joy-Con or Pro Controller.

This manual uses the Z button, but the R button serves the same function on the JoyCon grip



The Pro Controller uses the same inputs shown above.



Note: Use the wriststrap for added comfort and safety when using a Joy-Con controller.

NORMAL TILT VS SMASH TILT

Tilting the control stick in a direction will input a normal tilt, which can be used to move a character or deliver tilt attacks.

NORMAL TILT:



=

Move it normally



Walk



Tilt Attack

Tilting the control stick in a direction more quickly will input a smash tilt, which can be used to run or deliver smash attacks.

SMASH TILT:



=

Move it quickly!



Run



Smash Attack

SUPER SMASH BROS. HOW TO SMASH

Learning the Basics

First things first, get to know how to perform all the basic moves! If you're using a different controller, please check with the previous page.



Move

Move around by tilting the control stick. Input a smash tilt to run.

Move: or
Run: or



Jump

Press the X or Y buttons to jump. Tap it a second time to do a double jump. You can also input an upwards smash tilt to jump.

or or



Attack

Press the A button to attack. Press it several times to do attacks in succession.

Attack:
Jab: Mash



Air Attack

Press the A button after a jump to attack in the air. Tilt the control stick in any direction to use different types of air attacks.

Air Att.: Jump +
Dir. Att: Jump + + Tilt



Dash Attack

Press the A button while running to deliver a strong dash attack.

or +



Tilt Attack

Press the A button and tilt the control stick at the same time in any direction to perform a tilt attack. There's side, up and down tilt attacks.

+ or



Smash Attack

Press the A button and do a smash tilt at the same time to perform a smash attack. Hold the A button to charge it up. There's side, up and down smash attacks.

+ or



Grab

Take hold of an enemy with the Z button. Attack to deal some damage or tilt to throw your foe in any direction.

Grab:
Attack:
Throw: Tilt



Shield

Hold L or R to activate a shield that will block attacks. Be careful, as they can run out and are ineffective against grabs.

Shield: or
Angle: Shield + Light Tilt



Dodge

While shielding, input a smash tilt to dodge an attack. You can dodge to the side, downwards or in the air. Abusing dodge will weaken it severely.

Shield + or



Special

Press the B button to use your special. All fighters have completely different special moves. Some can hold B down to charge.



Side Special

Press the B button and tilt the control stick sideways at the same time. This will usually perform a move of horizontal properties.

+ or



Up Special

Press the B button and tilt upwards at the same time. These are used to recover onto the stage, though many also deal damage.

+



Down Special

Press the B button and tilt downwards at the same time. These moves have several different uses.

+



Final Smash

After destroying a smash ball, press B to perform your ultimate attack. Keep in mind some final smashes require proper positioning.



Pause

Press the Start button to pause the game. For when you just need to take a good break!



Taunt

Press any direction on the D-Pad to taunt. These have no fighting use, but can be cancelled at any time if you're attacked.



Ledge Grab

When you're recovering, you can naturally attach to a ledge to get you back up. Tilt the stick to get back onto the stage.

Automatic + Tilt



Ledge Options

Instead of tilting the stick, you can either attack, dodge or jump to perform those actions from a ledge grab.

Attack or Dodge or Jump



Duck

Tilt downwards to dodge some attacks. some characters can move while ducking to crawl on the ground.



LEARN HOW TO GRAB:

Grabs are essential to lead combos and juggle foes, so learn them well.



Grab

Take hold of the enemy with Z. They'll break free after a few seconds.



Attack

Pummel the enemy with attacks to cause some damage.



Throw

Tilt in any direction to toss the enemy, causing some damage. try to follow up with some other move.

LEARN HOW TO SHIELD:

Shields will break over time naturally. They're also ineffective against grabs, so use them wisely.



Shield

Hold L or R to shield. This will block attacks, but the shield will slowly break. When broken, you are immobilized.



Dodge

When holding shield, do a strong tilt to dodge, either to the side or on the spot. You can also dodge in the air.



Instant Dodge

If you can press L/R and dodge quickly enough, you can dodge without having to shield first.

LEARN HOW TO USE ITEMS:

In the middle of battle, items will spawn on the field. Make sure to pick them up and use them!



Pick Up

Press A to pick up an item. You will now have it on your hand. Keep in mind that some items cannot be picked up.



Use

Most items can be used by pressing A again. That said, others require to be used as weapons or use different inputs.



Get Rid

To get rid of an item you don't want, simply press Z to toss it away. You can tilt during that to throw it in a direction.

TECHNIQUES:

Beyond the central basics, there's a lot of advanced techniques for those that have mastered the base game. These aren't meant for newcomers, so come back once you've gotten a good grasp of fighting!



C-Stick Smashes:

Instead of inputting a smash tilt, you can instantly charge smash attacks by tilting the C Stick (the stick on the lower right), which will automatically input the smash attack in the direction you chose. You can also press A + B at the same time with a tilt to input it instead, but this method isn't recommended

Difficulty = 1/10



Shorthop:

Lightly press the jump button instead of holding it down, to do a smaller, shorter hop. This is good to deliver air attacks at ground level

Difficulty = 4/10



Short Hop Attack:

Press A and jump to perform attacks in the air any time. A great way to do easy hops

Difficulty = 4/10



Footstool

Press the jump button when your character is touching the head of your opponent. This will allow you to hop from them and get a jump boost, while they'll fall down tumbling

Difficulty = 5/10



Fast Falling:

When at the height of your jump, do a strong tilt downwards to fall more quickly, allowing you to get back to the stage quicker. If you do it successfully, a small glint will be visible on your character

Difficulty = 3/10



Tether Recovery:

A move that some characters possess, which allows them to use a move that involves an extendable object to grab a ledge. An example includes Samus's grapple beam, which can grab ledges, but other versions exist

Difficulty = 3/10

Characters who can do a Tether Recovery:



Aerial Tether (ZAir):

Using a tether grab to attack someone in the air, as when making contact with an opponent in mid-air, it won't grab them, but hurt them instead

Difficulty = 4/10

Characters who can do a ZAir:





Mashing:

When stuck in a grab or in a trapping move, try to mash the buttons or rotate the stick to escape. The higher your percentage, the harder it'll be to escape

Difficulty = 3/10



Meteor:

Certain characters have some aerals that can send the opponents plummeting downwards at incredible speeds. These are particularly useful for sending a foe into a pit with ease

Difficulty = 3/10



Directional Aerial Dodge:

When dodging in the air, tilt left or right to dodge towards that direction. This will allow you to easily move horizontally, evading enemy attacks. You can also use it to help you recover towards the stage

Difficulty = 2/10



Pivoting:

Dash away from an opponent and quickly tilt back towards them, following with an attack or a grab. Great for covering your back as you move away

Difficulty = 4/10



Shield Tilting:

When using shield, carefully tilt it to block specific spots of your body. If the opponent hits a part of your body that isn't covered by the shield, you'll receive damage regardless of your shield being active

Difficulty = 4/10



Wall Jumping:

When in contact against a wall, press jump and tilt in the opposite direction to perform a wall jump, letting you gain height from walls. Only a few select characters can perform a wall jump, while an even more limited amount can remain attached

Difficulty = 5/10



Breakfall (Teching):

When tumbling, press the shield button right as you're about to touch the ground to immediately get back up. Requires very precise timing

Difficulty = 6/10



Perfect Shield:

Release the shield button exactly as you're hit, which will stop the shield from taking any damage, as well as letting you follow up much more quickly

Difficulty = 8/10

**There are many more techniques and nuances to the game!
Find them out yourself as you play and grow as a fighter!**

SUPER SMASH BROS. FIGHTERS

AN ULTIMATE LINE-UP OF FIGHTERS!

Every single character that has been in a Super Smash Bros. game, whether they were DLC or only appeared once in the past, is here to fight! Any way you slice it, this one has the most Smash for your buck! All of the following are playable in this Ultimate Smash experience!



01 MARIO



02 DONKEY KONG



03 LINK



04 SAMUS



04^E DARK SAMUS



05 YOSHI



06 KIRBY



07 FOX



08 PIKACHU



09 LUIGI



10 NESS



11 CAPTAIN FALCON



12 JIGGLYPUFF



13 PEACH



13^E DAISY



14 BOWSER



15 ICE CLIMBERS



16 SHEIK



17 ZELDA



18 DR. MARIO



19 PICHU



20 FALCO



21 MARTH



21^E LUCINA



22 YOUNG LINK



23 GANONDORF



24 MEWTWO



25 ROY



25^E CHROM



26 MR. GAME & WATCH



27 META KNIGHT



28 PIT



28^E DARK PIT



29 ZERO SUIT SAMUS



30 WARIO



31 SNAKE



32 IKE



33 POKÉMON TRAINER



35 Squirtle/Ivysaur/Charizard

36 DIDDY KONG



37 LUCAS



38 SONIC



39 KING DEEDEE



40 OLIMAR



41 LUCARIO



42 R.O.B.



43 TOON LINK



44 WOLF



45 VILLAGER



46 MEGA MAN



47 Wii Fit TRAINER



48 ROSALINA & LUMA



49 LITTLE MAC



50 GRENNJA



51 Mii FIGHTER



Brawler / Swordfighter / Gunner

54 PALUTENA



55 PAC-MAN



56 ROBIN



57 SHULK



58 BOWSER JR.



59 DUCK HUNT



60 RYU

60^E KEN

61 CLOUD



62 CORRIN



63 BAYONETTA



64 INKLING



65 RIDLEY



66 SIMON

66^E RICHTER

67 KING K. ROOL



68 ISABELLE



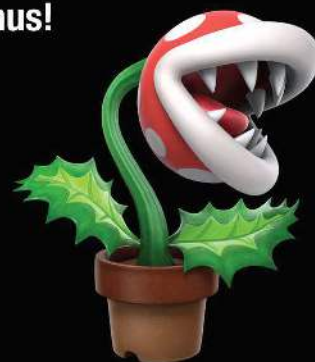
69 INCINEROAR



This game includes 7 fighters who were not in Super Smash Bros. for Wii U and 3DS, as well as 11 completely new characters!

Furthermore, five new characters will be added through the Fighters Pass DLC, as well as Piranha Plant as a free early bonus!

Super Smash Bros. Ultimate Fighters Pass



70 PIRANHA PLANT



Visit www.smashbros.com for more information

CHARACTER BIOS:

Learn the backgrounds and backstories of every single fighter in Ultimate!



MARIO:

First appeared in Donkey Kong (1981)

The renown plumber of the Mushroom kingdom, caught in the endless struggle of rescuing Princess Peach from the evil koopa king, Bowser. As an icon of gaming, his franchise is filled with masterpieces. Wahoo!



DONKEY KONG:

First appeared in Donkey Kong Country (1994)

The grandson of the Donkey Kong from the legendary arcade game. Residing on DK Island, this big ape loves nothing more than bananas. If anyone takes them, he'll be ready to kick some tail!



LINK:

First appeared in The Legend of Zelda (1986)

The legendary hero whose spirit is carried across many incarnations. This one in particular is at the very end of the known timeline, facing Calamity Ganon to free Hyrule from his evil.



SAMUS:

First appeared in Metroid (1986)

A fearless bounty hunter who protects the galaxy as a powerful space warrior. Samus continuously faces the Space Pirates to stop them from spreading the dangerous parasites known as Metroids.



YOSHI:

First appeared in Super Mario World (1990)

Mario's trusty buddy, he's looked after him and helped him out on countless occasions. He'd later take the lead role as the main playable character in several games.



KIRBY:

First appeared in Kirby's Dream Land (1992)

An adorable pink puff ball alien from Planet Popstar. Kirby is host to powers well beyond mortal reach, such as absorbing his enemies' powers, but he only really cares about having fun with his friends.



FOX:

First appeared in Star Fox (1993)

An incredibly skilled space pilot who has served the Cornerian Army to protect the Lylat System from the mad scientist Andross. Skilled at his craft, his greatest strength is his trusted companions.



PIKACHU:

First appeared in Pokémon Red and Green (1996)

The most iconic Pokémon, an endearing yellow mouse-like creature that sends electricity stored in its cheeks. Did you notice Pikachu Libre is a girl?



CHARACTER BIOS:



LUIGI:

First appeared in Mario Bros. (Game & Watch) (1983)

The lesser-known, but on occasion more beloved brother of Mario. Cowardly and quirky, he has made a name for himself as a ghost hunter, quickly becoming a fan favorite.



NESS:

First appeared in Earthbound (1994)

A boy with gifted psychic powers known as PSI, his tranquil life in Onett is quickly disturbed as he gets entangled in a series of bizarre scenarios, which he faces with courage and tons of love.



CAPTAIN FALCON:

First appeared in F-Zero (1990)

The ace racing pilot of the F-Zero series, Captain Falcon is also a skilled bounty hunter who excels at hand-to-hand combat. You don't want him to show you his moves!



JIGGLYPUFF:

First appeared in Pokémon Red and Green (1996)

One of the cutest Pokémon of the original 151, Jigglypuff was once considered as a mascot in Pikachu's place. Still, the puff has remained strong in the hearts of many.



PEACH:

First appeared in Super Mario Bros. (1985)

Also once known as Princess Toadstool, she has a bad habit of being captured by Bowser. Despite that, her spirits never get down, and she carries on with a jolly attitude.



BOWSER:

First appeared in Super Mario Bros. (1985)

Some rivalries are as old as time, with Mario and Bowser being engaged in an eternal struggle. That said, they still play go-kart and sports together, so perhaps it isn't as bad as it seems.



ICE CLIMBERS:

First appeared in Ice Climber (1985)

Two very close buddies who have scaled uncountable peaks. As professional mountain climbers, they face a lot of hardships, but their strong bond and synchronization always pulls them through.



SHEIK:

First appeared in The Legend of Zelda: Ocarina of Time (1998)

A mysterious sheikah who aids Link in his journey to save Hyrule. Sheik's real identity is in fact princess Zelda, who transformed into a different person to avoid Ganondorf's pursuit.





ZELDA:

First appeared in *The Legend of Zelda* (1986)

The spirit of the goddess Hylia who has reincarnated many times after giving up her godhood. This version of her is as she appears in *A Link to the Past*, aiding Link in the defeat of Ganon.



DR. MARIO:

First appeared in *Dr. Mario* (1990)

Do not be fooled, as this is simply Mario in a doctor's coat. Despite that, he's actually quite skilled at fighting viruses. Guess Mario really is an ace of all trades.



PICHU:

First appeared in *Pokémon Gold and Silver* (1999)

Just when you thought Pikachu couldn't be more endearing, Pichu comes along! He's quite the adorable little thing, though he's so clumsy that he always ends up harming himself.



FALCO:

First appeared in *Star Fox* (1993)

An ace pilot for the Star Fox team, Falco is incredibly skilled with the Arwing and loves pulling risky moves. His eagerness gets the better of him at times, but his loyalty to Fox is undoubtable.



MARTH:

First appeared in *Fire Emblem: Shadow Dragon and Blade of Light* (1990)

The brave prince of Altea, who would go down in history as the legendary hero king. He stands against the Dolhr empire to slay the shadow dragon Medeus. Recently, he's been studying English.



YOUNG LINK:

First appeared in *The Legend of Zelda* (1986)

The initial form of Link in *Ocarina of Time*, before the Master Sword makes him age seven years. It may not look like it, but he's a much older version than his *Breath of the Wild* incarnation.



GANONDORF:

First appeared in *The Legend of Zelda* (1986)

The reincarnation of the evil entity Demise, Ganondorf has taken many forms over the centuries to take over Hyrule. This is his original form, as the Gerudo King from *Ocarina of Time*.



MEWTWO:

First appeared in *Pokémon Red and Green* (1996)

A cloning attempt created by humans of the legendary Pokémon Mew, fittingly named Mewtwo. He possesses unparalleled psychic powers and strength far above that of the average Pokémon.



CHARACTER BIOS:



ROY:

First appeared in Super Smash Bros. Melee (2001)

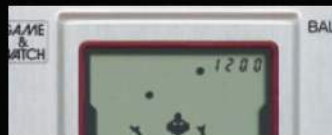
As the son of Marquess Eliwood, Roy is a young warrior who leads the forces of Lycia against the invading kingdom of Bern. He'll always be our boy.



MR. GAME & WATCH:

First appeared in Ball (1980)

The oldest character in Smash, a representation of the stick men found in the Game&Watch handheld devices. He's as flat as paper and as black as coal, yet he still manages to be quite expressive.



META KNIGHT:

First appeared in Kirby's Adventure (1993)

A mysterious character that has served as both Kirby's opponent and ally. His name is rather fitting, considering how much he shook the meta.



PIT:

First appeared in Kid Icarus (1987)

The loyal servant of the goddess Palutena, vouching to protect skyworld and humanity at all costs. He can be a bit naive and silly at times, but he's genuine when it comes to his duty of saving others.



ZERO SUIT SAMUS:

First appeared in Metroid: Zero Mission (2004)

After destroying Mother Brain, Samus crash-lands on Zebes. Having lost her armor, she's left with nothing more than a stun gun. But don't underestimate her! She's still a foe to be reckoned with!



WARIO:

First appeared in Super Mario Land 2: 6 Golden Coins (1992)

An eternal rival of Mario, a gluttonous, selfish and repulsive man who always tries to get away with his greedy schemes. He loves nothing more than money, money, money and garlic.



SNAKE:

First appeared in Metal Gear (1987)

Created as a clone of the legendary Big Boss, Snake goes on risky operations to infiltrate secret bases. Despite having gone through a lot, he always puts his life on the line to protect others.

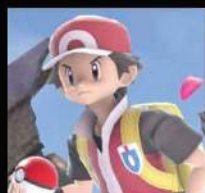


IKE:

First appeared in Fire Emblem: Path of Radiance (2005)

As the son of a mercenary, Ike takes up leadership of the band once his father is killed. Despite not being of noble birth, he still ends up tangled in many battles against the Kingdom of Daein.





POKÉMON TRAINER:

First appeared in Pokémon Red and Green (1996)

Also known as Red, he sets out from Pallet Town to become the best there ever was, eventually becoming a legendary Pokémon master. This time you can also play as his female counterpart, Leaf!



IVYSAUR:

First appeared in Pokémon Red and Green (1996)

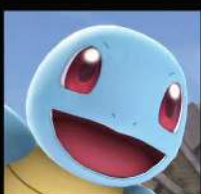
The second evolution of Bulbasaur, the very second Pokémon according to the Pokédex. The bulb on his back is part of his body and grows through energy gathered via sunlight.



CHARIZARD:

First appeared in Pokémon Red and Green (1996)

The third evolution of Charmander and one of the most popular Pokémon of the original generation. Known for its scorching fire, it's said that Charizard can melt through almost anything.



SQUIRTLE:

First appeared in Pokémon Red and Green (1996)

The first evolution of his line, Squirtle is an adorable turtle-like Pokémon. He's born with the shell, although it's much softer at birth. When threatened, he retreats inside it.



DIDDY KONG

First appeared in Donkey Kong Country (1994)

He's back again and about time too, and this time he's in the mood! He can fly real high with his jetpack on, with his pistols out, he's one tough Kong!



LUCAS

First appeared in Mother 3 (2006)

A young boy from Tazmily Village. At first he's cowardly and shy, but over the course of his magnificent journey he matures into a strong-willed and brave man.



SONIC

First appeared in Rad Mobile (1991)

An icon of gaming who once equalled even Mario in terms of popularity. A blue hedgehog that moves at incredible speeds, he tries to stop Dr. Eggman with the help of his many friends.



KING DEDEDE

First appeared in Kirby's Dream Land (1992)

A large penguin who self-proclaims himself as King of Dreamland, he's fought Kirby on many occasions, yet equally fought at his side as many times. Despite his big schemes, he's a bit of a goofball.



CHARACTER BIOS:



OLIMAR:

First appeared in *Pikmin* (2001)

After crash-landing on a mysterious planet, Olimar has to recover the pieces of his spaceship. He's helped out by pikmin, little beings who are willing to follow his every command. You can also pick Alph!



LUCARIO:

First appeared in *Pokémon Mystery Dungeon: Red and Blue Rescue Team* (2005)

A canine-looking Pokémon, with incredible strength and the power to manipulate the energy that is aura. By using telepathy, he's able to speak the human language.



R.O.B.:

First appeared alongside *Stack-Up* (1985)

This cute little fellow came in pre-packaged with many Nintendo Entertainment Systems. He'll play alongside you as your robotic buddy, allowing you to progress through the game!



TOON LINK:

First appeared in *The Legend of Zelda: The Wind Waker* (2002)

While he shares his name, do not be mistaken, as he is not the Link you know. In a timeline where Link vanished, this young boy rises up to inherit the trifold of courage as the hero of the winds.



WOLF:

First appeared in *Star Fox 64* (1997)

The leader of the mercenary group Star Wolf, a vicious yet witty pilot who is willing to do anything for money, wishing to become infamous across the galaxy and prove himself better than Fox.



VILLAGER:

First appeared in *Animal Crossing* (2001)

A villager from a peaceful village filled with animals. He's a really nice fella, but there's just something about that glare in his eyes that doesn't feel right.



MEGA MAN:

First appeared in *Mega Man* (1987)

In the year 200X, the evil Dr. Wily takes control of peaceful robots to take over the world, so Dr. Light turns his robot assistant into Mega Man! A gaming icon renown for its tough-as-nails platforming!



WII FIT TRAINER:

First appeared in *Wii Fit* (2007)

Exercising is important for your health. That's why your Wii Fit Trainer is there. Just follow their instructions and you'll be whipped into shape in no time! Keep it up!



CHARACTER BIOS:



ROSALINA & LUMA:

First appeared in Super Mario Galaxy (2007)

A fair woman who watches over the cosmos, mother to all lumas. It's implied she's had a difficult past, but the lumas have always been there to support her, never leaving her side.



LITTLE MAC:

First appeared in Punch-Out!! (1984)

A young upcoming boxer from the Bronx. With the help of former champion Jerome "Doc" Louis, he trains hard to take the top of the World Circuit.



GREINJA:

First appeared in Pokémon X and Y (2013)

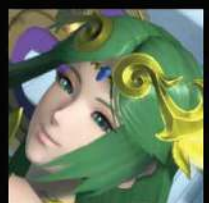
The final evolution of Froakie, a water dark Pokémon that looks and acts like a ninja. Sneaky and stealthy, he really lives up to his appearance. But wait, is his scarf... his tongue?!



MII FIGHTER:

First appeared alongside the Wii (2006)

Who is mii? Well, it's you! You can be in Smash! Anybody can be! You can even choose up to three templates with completely different moves for each! With mii's, no crazy idea is too absurd!



PALUTENA:

First appeared in Kid Icarus (1987)

The all-mighty goddess of Skyworld, kind to her subjects, but a bit naive and playful at times. She has no qualms in breaking the fourth wall though, in fact, she knows you're reading this.



PAC-MAN:

First appeared in Pac-Man (1980)

Who doesn't know Pac-Man? This yellow ball has been chasing ghosts since 1980 and has remained ingrained in video game history. Keep munching on! Waka-waka-waka!



LUCINA:

First appeared in Fire Emblem Awakening (2012)

The daughter of Ylisse's exalt Chrom, who arrived from a future ravaged by the fell dragon Grima. While deeply scarred, she bravely fights on thanks to her friends and the hope in her heart.



ROBIN:

First appeared in Fire Emblem Awakening (2012)

A smart and witty tactician who has lost all memories. It's only later that Robin realizes a much darker truth, finding out the origin of the source of pain that tormented Lucina and everybody else.



CHARACTER BIOS:



SHULK:

First appeared in Xenoblade Chronicles (2010)

A young man that lives on the back of a titan, wielding the legendary blade, the Monado. After many journeys and adventures, he'll have to come face to face with the reality of his past.



DARK PIT:

First appeared in Kid Icarus Uprising (2012)

A copy of Pit that is created when he destroys the mirror of truth, representing his darker side. Despite being a crueler version of Pit, in the end he aids him after the angel saves his life.



BOWSER JR.:

First appeared in Super Mario Sunshine (2002)

Bowser's legitimate son, a koopa that looks exactly like him, making some confuse him for Baby Bowser. You can also play as all 7 koopaling, though they aren't actually related!



DUCK HUNT:

First appeared in Duck Hunt (1985)

Your trusty hunting partner, he helps scare the ducks so that you can hit them. But if you miss, he'll laugh at your horrible aim. So much for man's best friend...



RYU:

First appeared in Street Fighter (1987)

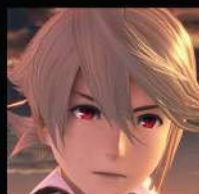
A skilled martial artist who trains to become the strongest he can, all achieved by being humble and diligent. There's just something so satisfying to pulling off his moves. Hadoken!!



CLOUD:

First appeared in Final Fantasy VII (1997)

An ex-SOLDIER of the Shinra corporation. His painful past has led him to become delusional, living his life in lies. However, it would all change when on a fated day he'd meet a young girl in a church.



CORRIN:

First appeared in Fire Emblem Fates (2015)

The royal child of the family of Hoshido, Corrin was abducted at an early age and raised in the dark kingdom of Nohr. When finding the truth on the heritage, the choice arises on which family Corrin belongs.



BAYONETTA:

First appeared in Bayonetta (2009)

A witch from the Umbra clan who slays demons and angels alike. Sassy and coquettish, the playful Bayonetta definitely doesn't hold back when it comes to punishing misbehaving enemies.





INKLING:

First appeared in - Splatoon (2015)

In a faraway, distant future, the Earth is ruled by humanoid squids known as Inklings, who spend their days practicing the national sport of turf wars. You take the role of Agent 3 from the Squidbeak Splatoon, infiltrating Octo Canyon in the hopes of stopping the invasion of the Octarian army.

Inkling provides a completely unique playstyle, using weapons to ink the opponent and cause them to take more damage.



RIDLEY:

First appeared in - Metroid (1986)

Samus's archnemesis, a vicious dragon-like alien who is responsible for murdering her parents as well as leading the Space Pirates to breed the dangerous species known as Metroids. Despite his savage nature, do not be fooled, as he's a creature of cunning intelligence and cruel heart.

Fitting of his raw strength, Ridley is a character focused around brute force and pummeling your enemies.



SIMON BELMONT:

First appeared in - Castlevania (1986)

As a descendant of the Belmont clan, Simon's objective is to put a stop to the evil Count Dracula. With a large arsenal of weapons at his disposal, he marches through his castle to find and slay this cruel fiend.

Simon's playstyle strives to capture the feeling of the original Castlevania games, emulating the vampire slayer's many unique attacks.



KING K. ROOL:

First appeared in - Donkey Kong Country (1994)

The greatest foe of Donkey Kong, a large crocodile with an inventive set of weapons and an army of Kremlings at his disposal. Wishing to take over Donkey Kong Island and all of its bananas, he and the Kongs have had a long-standing rivalry.

K. Rool creates a mix of playstyles between being a large heavy-hitter as well as having a bunch of versatile weapons at his disposal.





ISABELLE:

First appeared in - Animal Crossing: New Leaf (2012)

The assistant of the mayor in Animal Crossing: New Leaf. A hard-working, earnest and all-around kind girl who does her best for everybody else. She is so adorable that attacking her makes you feel kinda bad.

Isabelle hardly fights. Rather, she uses a random set of items to use against her opponents.



INCINEROAR:

First appeared in Pokémon Sun and Moon (2016)

A fire/dark type Pokémon that acts like a wrestler. He's the final evolution of Litten, one of the three starters from the Alola region. He fights his opponents with flashy and bombastic moves, just like a pro wrestler would.

A melee based fighter with powerful grabs and strong throws, leading to some devastating attacks.



ECHO FIGHTERS:



DAISY:

First appeared in Super Mario Land (1989)

The princess of Sarasaland, who is much more of a tomboy than Peach and is rumored by some to be the love interest of Luigi. Despite debuting as a princess, she's been dedicating herself more to sports recently.



RICHTER BELMONT:

First appeared in Castlevania: Rondo of Blood (1993)

A descendant of Simon, a more hotheaded member of the Belmont clan who bears the duty to slay Dracula. Despite his attitude, he's been known to be one of the more skilled members of the family.



CHROM:

First appeared in Fire Emblem Awakening (2012)

The exalt of Ylisse, he struggles to keep up with the duties of protecting a country drowned in conflicts, but pushes forward nonetheless with a brave heart as a stellar leader. He's also the father of Lucina.



DARK SAMUS:

First appeared in Metroid Prime (2002)

A heartless creature born from the remains of the Metroid Prime, a being made of pure phazon. Yes, Dark Samus is technically a metroid. Even then, she possesses some degree of intelligence, being a ruthless killer.



KEN:

First appeared in Street Fighter (1987)

Ryu's long-standing rival. The two share a friendly rivalry and deeply respect each other. The headband Ryu has was actually given to him by Ken. He doesn't fight that much anymore, as he's taken time to be a good father.



SUPER SMASH BROS. FIGHTERS

CHARACTER SPECIALS:

By inputting different commands with the b button, each character can perform one of their four specials. You might not be as familiar with the newcomers in Ultimate, so here's a guide to help you familiarize yourself with their moves!



64 INKLING



SPECIAL

Use your splattershot to cover the opponent in ink. Don't forget to recharge by holding down shield!



UP SPECIAL

Recover by super jumping back on the stage. This move requires no ink.



SIDE SPECIAL

Run through the stage with a splat roller, inking and burying foes into the ground.



DOWN SPECIAL

Throw a splat bomb that will detonate in a few seconds. Hold it down to throw it further away.



13^E DAISY



SPECIAL

Summon forth a brave Toad to shield you from incoming attacks. Great for defending, but don't rely on it too much!



UP SPECIAL

Launch upwards with a parasol and use it to glide back onto the stage. Great recovery, but you're left vulnerable.



SIDE SPECIAL

Blast away foes with a powerful hit from the hip with the Daisy Bomber. *Haccha!*



DOWN SPECIAL

Pluck a turnip out of the ground to throw at your opponent. This time, it'll bounce on the stage!



65 RIDLEY



SPECIAL

Spit out fireballs that bounce across the stage. You can hold B to spit out multiple fireballs at once.



UP SPECIAL

A dive that can be angled in any direction, causing damage to opponents.



SIDE SPECIAL

Take a hold of your opponents and drag them across the screen before tossing them.



DOWN SPECIAL

Stab an opponent with your tail. If it hits the sweetspot, you can deal a high percent of damage!



66 SIMON



SPECIAL

Bring out your axe and throw it in an arched shot, making for a unique projectile.



UP SPECIAL

Deliver an upwards slash with your dagger to recover from a fall. It can also attack foes.



SIDE SPECIAL

Toss a cross that will cut through opponents and come back like a boomerang.



DOWN SPECIAL

Toss a flask of holy water to set the ground and any enemies on it on fire.





SPECIAL

Same as Simon's, throw an axe in an arched throw to create some distance from your foe.



UP SPECIAL

Recover by slicing upwards with your dagger, gaining vertical movement and slicing foes.



SIDE SPECIAL

Toss the cross and have it come flying back. It can cut through several enemies at once!



DOWN SPECIAL

Drop a flask of holy water that will scorch your opponents. Unlike Simon, Richter's flames are blue!



66^E RICHTER



SPECIAL

Taking from Roy's special, deliver a wind blast from your blade. Charge it for as long as you can for increased damage.



UP SPECIAL

Taking from Ike's up special, launch your foe into the sky and strike them down with a devastating attack.



SIDE SPECIAL

Taking from Marth's side special, unleash a flurry of slashes on your opponent by mashing side B. Try to time it in rhythm if you can.



DOWN SPECIAL

Perform the trademark Fire Emblem counter. If you time it correctly, you can counter any attack coming your way.



25^E CHROM



SPECIAL

Shoot a blast of phazon energy. Charge it up continuously to deliver a very powerful attack. You can now charge in mid air!



UP SPECIAL

Jump in the air with Samus's trademark screwattack, harming any enemies in your path.



SIDE SPECIAL

An imitation of Samus's missiles, fire to shoot a phazon missile. If you do it with a smash tilt, you can blast a super missile.



DOWN SPECIAL

Crawl into the morph ball and place a bomb that will soon detonate. Good for dodging some attacks.



04^E DARK SAMUS



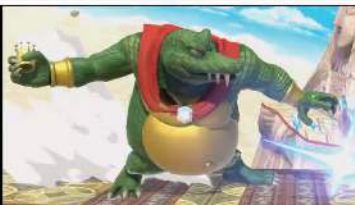
SPECIAL

Fire the blunderbuss to shoot a cannonball ahead. Use it again afterwards to suck foes in!



UP SPECIAL

Deploy the helicopter pack to soar away into the sky and recover onto the stage.



SIDE SPECIAL

Toss your crown horizontally as if it were a boomerang, but be careful not to lose it.



DOWN SPECIAL

Counter enemy attacks by using your chestplate to bounce them off.



67 KING K. ROOL



SPECIAL

Store any item or projectile into your pocket, to later pull out whenever you need it.



UP SPECIAL

Float up on a swing held by two adorable balloons. Make sure that no one pops them!



SIDE SPECIAL

Cast a fishing rod to reel in any opponents, allowing you to grab them at a long range.



DOWN SPECIAL

Bury a Lloid Rocket into the ground so that it shoots out into the sky.



68 ISABELLE

60^c KEN**SPECIAL**

Similarly to Ryu, he can fire a hadoken, but this one is shaped differently. Try inputting the command of the original game!

**UP SPECIAL**

Perform a heavy Shoryuken that will scorch your enemies and leave them burning.

**SIDE SPECIAL**

Unleash the Tatsumaki Senpukyaku, hitting multiple foes as you move along.

**DOWN SPECIAL**

Focus Attack will deliver a devastating kick, but takes some time to charge up.



69 INCINEROAR

**SPECIAL**

Darkest Lariat, his signature move. A red cyclone that tears through enemies.

**UP SPECIAL**

Leap up into the air and rocket down to crush your opponents. Be careful not to self-destruct!

**SIDE SPECIAL**

Toss an opponent onto the ropes to have them bounce back. Time it well to deliver a powerful lariat.

**DOWN SPECIAL**

Similarly to counters, using this move will block enemy attacks and power you up in the process.

**FINAL SMASHES:**

By breaking the Smash Ball or filling out the Smash Meter, unleash your ultimate attack! Press B while not inputting any direction to active your Final Smash!

**INKLING**

Unleash the Killer Wail, which will drown any opponents caught in it in a large vortex of ink.

**DAISY**

Perform a dance that will bring all enemies to sleep, as well as drop daisies onto the stage that will restore your health.

**RIDLEY**

Toss your enemy onto Samus's ship and deliver a devastating blast to blow them to pieces!

**SIMON(&RICHTER)**

Trap your enemy in a coffin and unleash the devastating attack that is Grand Cross.

**CHROM**

Activate Awakening Aether to deliver a powerful slash through any opponents caught in your path.

**DARK SAMUS**

Charge your phazon powers to fire a massive laser made of pure phazon energy.

**KING K. ROOL**

Fire the Blast-O-Matic to blow up your opponents alongside the entirety of DK Island.

**ISABELLE**

Trap your enemies inside the town hall, because if there's one thing you cannot escape from, it's debt.

**KEN**

Perform it at a range to unleash the Shinryuken or do it next to an opponent to unleash the Shippu Jinraiakyaku. Unbelievable!

**INCINEROAR**

The Max Malicious Moonsault, a fast and fierce move that will utterly crush any opponent.



All fighters have a certain set of mechanics that determine how they play. Here's a few of the general mechanics which should help you get a grasp of how the game works and give you the edge in battle!

RAGE

When a fighter is at high percent, they'll become much fiercer. The higher a character's percentage is, the more knockback they will deal, allowing a fighter in a tough spot to make a comeback. Keep in mind though, you're still very vulnerable in this state! You can notice when your rage activates, as the character and their portrait will emit steam.

STALING

Using a move over and over again will cause it to deal less damage. Relying on a single attack will severely weaken its power for a short while, so make sure to spice it up and use different attacks! The same also applies to dodges, as using dodges in succession will make them more ineffective. Try different ways to avoid enemy attacks!

ARMOR

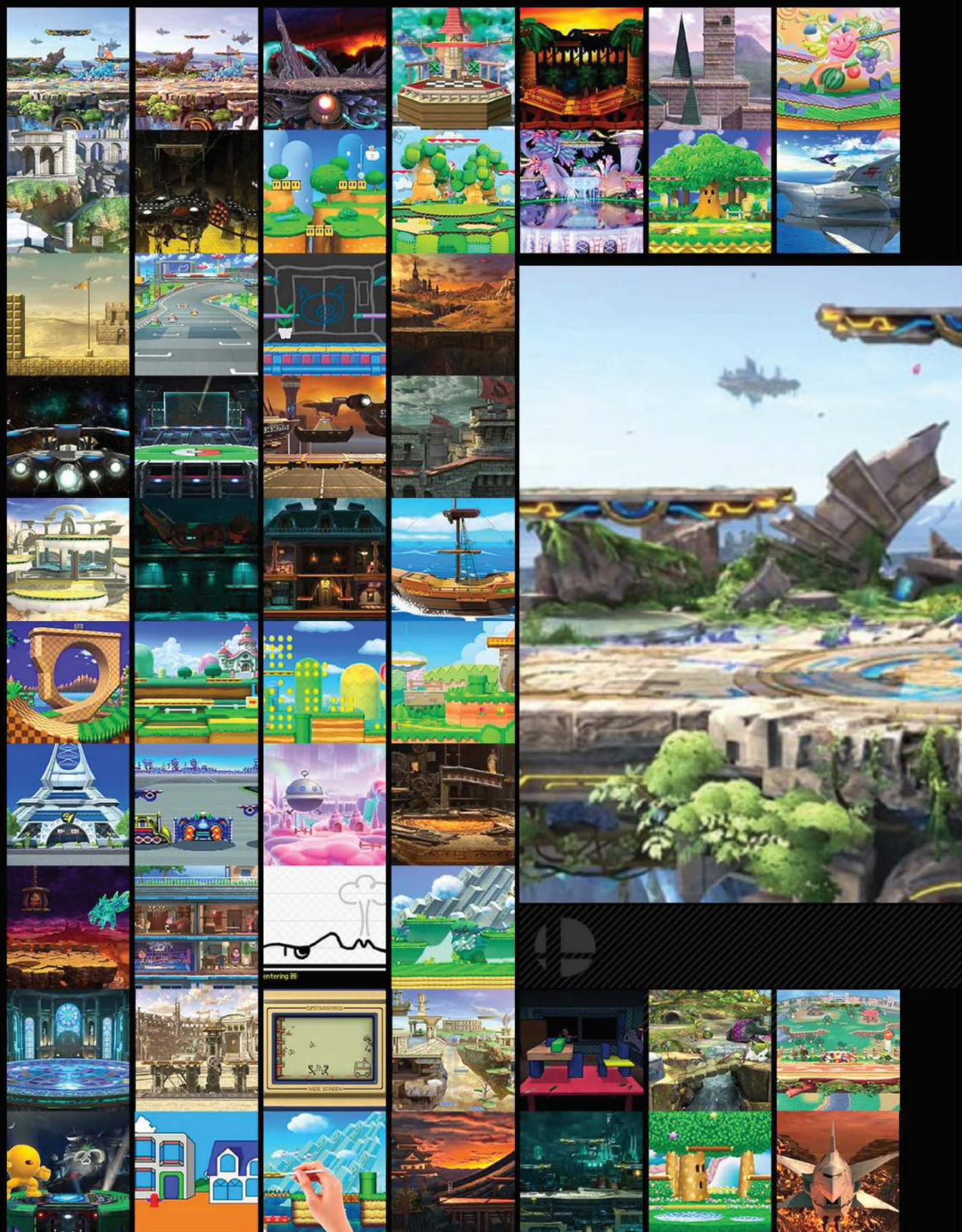
Some moves possess an effect that will negate knockback. While being performed, other attacks will cause damage, but will not push the fighter away. These are great for being able to land a hit despite receiving an attack. Keep in mind however, that the amount of damage you can take is limited and strong enough attacks will still blast you away.

DIRECTIONAL INFLUENCE

When flung into the air, tilt towards a direction to influence your trajectory, increasing your chances of survival. When thrown horizontally, tilt towards your opponent. When vertically, tilt towards the sides. With that said, if you've been hit too hard, you won't be able to make it anyways!

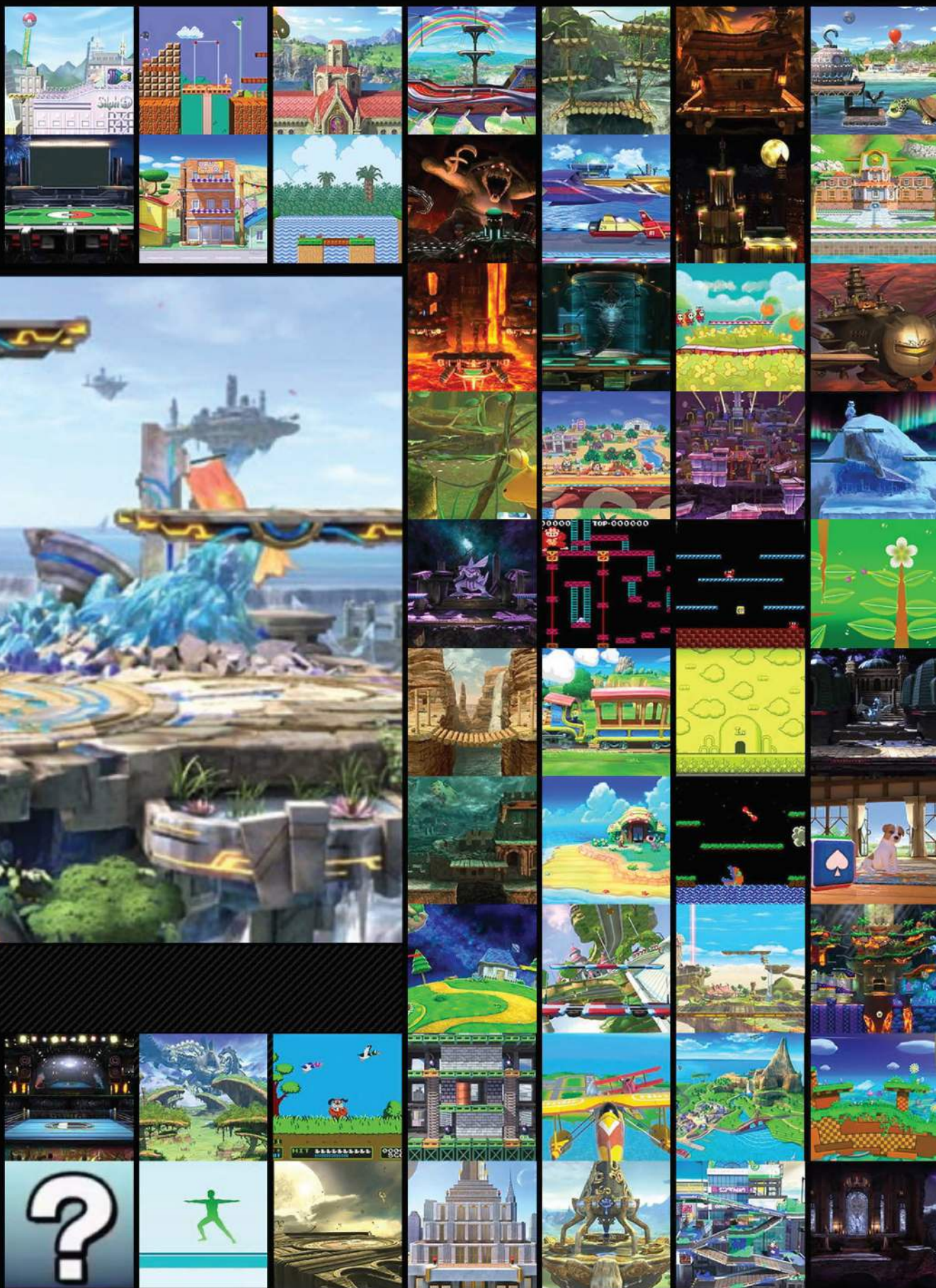


SUPER SMASH BROS. STAGES



WE MUST BE CRAZY!

Almost every stage in every Super Smash Bros. game makes a return! You can also turn them into omega and battlefield forms, for a total of over 300 stages!





Dynamic stages add to the challenge

There are plenty of surprise Stage Hazards to discover. However, if they aren't your cup of tea, you can now disable hazards completely.



Stage Morph

Switch stages during battles! Choose the two stages you want to use and they'll automatically switch after a certain amount of time.



Including four new original stages:



Dracula's Castle



New Donk City Hall



Moray Towers



Great Plateau Tower

As well as more coming down the line as Downloadable Content!



My Music



Pick your favorite themed music for battle stages and set your background music with complete freedom. You get to determine what songs to listen to! Speaking of which...

SUPER SMASH BROS. MUSIC

How many music tracks are in Super Smash Bros. Ultimate?

Roughly

9000

tracks

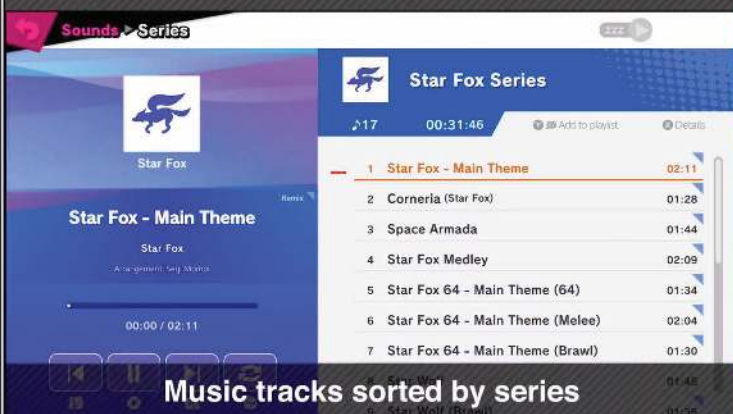
Oh wow. With soundtracks from all sorts of legendary games, this game really has an Ultimate soundtrack!

Overworld Theme (The Legend of Zelda) (64)
Overworld Theme (The Legend of Zelda) (Melee)
Overworld Theme (The Legend of Zelda) (Brawl)
Great Temple / Temple
Tal Tal Heights
Saria's Song / Middle Boss Battle
Gerudo Valley
Termina Field
The Great Sea / Menu Select
Dragon Roost Island
Molgera
Village of the Blue Maiden
Midna's Lament
Full Steam Ahead (Spirit Tracks)
Ballad of the Goddess
Hyrule Main Theme
Woodlands (The Legend of Zelda: Tri Force Heroes)
The Legend of Zelda: Breath of the Wild 2017 Trailer
The Legend of Zelda: Breath of the Wild - Main Theme
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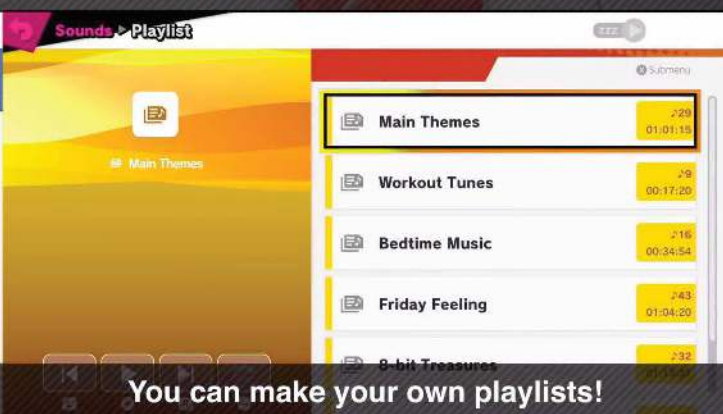


This time, tracks are organized by series

In Handheld mode, you can play music even when the screen is off



Music tracks sorted by series



You can make your own playlists!

Together they make up for over 28 hours of music! Listen to it whenever you want in the sounds menu!

SUPER SMASH BROS. ITEMS



Items

Items can be the key to victory!

During battle, several items will appear on the stage. Use them to your advantage to turn the tides of battle! You can also adjust their frequency in rules, or get rid of them entirely if you prefer it that way!



Banana Gun

The insides of the banana become a powerful bullet. After one shot, this item becomes a Banana Peel. Of course.



Ramblin' Evil Mushroom

Opponents hit with enough of these spores will grow a mushroom, reversing their left and right controls.



Super Launch Star

Throw it to create a star-shaped gate which will launch fighters that enter it.



Black Hole

Throw it to create a black hole that will draw in fighters and items.



Rage Blaster

This item grows stronger if the user has taken lots of damage. A great way to make a comeback!



Death's Scythe

A tilt or smash attack with this brutal weapon will KO opponents who have high damage.



Healing Field

This item will create a healing field on the ground. Stand on it to slowly heal.



Assist Trophy

Call on different characters to help you fight! They're not safe from getting KO'd, though...



Poké Ball

Summon a random Pokémon to team up with you against your foes!



Master Ball

Summon a Mythical or Legendary Pokémon! Much more valuable than a regular Poké Ball.



Killing Edge

If you attack when the sword glows, the damage and launch power will be doubled.



Staff

This weapon fires a laser that deals more damage if the target is farther away.



Bomber

Hold it high to set it off. Enemies caught in the blast will take a ton of damage.



Fake Smash Ball

This may look like a Smash Ball, but breaking it will cause it to explode in an X shape.



Healing Sprout

This item will slowly heal whomever it is stuck to. It can be transferred to another fighter through contact.

Complete List of Items:

	Smash Ball		Assist Trophy		Poké Ball		Master Ball		Dragoon Parts
	Daybreak Parts		Bomber		Blast Box		Fake Smash Ball		Sandbag
	Food		Maxim Tomato		Heart Container		Fairy Bottle		Healing Sprout
	Healing Field		Super Mushroom		Poison Mushroom		Super Star		Warp Star
	Metal Box		Bunny Hood		Superspicy Curry		Timer		Lightning
	Bullet Bill		Beam Sword		Star Rod		Home-Run Bat		Hammer
	Golden Hammer		Lip's Stick		Fire Bar		Ore Club		Killing Edge
	Death's Scythe		Ray Gun		Fire Flower		Super Scope		Gust Bellows
	Steel Diver		Drill		Banana Gun		Rage Blaster		Ramblin' Evil Mushroom
	Staff		Bob-omb		Motion-Sensor Bomb		Green Shell		Bumper
	Freezie		Mr. Saturn		Gooney Bomb		Smart Bomb		Deku Nut
	Smoke Ball		Pitfall		Hothead		Banana Peel		Unira
	Soccer Ball		Bombchu		X Bomb		Hocotate Bomb		POW Block
	Spiny Shell		Boomerang		Beetle		Cucco		Beehive
	Killer Eye		Boss Galaga		Beastball		Black Hole		Franklin Badge
	Screw Attack		Back Shield		Super Leaf		Rocket Belt		Super Launch Star
	Special Flag		Crate		Rolling Crate		Barrel		Capsule
	Party Ball		Grass	Use them wisely!					

Remember:

**Press A to
pick up items**



**Press A to
use them**



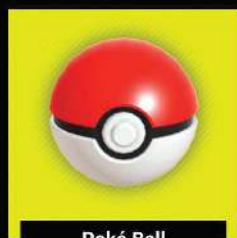
**Press Z to
get rid of them**

SUPER SMASH BROS. ITEMS



Pokémon

Summon Pokémon to have them fighting at your side!



Poké Ball



Grab Poké Balls with A...



toss them with A...



and summon the Pokémon!

	Alolan Vulpix		Alolan Exeggutor		Bewear		Mimikyu
	Solgaleo		Lunala		Meowth		Electrode
	Eevee		Snorlax		Vulpix		Alolan Raichu
	Pyukumuku		Togedemaru		Tapu Koko		Abra
	Ditto		Marshadow		Goldeen		Oshawott
	Moltres		Mew		Suicune		Lugia
	Kyogre		Palkia		Giratina		Arceus
	Kyurem		Xerneas		Scizor		Staryu
	Togepi		Bellossom		Gardevoir		Metagross
	Abomasnow		Chespin		Entei		Latias & Latios
	Deoxys		Darkrai		Victini		Zoroark
	Keldeo		Meloetta		Genesect		Snivy
	Fennekin		Fletchling		Spewpa		Gogoat
	Swirlix		Inkay		Dedenne		

SUPER SMASH BROS. ITEMS



Assist Trophies

Summon characters to have them fighting at your side!



Assist Trophy



Grab Assist Trophies with A...



use them with A...



and summon the trophy!

	Krystal		Guile		Squid Sisters		Bomberman
	Akira		Alucard		Gray Fox		Isaac
	Shadow		Burrowing Snagret		Zero (Mega Man)		Shovel Knight
	Moon		Chef Kawasaki		Rathalos		Midna
	Ashley		Jeff		Samurai Goroh		Ghosts
	Takamaru		Waluigi		Black Knight		Rodin
	Knuckles		Yuri Kozukata		Sukapon		Arcade Bunny
	Klaptrap		Kapp'n		Thwomp		Spring Man
	Ghirahim		Phosphora		Color TV-Game 15		Chain Chomp
	Metroid		Mother Brain		Andross		Knuckle Joe
	nintendog		Starfy		Prince of Sablé		Sheriff
	Dillon		Wily Capsule		Flies & Hand		Vince
	Tiki		Nikki		Nightmare		Hammer Bro
	Skull Kid		Starman		Lyn		Devil
	Dr. Wright		Dr. Kawashima		Riki		

SUPER SMASH BROS. MODES

Smash:



Smash

Your standard mode to fight out battles! First choose the ruleset, then the stage and finally the characters! You can add and remove players for a total of eight fighters! Play with friends, CPUs or both!



Squad Strike

Create a team of 3 or 5 fighters and take on an opposing squad one by one by switching fighters every time you lose! Alternatively, multiple players can take turns fighting!



Special Smash

Set all kinds of options to see who can come out on top! From altering sizes, physics and effects, this mode can really spice up fights!



OK



Smashdown

In Smashdown, after each battle, previously selected fighters will no longer be available in the next. It pays off to be skilled with multiple fighters!



Tourney

Choose a set number of players and CPU participants and the game will automatically create a tournament bracket. Up to 32 total players can join in!

Additional Rulesets:



Stamina Battles

Stamina mode is now a standard rule option. Replace percentages with a hit point counter to finish off opponents through sheer damage!



FS Meter

As an optional ruleset, you can now use final smashes by charging up a special meter. These will come more commonly, but are less powerful than usual.



Custom Balance

If a player is too skilled or too inexperienced, you can now adjust their strength to deal more or less damage. This should help bridge the gap in skill!

SUPER SMASH BROS. MODES

Games and More:



Classic Mode

A singleplayer mode where you get to fight a series of opponents one after another until you reach the end. This time around, every fighter has a completely different campaign. Try to beat all of them!



Mob Smash

Battle an onslaught of a hundred Mii fighters in Century Smash, attempting to achieve the lowest time possible. You can choose whichever stage and song suits you best!



All-Star

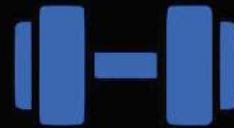
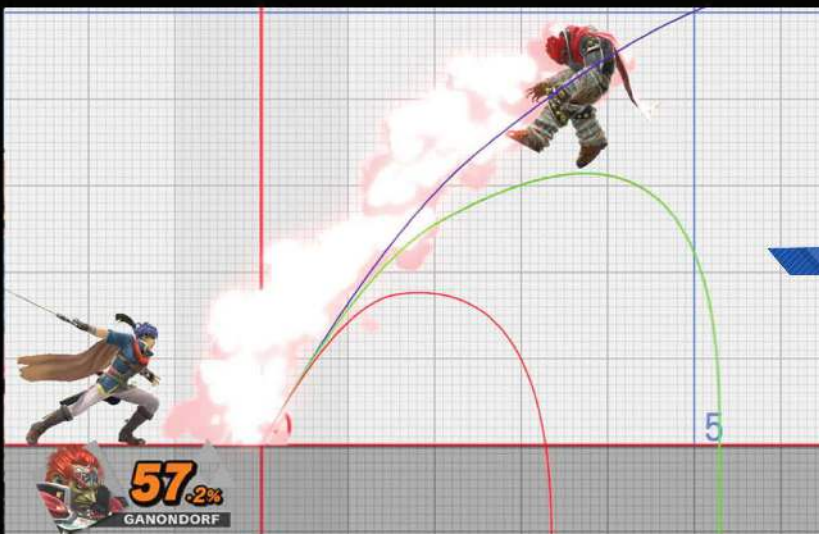
In All-Star mode you get to battle all the fighters from the roster one after another. Unlike previous Smash games, this mode is unlocked from the start!





Cruel Smash

When playing Cruel Smash, you must survive a flurry of brutally powerful mii fighters for the longest time possible. This one is not for the faint of heart!



Training

Practice on any stage with whichever character you want, as well as a special dedicated training stage. Test how every fighter plays without any pressure.

Additional Modes:



Mii Fighters

Your hub for Mii customization. Create a Mii, Choose their gear and select their moves to then pick them in battle.



Amiibo

Here you can set, modify or power up amiibo however you wish. You can also upgrade them with spirits to make them stronger.

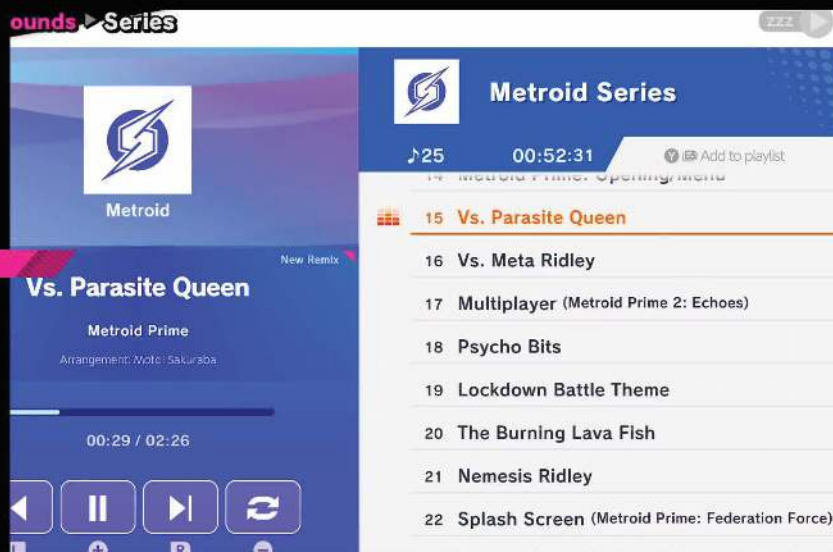
SUPER SMASH BROS. MODES

Vault:



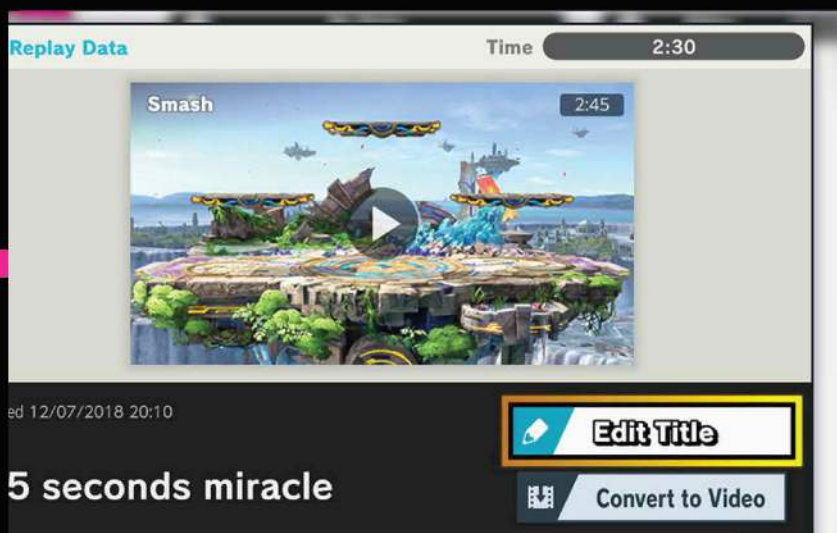
Sound test

Listen to all the music in the game. There's over 800 music tracks, but you'll have to unlock some of them! Organize music by playlists or listen to it with your Nintendo Switch in sleep mode on the go!



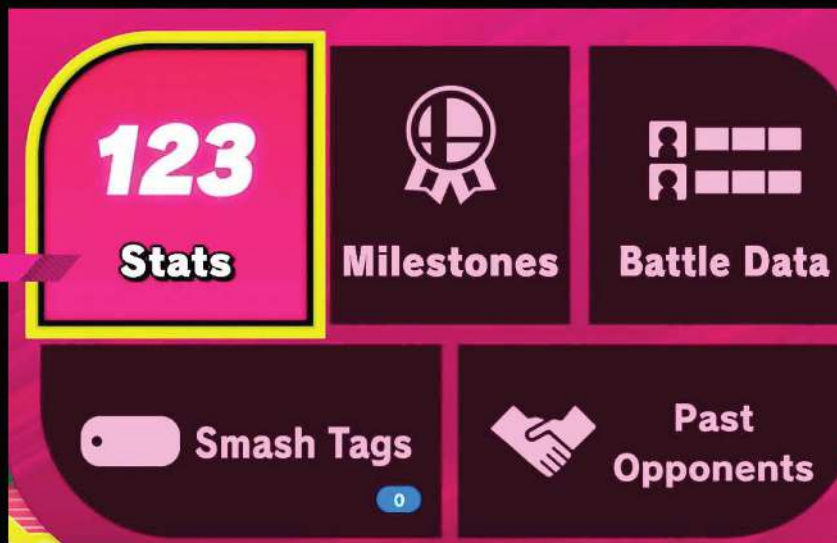
Replays

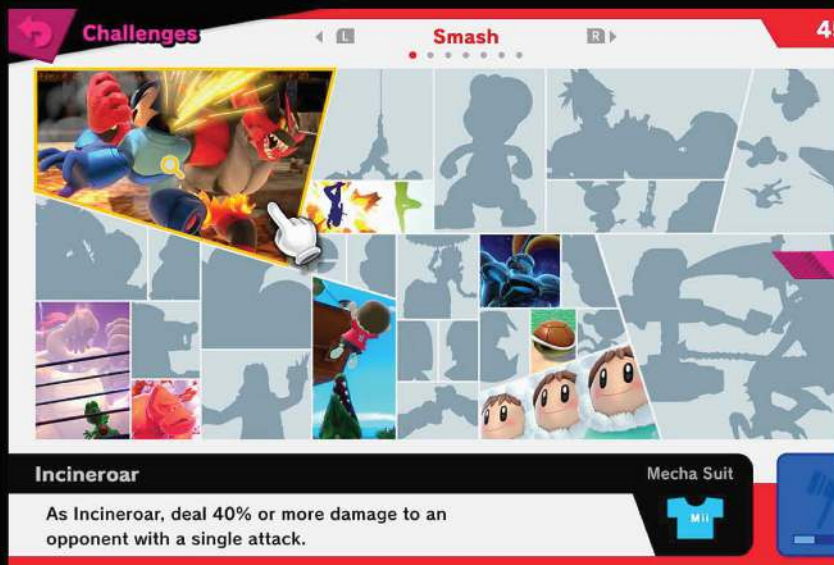
Save replay data of a battle and view it at any time, or convert them to videos. You can even use a free camera!



Records

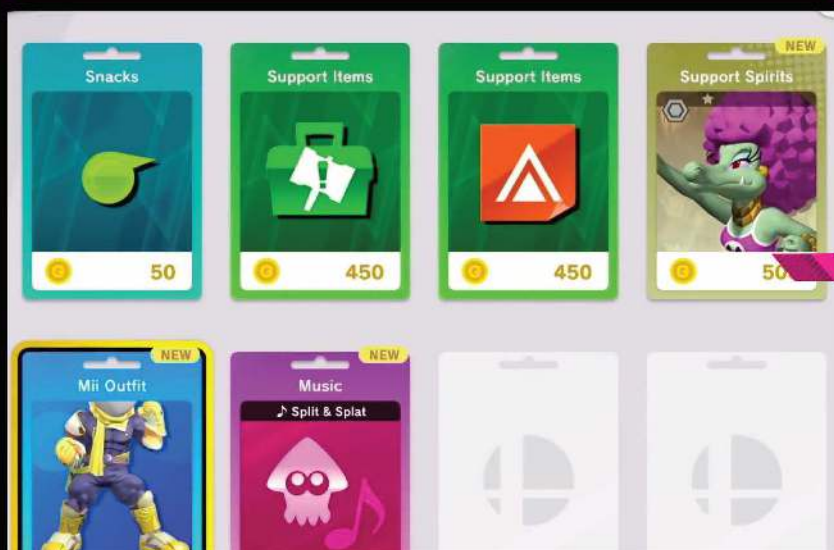
Track your battle history and stats. You can separate offline and online play data. Collect Smash tags from defeated players and add them to your collection!





Challenges

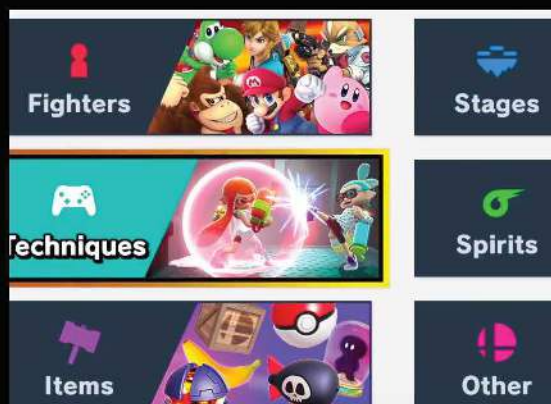
Complete challenges to earn rewards. Only the most dedicated players will clear every single challenge. Are you up to the task?



Shop

Purchase music tracks, spirits, mii costumes and more with in-game currency. Check back constantly for new products on sale!

Additional Sections:



Smash Tips

Check all the tips you see during loading screens for an extensive amount of information. You can view them by category or fighter.



Videos

Take a look at the cutscenes from Adventure Mode that you've already unlocked at any time!

SUPER SMASH BROS. MODES

Online:



Local wireless

Get together with friends and play anywhere! Up to eight players can join the fun by linking Nintendo Switch consoles locally.



Online play

Battle it out online for up to four players! Select your preferred rules and the game will match you up according to it. It will also prioritize people with your overall Global Smash Power and geographic region.



Elite Smash

Get better to increase your Global Smash Power, which will show you how your skills stack up against all other players around the world. If your GSP is high enough, you'll be granted access to Elite Smash Mode.



Starts in **15**

Who will emerge victorious?

Ray Towers



Spectator mode

Watch other players battle it out in spectator mode. Observe their strategies and analyze their techniques to pick up new tips!



Battle arenas

Create battle arenas where you can set the rules to battle with your friends. There are spots to wait in line or even spectate.

Additional Features:



Two-player

Join a local friend and play online using a single Nintendo Switch console. Team up together or battle separately against your opponents.



Smash Tags

Collect the Tags of the opponents you've bested. You can also trade the Tags you've collected for gold.

SUPER SMASH BROS. MODES

Spirits:



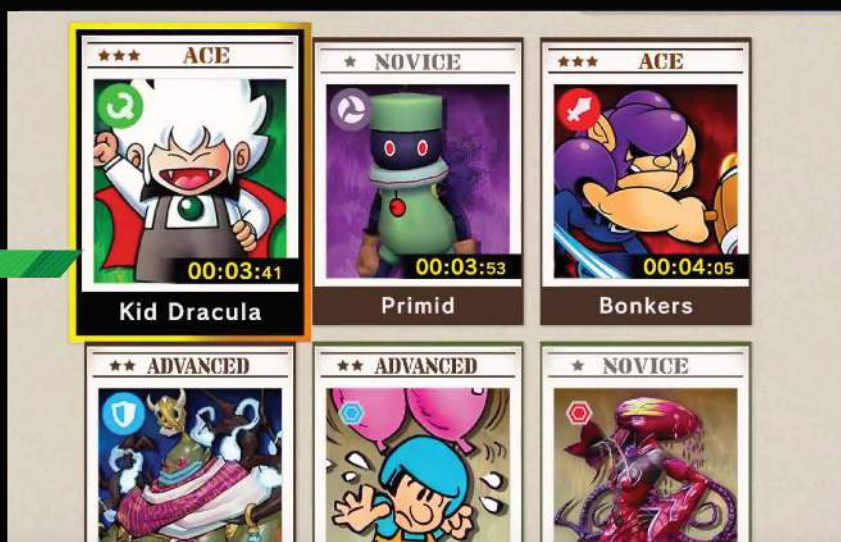
Adventure Mode World of Light

A single-player mode where you must battle to save fighters and spirits in a world that has lost everything to the fiend known as Galeem.



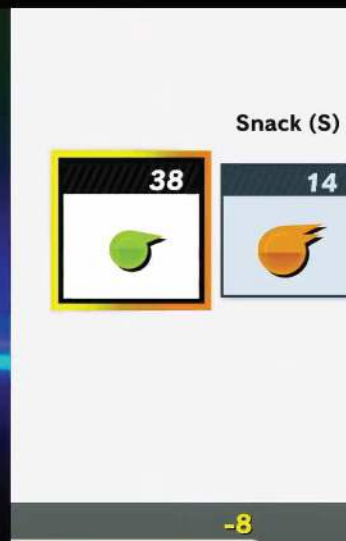
Spirits Board

This game's version of Event Mode. Fulfill small challenges against a spirit-powered fighter to get a chance to earn that spirit.



Level Up

Feed spirits snacks to have your spirits level up. Some spirits can only be obtained by leveling up certain other spirits.





Summon

Send spirits to the real world to obtain their cores. Then, use those cores to summon a new spirit, some of which can only be attained this way.



Send

Train spirits at dojos, gyms or other facilities. You can also send them away to search for treasure to bring back.

Additional Options:



Set Builder

Use this menu to equip spirits to your fighter and build sets. Each spirit gives you completely unique abilities, so pick them well!



Gallery

Take a look at each spirit in detail, as well as their background and history.

SUPER SMASH BROS. MODES

Spirits:

What are spirits?

Game characters with abilities that can give your fighters a boost in battle.



How to use Spirits:

Spirits are, in essence, beings that can be equipped by each fighter to assist them in battle. By having them equipped as you fight on, they'll provide you with more strength as well as a plethora of special buffs and abilities.



Fighter



Primary spirit



Support spirits

How to Equip Spirits:

Each fighter can be equipped with one Primary spirit.

A Primary spirit's power will be added to the fighter, increasing their strength significantly.

A Primary spirit can then be assigned several support spirits, which will provide the fighter with skills and buffs.



Attack

Grab

Shield

Furthermore, each primary spirit belongs to one of three types, Attack, Grab and Shield. Attack is stronger than Grab, Grab is stronger than Shield and Shield is stronger than Attack, so pick them wisely!



★ NOVICE
Standard strength



★★ ADVANCED
A bit stronger



★★★ ACE
Especially powerful



★★★★ LEGEND
In a league of their own

There are several classes of spirits, with some of them being stronger than others, as denoted by their stars.

How to Fight with Spirits:

There are three main modes that you can use spirits in:



SPIRIT FIGHTS

Enjoy fighting with other players by using equipped spirits! It's the same as normal Smash, the only difference being that you can equip spirits.



SPIRITS BOARD

This game's version of Event Mode. Fight against a fighter with a spirit equipped and have a chance to obtain said spirit if you emerge victorious. This is the main way to obtain spirits, but there are other ways as well.



ADVENTURE MODE

A grand campaign where you fight to rescue fighters and save a lost world. Use your unlocked spirits to fight and progress through the story, obtaining more spirits along the way.

Other ways to use Spirits:



Feed them snacks to level them up. A higher leveled spirit means they'll be stronger! Some spirits can also only be attained by leveling up others.



Send a group of spirits on a mission to gather treasure and they'll come back in a while with the spoils! (unlocked in World of Light)



Train up spirits in the dojo and other facilities to make them more powerful! (unlocked in World of Light)



Send spirits back to obtain their cores, which can be used to summon exclusive new spirits!

More Rewards:

The weaker your spirits are, the more rewards you'll obtain from your enemy. It pays off to have a fair fight!



LIFELIGHT

Colors weave into a spire of flame
Distant sparks call to a past still unnamed
Bear this torch against the cold of the night
Search your soul and reawaken the undying light

On that day, when the sky fell away
Our world came to an end
In our eyes, did a fading sun rise in the dark?
Glimmering shadows

Silence grows, in the spaces between
stretching out beyond time
Rising up, as a chorus of souls find a voice
flickering through the void

These little sparks, cling on to life,
everyone caught in the struggle,
And then the storms of change, they fan the flames
scattering ashes to the wind

Every soul contains a whisper of light
gleaming faintly as it dwindles from sight
No escape, no greater fate to be made
In the end, the chains of time will not break

Colors weave into a spire of flame
Distant sparks call to a past still unnamed
Bear this torch against the cold of the night
Search your soul and reawaken the undying light

As fate spins a thread without end,
new life draws its first breath,
Blossoming in a soil reclaimed from the past,
where destiny holds fast,

Here where we stand, hand clenched in hand
everyone caught in the struggle,
This is the day we finally find our way
stepping into our tomorrow

Every soul contains a whisper of light
growing louder as it calls to unite
From the distance sings a chorus of souls
rising slowly, stirring heat from the coals

Colors weave into a spire of flame
Distant sparks call to a past still unnamed
Bear this torch against the cold of the night
Light will guide you, on your way to the ultimate fight

Every soul contains a whisper of light
growing louder as it calls to unite
From the distance sings a chorus of souls
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Colors weave into a spire of flame
Distant sparks call to a past still unnamed
Bear this torch against the cold of the night
Light will guide you, on your way to the ultimate fight

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FINAL FANTASY VII

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CHARACTER DESIGN: TETSUYA NOMURA

