



Welcome to the wonderful world of Super SMAAAAAAAAAAAAAAAAAAASH BROTHEEEEEEEEEERS.

\*Cough\*

This is the world of childlike wonder, exploration, and copious amounts of cartoon violence. Meet your favorite Nintendo characters in this mega cross over of a life time. Perhaps maybe even meet some beyond the Nintendo brand! Who knows in this crazy, crazy world. Though the setting may seem barren at first but give it some time its vibrant secrets will come to light eventually. Remember you're here to have some good old fashioned fun!

#### Age and Sex

It doesn't really matter how old you are in this universe age doesn't really apply to you. If you want you can change your sex for free! In the end it doesn't really matter as you'll be too busy busting some heads anyway.

#### Location

You have to have a place to start your adventure right? Each franchise has a domain of their own. Whether it's the jungle, the desert, a giant ice capped mountain, or an abandoned castle. Each character has a place they call home relative to their Franchise.

1 Rundown Castle: A ruined castle left over from the ravages of a raging war. But nothing to really worry. It's all for fun really. You have to practice your war tactics somewhere. And what better place than the actual battlefield. Some rulers don't exactly like to curate over such tame events at the Smash Stadium. Many warriors of immense tactical and martial skill constantly train here. Maybe you can join in on the fun. Impress them with your skill and wit!

2 Abandoned Amusement Park: Man this place is Spooky. And really lethal for a place meant to amuse children. The dreary place has grey skies and dead shadowy atmosphere. It's a pretty unfriendly place to say the least. But the Smashers that hang out here can find great isolation to practice and gather their thoughts. And several mentally gifted thinkers hang out here. But be forewarned this place is home to a rather unpleasant child or at least I think he is. That really doesn't matter when he has giant

rampaging statues and his humongous robot spider bed to deal with. But you aren't alone as several of these lone thinkers might help you out if you find yourself in trouble. Maybe if you give them something else to think about they might even join you on further adventures.

3 City in the Clouds: Welcome to Skyw-erm I mean It's a city in the clouds. Many angelic and high flying Smashers mingle. It's a pretty nice place all things considered. A temple for a very specific goddess is placed at the center of the bustling town. Wonder who it's for.

4 Smash Stadium: A giant floating stadium hovering over an extensive urban city. Possibly the highest concentration of Smashers available. It should be since tournaments of all kinds are hosted here. But the mainstay is fighting tournaments, fight a wide variety of famous smashers reside here. Many high profile and powerful rulers sometimes preside over them. A truly amazing place to train and acquire some mundane wares, and trinkets. Maybe even a friend or two.

5 Floating Island: A floating tropical paradise. You'll love the place. It's got so many fruit bearing trees, a mountain, and lots of tunnels underground that lead all over the place. Including that giant underground factory that's pumping out thousands of robots....wait. Oh neat they Look like R.O.B! Wait why are they shooting lazars!, and Missles! What's going on! Be in for quite the ride jumper as you were never really meant to be here. But hey if you're clever you can steal some of their blueprints for weapons and other secrets.

6 Laboratory Complex: Many ancient places and things reside here. HAHA Just kidding it's actually a front for an underground laboratory, filled with genetic experiments, advanced robots, and dangerous architecture. Many scientific discoveries could be made here. And many of the tech and science oriented smashers reside here maintaining, upgrading, and repairing their advanced gear for battle. It's rather tame at first, but the deeper you go the more malevolent the place becomes. Almost as if it's hiding something.

7 SubSpace: Depending on how you fluff things this could be a very bad place or a pretty awesome one. You wake up in the endless dimensional void known as subspace. This place falls under the domain of Master and Crazy hand. They aren't really antagonistic of you but it would be wise to not pick a fight with them as they have various high profile villains under their wing or as partners in crime. Though if you want I can arrange you as one of the enlisted underlings. If you want to have a friendly chat with some of your favorite villains and elder evils this is the place to do it. They seem unusually more lax in their villainous tendencies than normal. Best them in a fight they might start respecting you.

8 Free choice [Free Drop-ins]: For anyone else this just places you just appear anywhere on the above list. For Drop-ins however this means they have the option of having a custom area dedicated to their theme. It's just a home base for other smashers might travel through and meet this fancy newcomer. It could be anything from an undersea military base, to a interdimensional tower, it just has to be accessible and survivable by any normal smasher.

Choose a Background, Engine, and Weight class. 100cp perks ones are free for their discounts.

### **Backgrounds -**

3rd Party Newcomer -Hey new guy! You aren't from around here and that comes with a theme and gimmick unlike any other. But you've done your research on this place before hand and now the basics enough to invent your own brand of special.

Veteran - You've been around in the smashing business for longer than you care to remember. But you've been honing your skills for a while. Long enough to have several Aces up your sleeve. You've made plenty of friends, rivals, and bitter enemies during your time here.

New-Comer - A NEW CHALLENGER APPROACHES. You're an eager newbie to the smash scene. And you've been eager to show your stuff since that faithful letter of invitation came to you one day. You're now going to be among the best of the best. You just hope they don't go too easy on you. As they won't be getting such a luxury.

### **Engines -**

Smash 64 -An age old classic. Not many if any have this engine. It's old and dead many would assume. But this engine has some old tricks to it that few can properly adjust to. For extra incentive this engine has a slight upgrade to have the basic features that the other engines have but outside of that it's the odd one out in terms of use.

Smash Melee -The one the only. The most beloved engine in the franchise. It's fast, its tough, it's the best. Its got quite the legacy and many still have love for this engine. While practically the tougher engines to truly master and ironically suffers the most in the air compared to the other engines. Its still one of the more grounded and fast paced engines in this world. Surprisingly it's a little more common than 64 but not as popular as 4. It still is considered a threat to be reckoned with when it shows up as most users tend to be quite talented veterans of the battlefield.

Smash Brawl -A very strange entry into the series. Despite how heavily criticized it is surprising gets a lot of love from newbies to the whole series. And it offers a nice great base work for future much better renditions. It offers a lot of its own advantages unique to the setting. Mainly snap grabs of ledges that practically lets others teleport to grab ledges specifically. It's the best of the engines at that!

Smash 4 -The youngest of the engines. But that didn't stop it from suddenly becoming the most popular of the smash engines. It's the newest in the field sporting improved speed and performance on the field. Easy to use yet having its own set of unique quirks that sets it apart from other smash variants. Such as better bounce physics from launched enemies and improved lock down options to force people to get up the slow old fashioned way. Still not as fast as Melee though.

### **Weight Classes -**

Light -Why does no one ever stick up for the little guy?! Well in this world no one ever really needs to. They tend to be incredibly fast and agile though it only takes a few solid take 'em out. Assuming they even get the chance anyway.

Middle -The average joe. Not too strong, not too weak. They're juuuuust right. Usually something like this would be bland but strangely this averageness in stats allows them to have weird techniques and abilities no other fighter ever has. This world is so strange being perfectly average with good options is the odd one out than anything else.

Heavy -You're a big guy. Or gal nobodies judging. Why would they lest one wants to have their face launched into next Tuesday. While not the fastest you certainly can weather their punishment much better than anyone else. And with a well timed hit easily put anyone not on your level into the stratosphere with little effort on your part.

# Background Discounted Perks

## **3rd Party Newcomer -**

Fundamentals(100cp): It's important to learn the basics. Even professionals can fall short of this, especially when they don't have any of their fancy tricks and exploits to fall back on. Not you though, being a beginner has its perks and one of them is always being aware of key rules to play the game. This doesn't just apply to here it extends to anything you study. When studying something new or brushing up on something you have perfect practical understanding of the fundamentals of a given subject.

Pandemonium(200cp): When more than one player is on the battle field and it's everyone against everyone. Items are flying, punches are getting thrown, people get sent flying. It can be confusing and lose yourself in all the ensuing chaos. You however are unaffected by this, in fact you can safely navigate through it all hell even get in a few cheap shots in along the way and they won't know who or what hit them. The more actively chaotic the more effective this becomes, up to the point of safely sneak through a virtual blood bath of everyone vs everything on a continental scale, as if strolling through the park. The fewer the number of opponents the less effective it will be. Being useless in one on ones.

Video Game Osmosis(300cp): There's this strange phenomenon where if you interact with a wide array of videogames enough it starts to selectively bleed into other mediums greatly enhancing intuitive understanding of the underlying principles between them. So taking your understanding of Strategy games you gain some head start insight into applying it to your learning about actual military strategy, from a grand to a small concentrated squadron, puzzle games lending themselves useful insight in how to find puzzles in everything etc. Normally this effect would only apply when you've played or experienced large amounts of them. Instead this effect is applied to whatever you've viewed, shortening years to months of play. Long story short, playing videogames actually makes you unconventionally smarter the more games you play.

Unpredictability(600cp): Whether by some psychic screening, temporal or probability awareness, eldritch incomprehensible aura, or just straight up ridiculous false flagging. People have a hard time predicting your next immediate action, they never see it coming, future sight gives them a false reading, probability awareness grants them full awareness except for your specific next action. This only works in the immediacy of battles not in large scale, far reaching plans. It helps you win battles not wars. The perk is extra effective on supernatural means of prediction. Good old fashioned mundane skill can easily compensate.

## **Veteran -**

Remember No Johns(100cp): Losing is a normal part of growth. And this is more true than ever with this perk. You take losses in stride even joking about it. But it has a secondary bonus of making you have exceedingly strong hindsight. Making sure the same tactics won't work on you twice.

Wombo Combo Competence(200cp): You gain a strong understanding of the interconnected nuances of your moveset allowing you to chain moves in a way that will make it difficult if not impossible to get out of under very specific circumstances. Even if in reality it would be physically impossible for those string of moves to connect.

The Zone(300cp): When the heat of battle comes rushing in and you find your rhythm. You enter a zen-like state of mind. Your precision, reaction time, and situational awareness becomes exceedingly acute. It comes with the drawback of only being focused at one thing at a time. But with practice you can enter this state at will.

Keikaku means SMASH(600cp): Some of the best of the best are where they are because of brains not brawn. With this you can come up with multi-layered plans on the spot. Set-ups, mix-ups, and lock-

downs all come naturally to you. Unsuspecting opponents become putty in your hands in a direct fight.

#### **New-Comer -**

**Lucky you(100cp):** Sometimes it takes a little luck to tip the scales. And you seem to embody this. Hazards seem to miss you by inches, or the timing is off just enough to give you time to escape, moves will miss, or hit a sour spot reducing damage by orders of magnitude. Moves left up to chance never seem to hurt and damage seems to launch you back onto the field and many more. You lucky son of a gun.

**Team Player(200cp):** There is no "I" in team! Nothing makes you feel better than fighting with your friends. With this perk you gain a strong natural instinct of co-operation, group dynamics, and improvisation. You don't even have to communicate to your team mates you just know when to jump in and keep the pressure going. You gain an almost supernatural level of intuition in your teams shortcomings strengths, and even individual tendencies. Effectively turning a random slug fest into a planned coordinated series of unfortunate events. You're so good at this you make it look like a lucky chain of coincidences. Also a mandatory boost in situational awareness to help this skill along further. At first this is only effective when in really small groups and only if you have one other object that you feel comfortable deeming an ally, and anything outside of the small group limit (1-3 others) will not be covered by this effect unless you actively shift your focus to them (which is exceedingly uncomfortable and disrupts mental flow) and exclude one other to make room. However if you hone it you can expand what you deem as..."part of the group", and greatly expands maximum capacity (up to 19 others).

**Item whisperer(300cp):** There are a lot of cool deadly weapons and gear lying around just ripe for the picking. You in particular have taken to making up your lack of experience with just exploiting whatever just happens to be lying around. In fact you've kind of garnered a strange 6th sense for the properties and function of items. They become just straight up more lethal in your hands. This extends to gadgets and items you happen to own and ever will own in the future. You also gain an impeccable skill in juggling items in battle, and no not in the metaphorical sense I mean literally you can keep several items flying through the air at once. You also gain an impressive throwing distance that hurt the opponent more than the item.

**The Clutch(600cp):** When things are getting dire and you're on the ropes, the enemy has 3 lives to your 1 and you're one good hit from defeat. For some strange reason you seem to cling to life harder than you've ever had before. Whether it be luck, skill or clumsiness of your opponent you become much harder to finish off the closer to losing you get. Tensions rise to an all time high and everyone will look on with bated breath, as the underdog just might pull a last second victory.

# Engine Discounted perks

## **Smash 64 -**

Solid hits(100cp): Charging? What's that. Due to the nature of your primitive engine. Your moves are over all more powerful than others. No charge attacks needed. It won't be as potent as a charged move nor as set up friendly. But heck if you just want to bash some heads as soon as possible with minimal power loss. Now get to smashing!

Explosive lethality(200cp): Some of the best ways to launch an opponent is explosions. Sadly future iterations has been rather keen on nerfing their potential greatly. But not for you! Any and all explosives handled by you become far more dangerous. This expands beyond just ones from this setting but any kind of explosion dictated by you has increased range and potency. Even though it normally should not be. As long as you're the one to deploy it in some way.

Disjointed collision(300cp): 64 wasn't exactly the best when it came to hit and damage boxes. While gameplay wise it's a nightmare. However you gain a distinct advantage. While attacking what counts as damage vs vulnerable spot isn't obvious. That kick could easily have an extended hit box far past its range. Or a really nasty sweet spot and no where else on the attack. This perk essentially grants you an invisible hit box that has almost nothing to do with what attack you were doing at that point in time. As an added bonus you can see these hit boxes and sweet spots. Knowing precisely what to avoid at whatever point in time.

## **Smash Melee -**

High speed combat(100cp): Melee is a fast paced game. The fastest of the 4 in fact, it could be rather hard to keep up with such blistering speeds. Well this grants you all the benefits of Melee physics. Everything you do is sped up immensely relative to your weight class. From landing gracefully at high speed, to being able to exploit its various physics quirks that allow for speed ups and move recovery reduction. Your attack speed, movement speed, and reflexes improve immensely.

It's not a glitch it's a feature(200cp): This is an odd thing to have but it allows you to find quirks or flaws in the system and exploit the ever loving shit out of them. From wave dashing to that weird black hole glitch. If you find actual flaws within the logic of a verse you could turn in your favor in some convenient way. Careful however as not all glitches are beneficial let alone safe and it won't guarantee success.

Speed Demon(300cp): It's not actual physics manipulation but you know how to exploit it well enough to quickly navigate the environment. This allows for you to find unique features and malleability of the rules of worlds and safely find a use it to the fullest extent. It may not be exactly kinesis but it sure as hell will look like it with the shit you'll be pulling.

## **Smash Brawl -**

Slow and Steady(100cp): Brawl is the slowest of the 4, it's much hated for this but for you it grants a twofold advantage. Patience and Punctuality. You're patience is improved immensely able to wait without a need to rush, and near unnatural timing, it doesn't make you faster per say but it makes you able to time blocks and attacks for maximum effect even when coming miles away at lightning speeds you can time your slow steady strikes to block and counter. You become the tortoise to melee's the hare.

King of aerial combat(200cp): This engine is rather floaty, even the heaviest of the heavies can get some good air and take a while to land. With this you gain significantly better aerial combat skill and hang time. And it doesn't even effect how far you get launched either. It just makes you weirdly more efficient and flexible in the air. This effects objects and people you're in contact with as well. Expect to have a more pleasant time falling to your doom.

Accidental I-Frames(300cp): Brawl isn't exactly perfect. It has features that not many like. But it isn't all bad, with this it turns one of its worst additions to the series into the best thing ever. Now your screw ups come with some serious safety. Tripping, falling, stumbling, and other such klutzy mishaps now come with a couple precious seconds of I-frames. Enough to at least dodge one attack completely. Don't rely on it too much and the fumble has to be genuine, it counts when induced by an opponent however. It can be enacted for a total of 3 times per day.

#### **Smash 4 -**

Interchangeable Specials(100cp): The greatest thing introduced to the Smash series was customizable specials. Well less customize more like have a load-out of several variations of specials. For you this means you aren't limited to just one set of 4 specials. You now have access to 5 variations for each of your 4 directional specials. The only thing is you can't switch moves in the middle of combat. You have to choose your specials carefully before entering combat. But hey at least you have some level of advantage over the competition.

Mii Smash(200cp): Even normal people can become professional smashers with enough training. You can turn mundane humans into fairly good fighters with surprising ease. You can grant them a moveset unique to them with a full set of specials and everything. Given time they'll develop the Interchangeable Specials, For Fun and Glory, SMASH platforming, a weaker variation of your Final Smash, and One perk from this jump that you purchased [engine, Background specifically]. They won't be the best but damn will they fight on par with other Smashers after you're through with them.

For Fun and Glory(300cp): Benefits of this perk is twofold. Neither effect can be active at the same time and can only be enacted before the battle begins. This acts as an effect on every fighter involved within a 30 mile radius.

For fun: Everything is far less serious and angsty. Luck and fortune play an even stronger role than before. In fact you just might make a new friend when the fighting's over and done with. As an added side effect it can also act as a much needed stress relief. Everyone's just more willing to exchange pleasantries after nearly beating each other to a pulp. After all it's just for fun! [This is more effective if you can directly communicate with them, and as long as they don't directly hate you, and you put up a proper fight and or win then this effect is heightened]

For Glory: Lets get serious. You want to win. And no chance, bad luck or fate will interfere. Careful not to get out fuckin' skilled. Because that's all you and your opponent(s) have. If you really want to knock a luck[or plot armored] based opponent down a peg this is the side to do it with.

# Weight Class Discounted perks

## Light -

Shield breaker(100cp): Your moves seem no more powerful but they gain a rather destructive shield destroying power. Defenses fall apart much faster and when you break them they get heavily stunned, with this perk you can apply this effect on defending opponents outside of this jump.

Graceful brawler(200cp): You somehow make those fancy moves you do look really good. Many would be dazzled by your feats of agility it's almost as if you were dancing along the battle field, and you don't even have to know how to dance! But this comes with more than just for show you become much harder to pin down, staying JUST out of the opponents reach. Like you're playing an annoying game of keep away.

Tiny titan(300cp): Hey just because you're small doesn't make you weak! In fact it has some distinct advantages. Shave off 2-5 feet in height, but in effect it's made you less intimidating and more adorable, making you unaffected by certain moves or combos designed for larger heavier types. Best off this doesn't decrease the reach of your moves, nor your strength.

## Middle -

Balance (100cp): You're average. Run of the mill fighter, nothing really special. But being average has its advantages, you become the master of none of fighters. Not too heavy, not too light, not too strong, not too weak. You're balanced, there's nothing you wouldn't fair competently at, least when athletics are concerned. Yawn.

Law of Convenience (200cp): Now THIS is more like it, unlike most you're a little more dedicated to your 'theme' than most. And any form of normal inconveniences are remedied. Such as never dropping your weapon, no need to reload ammo for weaponry if they're standard moves, greatly shortened recharge time on certain moves or skills, no need for a power-up for certain moves and abilities [limited to one of 4 special move slots], this makes normally inconvenient powers MUCH easier to execute like simply pressing a button or two verses a whole combo. The catch here is that using a normally very powerful attack or somethings [such as instant death stuff, unavoidable moves, perfects predictions, world ending things etc] smash variation massively reduces its power, and flexibility in exchange for convenience. However the flip side is true too where normally weak sauce powers are made viable and lethal. This also applies to standard move sets, if it's mostly filled with completely combat unrelated skills expect to be far more lethal. [I mean seriously just look at Jiggly puff, Duck Hunt dog, Villager, Mr. Game and Watch and Pac-man for examples of non-combat related characters being truly lethal.] [Choose 4 things to boost, and that's it]

Standard of Excellence(300cp): Remember what I said about how average you are? Yeah that's no longer the case. You're no ace. But you certainly have some serious subtle applications to your abilities, Your physical attributes greatly improve as a side effect. You project an aura of confidence, and authority that even your most bitter rivals and enemies will admit their respect for you. While you don't gain anything truly as impressive as the other two, you are the standard that all other fighters are measured to. You are outstandingly average, so average you wrapped back around and became special. The only one who surpasses this by virtue of brand name alone is Mario himself.

## Heavy -

Sluggo(100cp): DAMAGE BABY, You're stronk like holy shit. Just remember heavier hits tend to be slower. But that isn't much of a problem for you right jumper? Any way you gain the ability to grab and throw enemies up to double your own size without much of a problem.

Super Armor(200cp): Once you get started you're very hard to stop. Moves will power through some

strong attacks like they where nothing. It doesn't stop the damage but it negates any stopping power it might have had for the initial execution of that move. At most you'll slightly pause if it's powerful enough.

Bulky build(300cp): You're big, very big, an additional 2-5ft to your total height big. And gain a significant boost to musculature as well. You really are a pretty big guy. Your added mass has another effect. Your defenses have improved significantly. And you gain slight anchoring ability making you really hard to launch. But it does make it hard to get some air time however.

## Undiscounted/Free Perks

**Final Smash [Custom](300cp):** Normally you simply get a reskinned version of a final smash from other cannon characters. But if you purchase this then you can completely customize what this does but be reasonable it's not an instant win button and not all smashes are created equally. It has to relate to you, your adventures and/or your powers in some way. But other than that it manifest once per 2 years during battle and it won't leave you at a disadvantage (exhaustion, broken weapon, death etc), as an added bonus the whole area darkens and you gain a powerful glowing rainbow aura and eye sheen. It's surprisingly intimidating and can be toggled freely if your final smash is ready. Did I forget to mention every 10 years you can effectively change the general effects of your Final Smash however you please? It has to keep up with your adventures somehow.

**Taunting (Free):** you gain 4 different types of taunts each must be some form of reference to you, your past, theme, or personality. Each taunt is unique the only restriction is that it has no tangible benefit to you or the opponent.

Unique taunt(50cp): Remember that previous statement? Yeah if you purchase this you can remove that restriction on one taunt. Granting you even more freedom, even allowing for some neat extra effects. Such as access to a normally restricted form, or it does damage, spawns a unique referential prop or harmless item on the field. This is usually for even more clever references both overt and subtly related to your Theme.

**Jumper Stage theme (Free):** Every Smasher has a bangin' soundtrack based on their adventures. And you gain a prominent album of tracks from select moments of your past. For Drop-ins this can span across all of your previous jumps. For Veterans and Newcomers it shall be based on one previous jump mainly pertaining to the franchise you come from.

**Gratuitous Cartoon Violence!(Free):** Smash has rules crazy rules. You now can function on the percentage system. The higher the percentage the further the flight. Enemies become far more launch prone if you switch to this mode of attack. Granted moves, no matter how lethal they were before, don't really "damage" opponents it hurts but nothing more than racking up percent damage and sent flying. Careful where you launch that kaiju though shit might get ugly from meteor smashing it into the ground from sub-orbit heights at Mach 5. You also still have to deal with the opponents defenses and the like this doesn't negate their defenses and weight entirely though(it just means you have to build up the percentage much higher to launch them).

**SMASH Platforming(Free):** You gain all the benefits of smash physics full on mid-air direction control, greatly improved jump height, and little worry about fall damage. It does wonders for exploration, and maneuverability. This perk is free to any and all companions who come here. Companions gained after this jump don't get the benefit.

**Directional Manipulation(free in jump, 200cp for keeps):** Sometimes we get a tossed around a little...ok a lot if you somehow came here of all places. But with this you don't have to worry as much. This grants you the ability to influence the direction you're thrown from attacks or other forces. It's less effective at really high speeds but anything less than Mach 1 can be freely manipulated to your specifications. If you can keep your wits about you after getting knocked silly of course. This perk is essentially free in setting but if you want this outside of the jump then you have to purchase this.

## Items, Companions, and Imports

Omni-hand cannon(50cp): You gain a highly customizable arm cannon hooked up to a energy storage backpack. It's really durable and comes with several modes of fire and can easily be modified to run off of other energy sources. What it looks like exactly is up to you.

Solid Sword(50cp): A basic steel sword that is top quality in terms of cutting power, weight, and balance. Don't expect it to break at all any time soon and retains any modifications very well. Better than most mundane weaponry actually. You can choose the look this weapon has.

Monk fatigues(50cp): A pair of unusually durable gauntlets and grieves. It's capable of insulating your fists and feet completely allowing you to punch things you normally couldn't without harming yourself. Just like the above two it's highly customizable. You can choose what it looks like as well.

Beam Sword (100cp): A neat little energy knife. At least until someone grabs it. The blade then extends to that of a standard sword. But it gets better. Depending on how you swing it the blade can practically double in length.

Mr.Beanbag (100cp): Its just a beanbag...with beady eyes. Don't know why it's like that. But it's invincible and it respawns in the warehouse when lost. You can pound on it all day and it will still function just fine. It's great for general training and practice. But those eyes...d-did it just blink?!

Soccer ball(100cp): It's just a soccer ball except it's not. When struck it ignites and rockets into things at really high speeds. Worst thing about it is that it does a perfect velocity transfer into the victim. It's guaranteed to hurt and it's hilarious seeing big guys get tossed around like ragdolls by a dinky Soccer ball.

Homerun Bat(200cp): A simple hard oak bat. It's got a great swing and for some reason hits like a ton of bricks. And when you try to really swing it there's a day and a half of wind up before it does so. But anything you hit with it gets sent FLYING. Guaranteed KO in most situations. Outside it launches them instantly at unimaginable speeds should it land. Doesn't work too well on boss like or enemies 10x your size. Mint condition though.

Motion Sensor bomb hammer space(200cp): A bag of Motion sensor bombs. You throw it at any surface and it sticks with a small \*click\* sound. Next person to walk over it gets a nasty surprise. For some hilarious reason if you're fast enough you can stack them into itself if you throw them in quick enough succession looking like only one when it's actually however many you managed to throw. Bonus it has a special cloaking device to make it harder to detect. Only 12 are allowed out at a time.

Bomb Omb hammer space(200cp): A bag full of infinitely replenishing Bomb Ombs. These cute little guys can be placed down and given time undisturbed they'll start wandering about fuse lit and after a few 10 seconds wandering about, KABOOM! 4 of these things have the power to instantly KO any smasher. And you can deploy 12 of these bad boys at a time. Be careful.

Sticky bomb hammer space(200cp): You get a bag of infinitely replenishing sticky bombs! These orange globs stick to things and after 6 seconds they EXPLODE. Careful not to get stuck with it yourself or you'll go up in smoke instead! You can only have 12 of these out of the bag at once.

Smash staple weapon (300cp Discount Veteran, Newcomer): You now have a pretty cool weapon that you've had with you for quite some time. It may not be the best or the fanciest or the most powerful but it's been with you through thick and thin. This thing is durable, reliable, and will help without fail.

Sticker album(600cp Discount Brawl, Sm4sh): It's just a freakin' sticker album! Why does it cost so much! You ask. But really this album has a limitless number of pages. The stickers stuck on here have a neat side effect that if you write the name of a person at the top of the page stickers placed on that page[front and back] add small bonus effects. Some offer complete changes to the system that would be otherwise unavailable to them. You can designate up to 10 pages worth of stickers to a single person. Remember the larger the effect the larger the sticker. [The effect examples include improved elemental attacks, resistant to launching, elemental resistance, always start a fight with a specific item on hand or on the field, improved attacks for specific limbs, etc] [if you want more specific effects look here for more examples <http://www.ssbwiki.com/equipment>, <http://www.ssbwiki.com/sticker>]

Assist Trophies (600cp Discount 3rd party newcomer): You get a neat little ornate item with a silhouette of a humanoid figure on the inside of the glass dome. When held up during combat you can summon a companion from the warehouse temporarily for assistance. This even ignores the limit on the number of companions sitting about. Be they podded or not. If you want to summon a companion for temp assistance without risk of them dying or worse this is for you! It lasts for a maximum of 30 minutes at most and it can only be used twice per day. You can't really control what they do either however as they could just as easily fuck off right after summoning them too. But I'm sure they'll help out right?

[If you have a companion from a Nintendo jump. They'll blend right in no problem but only if you've taken Memorial Tie in. If not you'll have to contend with 2 of the same character assuming you didn't make any changes to yours. Things could get awkward.]

3rd party DLC(200cp, First purchase free Drop-in then discounted for further purchases): A direct companion import. They gain 800cp to work with but can only choose one background, Drop-in. But they can freely choose their weight class and Engine. They cannot take drawbacks either. This can be used up to 8 times.

Amiibo(300cp, first free Newcomer/Veteran discount on future purchases): Well this is going to be awkward. You now have a clone of one character from the smash games. One problem however. They have no style, they have no grace. No memories, personality, or combat ability of their own. You're going to have to teach them all of that and they gain a personality, and strategy as time goes on. Good thing about this however is that they have ridiculous learning speed, adapting to your tactics with frightening ease. This learning speed lowers over time becoming just great learning ability after 5 years of experience. Of course if they were to ever be memory wiped the learning speed would return in full force. They gain the same 800cp to spend from but are locked to the newcomer and veteran line to choose from, and cannot take drawbacks. Other than that you can spend for them freely.

## Drawbacks - 5 Max [+0 drawbacks don't count toward total]

Smash bros Vs Sega Vs Namco Vs Capcom Vs Square Enix Vs Platinum Games: Crisis of infinite franchises (+0)

It's happening, all of those guest characters that appeared in Smash as fighters? Well suddenly things got a little more crazy, the other companies now have greatly increased representation. This means a far more varied and crazy world with all these mascots and beloved characters live on one place. A good thing because well MORE CHOICES [at least for the Amiibo companion purchase anyway], the bad thing is far more dangerous villains, hazards, and monsters are out and about. Plus if anything major happens expect it to be FAR wider reaching and world threatening. If you want characters and items from places not available to you yet then go right ahead! Please understand however that you cannot actually travel to other worlds it just grants you access to purchasing characters and items from their respective franchises. And they will be subject to super smash brothers like checks and balances. No brawl tier Metaknights, Or Ganondorfs unless Drawbacks say otherwise. Also you are limited to whatever each listed corporation has directly developed[not published]. Note: It allows you to pick up/buy/use items from other franchises in setting. Now it doesn't mean they're the same item from canon they'll be subject to checks and balances to the smash formula like any other.

Memorial Tie in (+0)

You do know that characters are invited to this prestigious event from their respective worlds right? If you've been to one of the represented worlds, and interacted with it significantly they will recognize you, For better or worse. Hey at least you can hang out with some of your old friends from those jumps right? You DID make friends right? Well at least things won't be too run of the mill right Jumper?

Complacent Gaming syndrome (+100)

Some people Just want to watch the world stagnate. Expect to see tons of recolors in tournaments, and even less variety in landscape, the same goddamn item always spawning. Expect for next to nothing to change, this gets so bad that you simply seeing Luigi to Mario or A red shell to a green will feel like a breath of fresh air, and seeing a whole new character will feel like the first day of summer. But much less importantly its difficult to readjust to suddenly fighting Lucas on Brinstar, after fighting a million Mario recolors/reskins on mushroom kingdom 2.

Johnny Salt (+100)

WOAH man calm down. It's just a game. Seriously cool it or you'll pop a blood vessel. \*Sigh\* You become irritable, arrogant, and cold towards any noob who comes waltzing in like they own the place. Your obnoxiously whiny about your favorite Smash game and how all other entries a shit. You'll make fun of the weak, and worship the strong. Worst off you take losses as high grade gasoline to an electrical fire. Constantly asking for rematches blaming things on anything but yourself. And generally being an insufferable asshat.

Perfection is the Second Dimension (+100)

Hey uhh normally you'd have a nice 3D plane to function in. You know like in the cinematic works. But now everything is locked to the 2D plane. EVERYTHING. Sometimes needing gates, portals, or teleportation to get to places that this single plane of existence allows. Luckily everything functions on this...well not really Bosses can certainly break this rule quite easily. So you might want to be careful when pairing this with facing off against higher end interdimensional monsters.

DOES THIS LOOK LIKE THE FACE OF MERCY(+200)

Aww look at all these cute fighters! Their adorableness is a façade however, do not believe their lies. cuter they are the more they have a reason to hide it. Cute is but a gateway into the mind of madness itself, beware the cute ones, for they are the enemy luring the unsuspecting away with their sickeningly sweet exterior. And when they strike it's already too late. Keep calm and Stay vigilant Jumper.

#### Attack of the recolors(+200)

Uhh remember when I said recolors. Well there are other variations of you jumper. Even in alt costumes and the like. They have every power you have. But luckily nothing in the way of experience as they seem to have trouble adjusting to your powers. And they will for some reason insist on being the real one. And they may challenge you to a fight just to prove who's the 'REAL DEAL'. They might even try to run off with your companions and items if you aren't vigilant enough. Expect to have to deal with this on a weekly basis.

#### Everybody gang-up on the Jumper(+200)

Do you have a 'kick my ass' sign on your back or something? Because everyone seems out to stomp your shit. They don't even realize it. Trying to separate and get some breathing room in fights becomes practically impossible as the fighters drop everything and get to you just because. This also affects you outside of fights as well. Conflict just finds its way to you. Random fights just inexplicably hone in on your position. And given the nature of this world it's going to happen constantly. Sakurai help you if you do free-for-all.

#### >Fighting game(+200)

OK without thinking select 4 of your favorite moves, it has to be magical or supernatural in some way. Got it? Good because now you can only use those 4 specials to fight with. Anything more than punches and kicks has got to be a move. Nothing more nothing less. Hope you don't get bored of them for the next 10 years.

#### Serious Business (+400)

Super Smash Brothers is serious fucking business. And everyone but you and your companions seem to put literally years into honing their skills perfecting their respective engine styles. It's as if everyone took the Johnny Salt when it comes to competition. They came here to win not to have fun. They will always choose the cheapest tactics, always boasting about being 'the best', worst thing about it is? They act perfectly normal in any other situation but when something even remotely competitive comes along they turn into the biggest[or even bigger] tourneyfags to ever salt the earth. But for some reason this seems to have improved their combat skill to perfect player levels. Some of them have mastered a new 'the best' engine Called "Project M". And it makes them far more lethal than they have any right to be beyond that. The Salt will flow.

#### It's Just a party game (+400)

Geeze anon lighten up! It's all in the spirit of FUN. Don't bother trying to actually achieve anything as most will find you an unfun tryhard. And actively try and impede your growth in most cases. And they seem pretty lax about rules. Sure they're a fun anything goes type. But they play in the most defensive avoidant way that stalls out battles for hours. And they keep getting all the best shit from items! And these hazards seem keen on ruining your day. And they keep choosing these lethal places to fight on freakin' purpose. Clearly! Also if the apocalypse or some other kind of calamity happens don't expect them to get on it within a reasonable time frame.

#### Please Understand (+600)

Man patching sure is great right? Being able to tweak the game post release freely is pretty neat. Lots of checks and balances for a more fun experience for everyone right? But it appears they don't really have a clue how to balance this. Moves, abilities, and strengths will randomly fluctuate in strength varying from blatantly different to functionally the same. But sometimes once every month there is a Massive reshuffling of power levels. Joke characters become SNK boss-tier broken. Luckily this only affects your smash based skills....I think. But as an added bonus you gain a detailed list of all the changes made. In fact everyone does! As a word of caution don't go haywire with power, if you do an emergency day one patch will be issued targeting those abilities.

### Engine Flaws (+600)

No game is perfect each with its own short comings and flaws compared to the other. But for you? It's the worst thing that it could possibly be. Every single one of these flaws are applied and magnified when compared to others. This Drawback is different dependent on your choice of engine.

#### Smash 64

What a primitive engine. Before directional taunts, before side dodging, air dodging, forward specials, before a lot of convenient things. 64 never really had what the more advanced engines had, a large majority of your moveset will be unavailable to you. In addition to not being able to turn in mid air without using a move to do so. Can't grab a ledge if you aren't facing it yah know?

#### Melee

As fast and as strong as it was it's problems begin to shine when compared to other systems. It's very grounded compared to others. So much so that even their lightweights look like heavies in compared to the others. Expect to have a much harder time recovering, jumping, or essentially doing anything useful in the air. Just don't fight floaty characters. You fall like a lead brick, as if everything is just pulling you down.

#### Brawl

As the slowest, floatiest game in the series it's flaws were apparent from the get go. Your attacks and specials become ludicrously laggy. You're practically a floating target whenever in the air taking forever and a day to land even as a heaviest of heavy weights. And god forbid if you actually are a huge. And if you continue to spam a move on the same target it becomes less effective over time. Also you trip at the most inopportune moments as well.

#### Sm4sh

The latest entry into the series, has little in the way of major flaws. Doesn't really have any outstanding issues or quirks that could make things difficult. Because by and large it sits on the border between 64 and Brawl in its execution. So instead you gain the flaws of both but to a slightly downplayed degree.

### No Fun Allowed Ever (+600)

You remember Taboo right? The physical god of Unfun? Well he's back and with a greater number of foes than ever. And worst off he's managed to create perfect ruthless dark clones of our beloved heroes. Yes that includes you and your companions. It's going to be a tough fight since all the reality warping cheapness is back and stronger than ever. You're going to need all the help you can get to take him and his shadow clone army down. Are you a bad enough jumper to save the Smash-verse?

### Project Minus (+800)

What the heck is this? WHAT'S GOING ON. WHY IS EVERYONE SUDDENLY SPOUTING ANNOYING SMASH MEMES. WHY IS EVERYTHING SO BROKEN. This is going to be a problem it seems there's this new...engine going around lately. It's an engine that makes EVERYONE more broken. Everyone is an SNK tier boss now. With unfair cancels, overpowered specials, near infinite recovery options, huge boosts in power and near limitless combo potential, even their taunts can give them distinct overpowering advantages. Characters that were ok or subpar are now broken and characters that were already broken are even more broken. Everyone is viable because everyone is broken in their own special unique way. In this world everyone is Brawl! Metaknight on steroids. The only downside is well...you. You're a balanced man in an imbalanced world. Good luck jumper you'll need it.

## So...What now?

So your ~~vacation~~ Journey here has come to an end.  
You've had some good battles and even greater adventures.  
Made some new friends, enemies, frienemies.

Will you stay, go home or move on?  
If you planning on staying perhaps an extra 1000cp just because, and maybe just maybe you can find a way to bring your old earthly back into the fold as well. Just to keep your Smashing days interesting.

Whatever you choose I hope you've had a wonderful time in the world of...

**SUPER SAAAAAAAAAAAAAAAAAASH BROTHEEEEEEEEEER'S!**