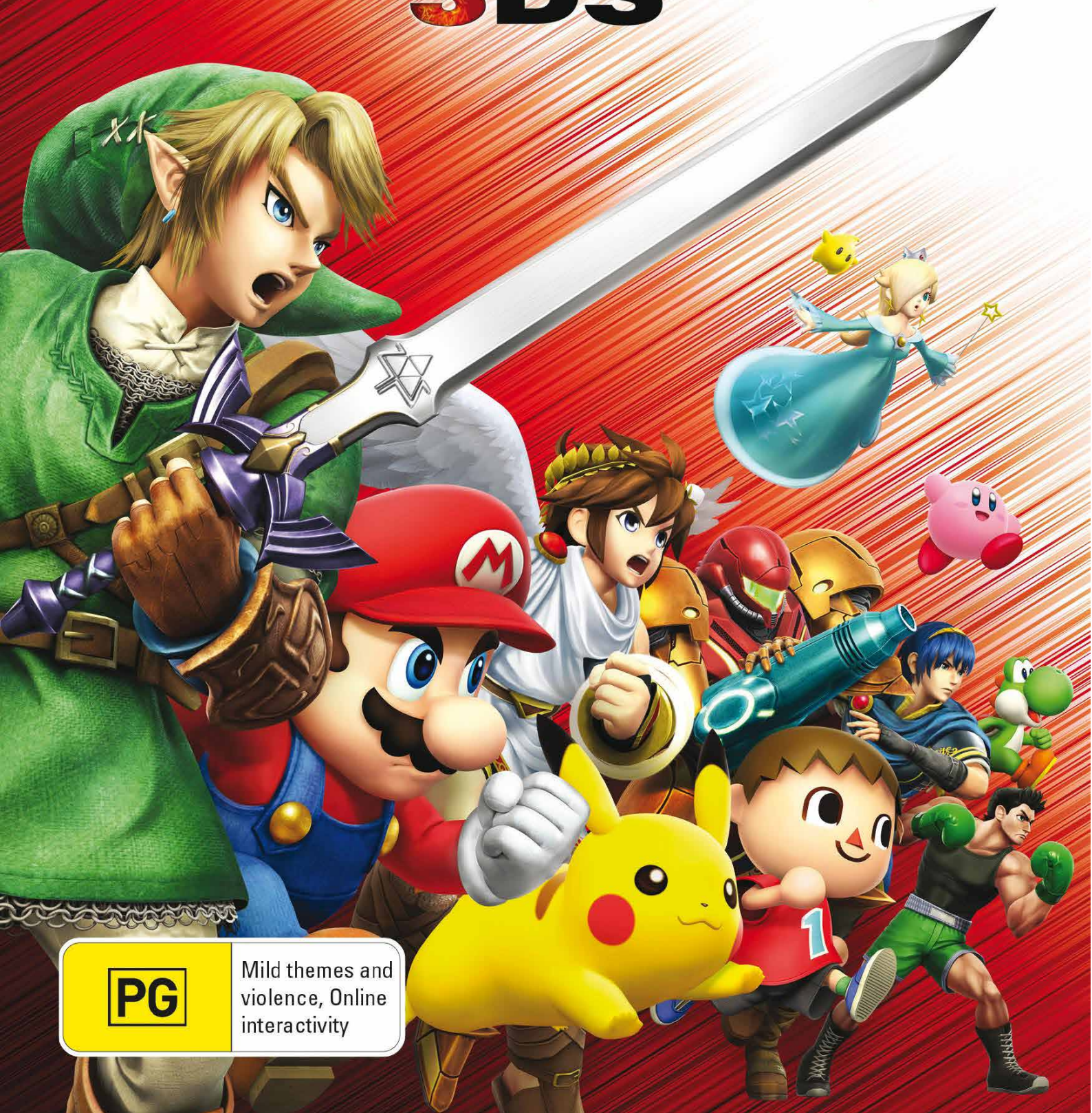


Nintendo

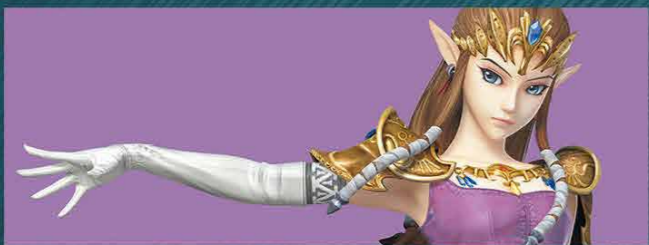
# SUPER SMASH BROS.

for NINTENDO 3DS



**PG**

Mild themes and violence, Online interactivity



# SUPER SMASH BROS. IS... ALL ABOUT LAUNCHING EACH OTHER OFF OF THE SCREEN



Use **quick attacks** or more **powerful smash attacks**.

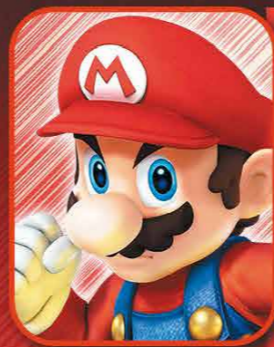


Each **hit increases** your opponent's damage percentage.



The higher the **damage meter**, the **farther** they'll fly.

## MARIO



<b>FIREBALL</b>  B Throws a fireball that bounces along the ground.	<b>CAPE</b>  ←○→+B Whips out a cape to spin opponents around and even reflect projectiles.	<b>SUPER JUMP PUNCH</b>  ○+B A rising punch that hits repeatedly.	<b>FL.U.D.D.</b>  ↓○+B Fires a jet of water to push opponents back. Can be charged. You can also change the angle.	<b>FINAL SMASH MARIO FINALE</b>  B Unleash a huge fireball that spreads forward and upwards.
--	---	--	---	---

## DONKEY KONG



<b>GIANT PUNCH</b>  B A mighty punch. Press the button once to start powering up the punch, then again to unleash it.	<b>HEADBUTT</b>  ←○+B Hits downwards in front of you. If the opponent is on the ground, they'll be buried.	<b>SPINNING KONG</b>  ○+B A whirlwind of punches. You can move left and right while spinning.	<b>HAND SLAP</b>  ↓○+B Whacks the ground to cause shock waves that send opponents into the air.	<b>FINAL SMASH KONGA BEAT</b>  B Press the A button in time with the rhythm to power up the shock waves.
--	---	--	--	---

## LINK



<b>HERO'S BOW</b>  B Fires an arrow. The longer you hold the button, the farther the arrow will fly.	<b>GALE BOOMERANG</b>  ←○→+B Deals damage on its way out and can pull opponents towards you on its way back.	<b>SPIN ATTACK</b>  ○+B Strikes opponents while spinning. If used while off the ground, you'll rise through the air.	<b>BOMB</b>  ↓○+B Pulls out a bomb you can throw. The bomb will blow up after a while or when it hits something.	<b>FINAL SMASH TRIFORCE SLASH</b>  B Capture your opponent with the Triforce, then strike repeatedly with your sword.
---	---	---	---	--

## SAMUS



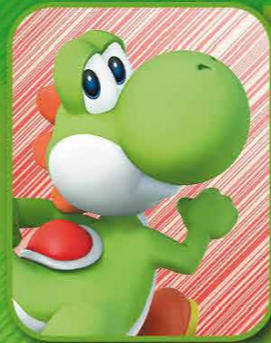
<b>CHARGE SHOT</b>  B An energy blast that flies straight ahead. Can be charged.	<b>MISSILE</b>  ←○→+B Launches a homing missile. If performed like a smash attack, launches a Super Missile.	<b>SCREW ATTACK</b>  ○+B Spins into the air. Any opponents caught by the move get hit several times.	<b>BOMB</b>  ↓○+B Drops a bomb in Morph Ball form. Blasts you upwards if you're hit by the explosion.	<b>FINAL SMASH ZERO LASER</b>  B A giant laser that blows opponents away. Change its angle with the Circle Pad.
---	---	---	--	--

**SUPER SMASH BROS. IS...  
THE PLACE  
WHERE YOUR FAVOURITE CHARACTERS  
COME TOGETHER**



Play on a **huge variety of stages** from different **videogame series.**

**YOSHI**



<p><b>EGG LAY</b></p> <p>Grabs an opponent with your tongue, swallows them, then traps them in an egg.</p>	<p><b>EGG ROLL</b></p> <p>Puts you in an egg and lets you roll into enemies. You can jump once while in the egg.</p>	<p><b>EGG THROW</b></p> <p>Lobs an egg. You can set the angle of the throw just before throwing.</p>	<p><b>YOSHI BOMB</b></p> <p>Jumps up quickly and slams to the ground, shooting stars out left, right and...not centre.</p>	<p><b>FINAL SMASH SUPER DRAGON</b></p> <p>Fly around breathing fire – press any attack button to spit out a huge fireball!</p>
--	--	--	--	--

**KIRBY**



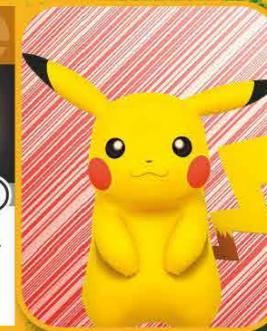
<p><b>INHALE</b></p> <p>Inhales an opponent. You can then copy one of their abilities, or spit them out as a star.</p>	<p><b>HAMMER</b></p> <p>Swings a hammer. When fully charged, this move becomes Hammer Flip.</p>	<p><b>FINAL CUTTER</b></p> <p>Jumps high into the air, striking on the way up and down. Causes a shock wave when landing.</p>	<p><b>STONE</b></p> <p>Turns you into a heavy object that drops to the ground. You take no damage while transformed.</p>	<p><b>FINAL SMASH ULTRA SWORD</b></p> <p>Slash opponents repeatedly with a vast sword. Capture multiple opponents for maximum effectiveness!</p>
--	---	---	--	--

**FOX**



<p><b>BLASTER</b></p> <p>Fires energy blasts. The gun can be fired rapidly, but opponents won't flinch when hit.</p>	<p><b>FOX ILLUSION</b></p> <p>Dashes through opponents at great speed to knock them into the air.</p>	<p><b>FIRE FOX</b></p> <p>Blasts you skyward, engulfed in flames. You can change the direction of flight while charging.</p>	<p><b>REFLECTOR</b></p> <p>Triggers a shield that sends projectiles back the way they came, upping their speed and power.</p>	<p><b>FINAL SMASH LANDMASTER</b></p> <p>Summon and pilot a tank. Press down on the Circle Pad to do a barrel roll!</p>
--	---	--	---	--

**PIKACHU**

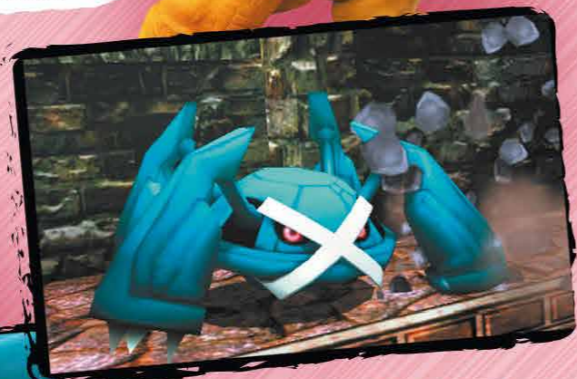


<p><b>THUNDER JOLT</b></p> <p>Sends a ball of electricity bouncing along the stage.</p>	<p><b>SKULL BASH</b></p> <p>A sideways dive that can be charged up.</p>	<p><b>QUICK ATTACK</b></p> <p>A sharp movement in any direction. Change direction mid-move to move a second time.</p>	<p><b>THUNDER</b></p> <p>Triggers a lightning strike. If the bolt hits you, it creates a discharge that does extra damage.</p>	<p><b>FINAL SMASH VOLT TACKLE</b></p> <p>Direct Pikachu's electrifying Final Smash with the Circle Pad.</p>
---	---	---	--	---

# SUPER SMASH BROS. IS... ABOUT USING THE ENVIRONMENT TO YOUR ADVANTAGE



Activate helpful Assist Trophies that distract or attack your opponents.








Various Pokémon will also do the job.



Always be aware of the stage you're fighting on.

## LUIGI



<b>FIREBALL</b>  B Throws a fireball straight ahead. If it hits a wall or the ground, it will bounce.	<b>GREEN MISSILE</b>  ← → + B A sideways dive. Can be charged. Can also get stuck in walls and even explode sometimes!	<b>SUPER JUMP PUNCH</b>  ↑ + B Punches up through the air. The very start of the move is extremely powerful if it hits home.	<b>LUIGI CYCLONE</b>  ↓ + B Spins repeatedly. You can move sideways while spinning. Repeatedly press the button to rise.	<b>FINAL SMASH POLTERGUST 5000</b>  B Suck nearby opponents into this vacuum cleaner before launching them out with gusto.
---	--	--	--	--


## CAPTAIN FALCON



<b>FALCON PUNCH</b>  B Charges up for a moment, then strikes. Aim backwards to punch behind you.	<b>RAPTOR BOOST</b>  ← → + B Dashes forwards, then punches. On the ground, it hits foes up. In the air, it can meteor smash them.	<b>FALCON DIVE</b>  ↑ + B Shoots you upwards. If you hit an opponent while rising, you jump off them explosively.	<b>FALCON KICK</b>  ↓ + B On the ground, does a flying kick sideways. In the air, kicks diagonally downwards.	<b>FINAL SMASH BLUE FALCON</b>  B Get behind the wheel of the Blue Falcon and crash into opponents at maximum velocity.
--	---	---	---	---

## PEACH



<b>TOAD</b>  B Holds Toad in front of you. If he gets hit, he spreads spores that deal damage.	<b>PEACH BOMBER</b>  ← → + B Jumps to the side to deliver a hip-bash. If it misses, you'll have an awkward landing.	<b>PEACH PARASOL</b>  ↑ + B Jumps high into the air and opens your parasol. Keep it open to slowly float down.	<b>VEGETABLE</b>  ↓ + B Plucks a vegetable from the ground. Damage dealt when thrown depends on the veg's emotion.	<b>FINAL SMASH PEACH BLOSSOM</b>  B Put nearby enemies to sleep and recover health with the delicious treats that land on the stage.
--	---	--	--	--

## BOWSER



<b>FIRE BREATH</b>  B Breathes fire. The range decreases if used too much. You can control the angle a little bit.	<b>FLYING SLAM</b>  ← → + B Grabs an opponent, jumps high into the air, then slams down to the ground.	<b>WHIRLING FORTRESS</b>  ↑ + B Spins in your shell, catching foes on your spikes. When used in the air, rises upwards somewhat.	<b>BOWSER BOMB</b>  ↓ + B Slams down into foes from above. When used on the ground, smacks them upwards first.	<b>FINAL SMASH GIGA BOWSER</b>  B Transform into Giga Bowser and stomp, smash, slash and crash through anyone in your way.
--	--	--	--	--

# SUPER SMASH BROS. IS... A WEALTH OF DIFFERENT GAME MODES



Experience the new **Smash Run mode!** Strengthen your character by collecting power-ups, then face your opponents in the final showdown.



Jump into a **regular battle** in **Smash mode**.



Play on your **own** or **team up**.

## ZELDA



### NAYRU'S LOVE



Envelops you in a spinning crystal that reflects projectiles. The smaller fragments launch foes.

### DIN'S FIRE



An explosive spell that can be aimed while the button is held. Send it further for greater power!

### FARORE'S WIND



Teleports you in any direction you choose. Can damage opponents when vanishing/reappearing.

### PHANTOM SLASH



Summons a Phantom to attack and even take damage on your behalf. Can be charged.

### FINAL SMASH LIGHT ARROW



Launch a light arrow that damages all opponents in its path.

## SHEIK



### NEEDLE STORM



Press once to ready up to six needles, then again to hurl them swiftly at the enemy.

### BURST GRENADE



Throws a small grenade that draws opponents in before exploding.

### VANISH



Lets you disappear in a powerful explosion and reappear some distance away in any direction.

### BOUNCING FISH



Flips through the air to hit opponents with a heel kick, then leaps back for an optional second kick.

### FINAL SMASH LIGHT ARROW



Launch a light arrow that damages all opponents in its path.

## MARTH



### SHIELD BREAKER



Thrusts the sword forwards. Great for breaking shields. Can be charged.

### DANCING BLADE



Strikes with your sword. Press repeatedly for a combo. Vary the strikes by inputting up or down.

### DOLPHIN SLASH



Strikes upwards with your sword as you rise into the air. Deals most damage at the start.

### COUNTER



If timed correctly, dodges an attack, then strikes back. The power depends on your enemy's attack.

### FINAL SMASH CRITICAL HIT



A single, enormously powerful strike that's sure to leave your opponents reeling.

## META KNIGHT



### MACH TORNADO



Twirls around to hit enemies multiple times. Press the button repeatedly to rise into the air.

### DRILL RUSH



Spins while flying sideways, sword extended. The angle of travel can be shifted mid-flight.

### SHUTTLE LOOP



Strikes while flying high into the air, then strikes again after looping.

### DIMENSIONAL CAPE



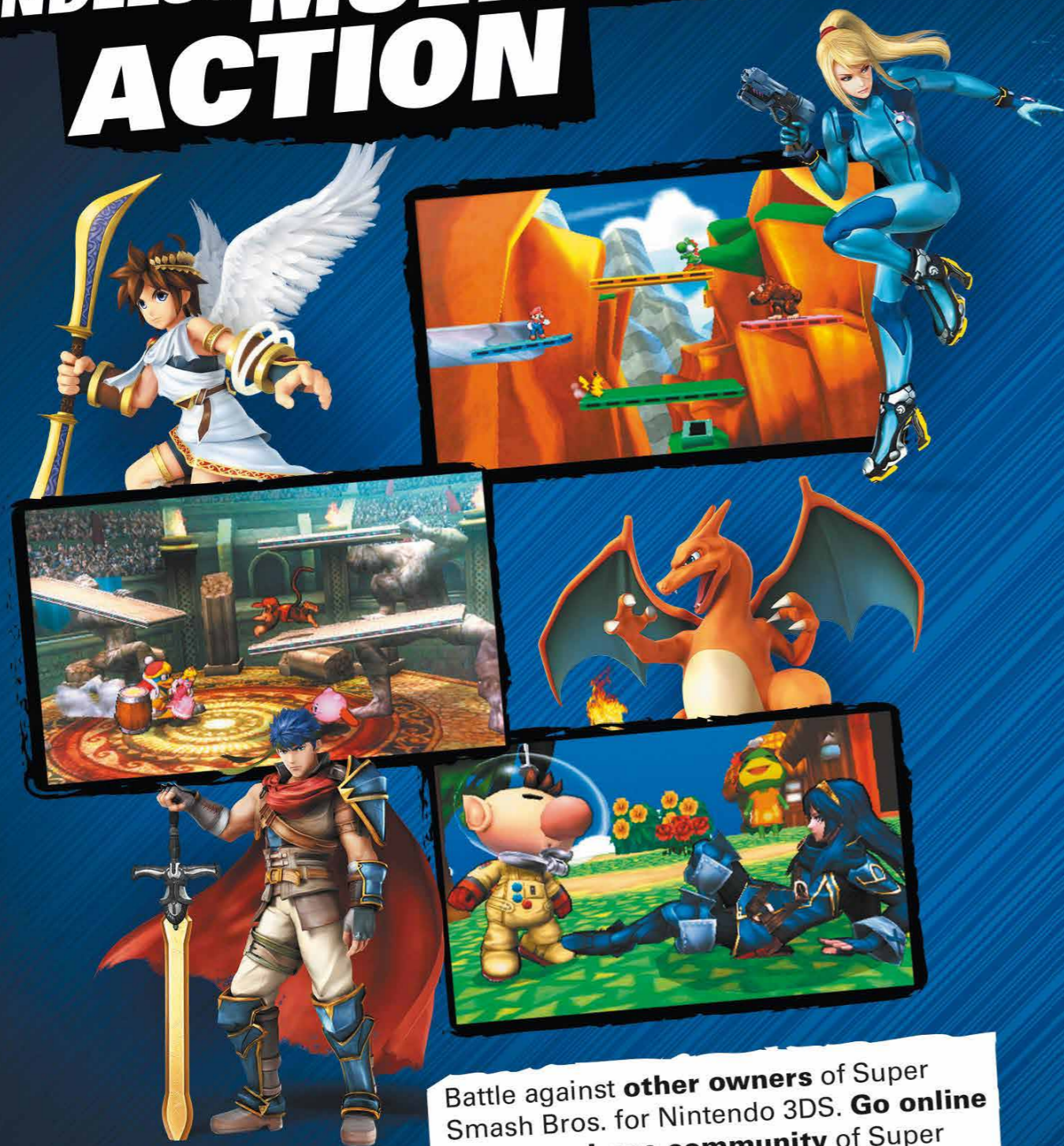
Makes you vanish, then teleport in any direction. Press the button when reappearing to attack.

### FINAL SMASH GALAXIA DARKNESS



Engulf opponents in darkness, then unleash a ruinous strike.

# SUPER SMASH BROS. IS... ENDLESS MULTIPLAYER ACTION



Battle against **other owners** of Super Smash Bros. for Nintendo 3DS. **Go online** and face a **huge community** of Super Smash Bros. players.

## PIT



<b>PALUTENA BOW</b>  (B) Fires an arrow that can be guided. While charging, you can aim the bow straight up.	<b>UPPERDASH ARM</b>  (C) + (B) Dashes forwards and does an uppercut if an opponent is in reach. Can deflect projectiles.	<b>POWER OF FLIGHT</b>  (C) + (B) Flies high in the air. While charging, you can choose the direction of flight.	<b>GUARDIAN ORBITARS</b>  (C) + (B) Shields your front and back. Can also reflect projectiles/shots. The Orbitars can be broken.	<b>FINAL SMASH THREE SACRED TREASURES</b>  (B) Launch potent attacks, one after another, with the power of the ancient treasures.
---	--	---	---	--

## ZERO SUIT SAMUS

<b>PARALYZER</b>  (B) Shoots an energy blast that stuns enemies. Can be charged.	<b>PLASMA WHIP</b>  (C) + (B) Attacks foes with a whip made of pure energy. Can also be used to grab onto edges.	<b>BOOST KICK</b>  (C) + (B) Rises into the air, hitting multiple times, then finishes with a roundhouse kick.	<b>FLIP JUMP</b>  (C) + (B) Flips through the air. If you land on an opponent at the end, they'll get buried in the ground.	<b>FINAL SMASH GUNSHIP</b>  (B) Line up opponents in your Gunship's sights, and blast away with the B button.
---	---	---	--	--



## IKE



<b>ERUPTION</b>  (B) A fiery burst triggered by plunging the sword into the ground. Hurts you when fully charged.	<b>QUICK DRAW</b>  (C) + (B) A lunge forwards, ending with a slash at any foe in your path. Can be charged up.	<b>AETHER</b>  (C) + (B) Throws the sword up, jumps to grab it, then slices with it on the way down.	<b>COUNTER</b>  (C) + (B) Blocks and counters an enemy attack. The strength of your counter depends on their attack.	<b>FINAL SMASH GREAT AETHER</b>  (B) Launch opponents into the sky before letting loose with a barrage of sword strikes.
--	---	---	---	---

## CHARIZARD

<b>FLAMETHROWER</b>  (B) Breathes fire on your opponents. Can be aimed slightly. The longer it's used, the lower its range.	<b>FLARE BLITZ</b>  (C) + (B) Sends you hurtling sideways in an explosive assault. Damages you as well as your foes.	<b>FLY</b>  (C) + (B) Sends you spiralling up into the air. Can hit opponents multiple times while soaring upwards.	<b>ROCK SMASH</b>  (C) + (B) Headbutts a rock to send fragments flying. Both the headbutt and the fragments can hurt rivals.	<b>FINAL SMASH MEGA EVOLUTION</b>  (B) Evolve into Mega Charizard X, then attack your opponents to send them flying.
--	---	--	---	---



# SUPER SMASH BROS. IS... A GAMING MUSEUM



Gather **hundreds** of different **trophies** and **stickers**.  
Discover **the history** behind each trophy.  
Collect **CDs** and enjoy an **extensive music library**.

## DIDDY KONG



### PEANUT POPGUN



Diddy's trusty peanut shooter. Charge it for too long and it'll blow up in your face!

### MONKEY FLIP



Leap forwards to grab whoever you hit, or press the button again to kick.

### ROCKETBARREL BOOST



Boosts you into the air. Charge it for extra height! The Rocketbarrel Pack will fall off if you're hit.

### BANANA PEEL



A banana peel thrown backwards to trip up unsuspecting foes. One can appear at a time.

### FINAL SMASH ROCKETBARREL BARRAGE



Fire up your Barrel Jet and take to the skies, raining explosive peanuts down on everyone below.

## KING DEDEDE

### INHALE



Inhales opponents and lets you spit them out as stars.

### GORDO THROW



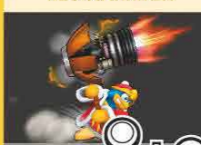
Throws a Gordo. If opponents attack it with just the right timing, they can hit it back.

### SUPER DEDEDE JUMP



A big jump, then a speedy downward crash. You can cancel the crash with ↑.

### JET HAMMER



A big hammer swing. Can be charged – even while moving – but charging too much hurts you.

### FINAL SMASH DEDEDE BURST



Stun your target with Dedede's breath, then swing his hammer to send them packing!



## OLIMAR



### PIKMIN PLUCK



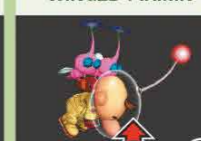
Plucks up to three Pikmin, in the following order: red, yellow, blue, white, purple.

### PIKMIN THROW



Throws your Pikmin. Most colours will stick to opponents, but Purple Pikmin will slam them.

### WINGED PIKMIN



Lifts you into the air, letting you freely change direction. Less effective if you have more Pikmin.

### PIKMIN ORDER



Recalls your Pikmin and lets you change their order. Briefly gives you super armour.

### FINAL SMASH END OF DAY



Escape the planet's surface before its hungry inhabitants attack any opponents left behind!

### AURA SPHERE



Charges a ball of energy that can even damage foes while powering up. Press again to launch it.

### FORCE PALM



A punch that unleashes concentrated energy. Grabs the enemy if they're close enough.

### EXTREME SPEED



Dashes through the air, then attacks at the end. Input another direction mid-flight to swerve.

### DOUBLE TEAM



Lets you dodge attacks. Time it right, and you'll counter with a flying kick.

### FINAL SMASH MEGA EVOLUTION

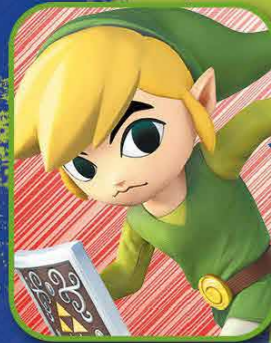


Evolve into Mega Lucario and devastate your opponents with vastly powered-up abilities.





## TOON LINK



<b>HERO'S BOW</b>  Fires an arrow with your bow. Charge it up for more power and range.	<b>BOOMERANG</b>  Deals damage both on its way out and on its way back. Can be thrown diagonally.	<b>SPIN ATTACK</b>  Spins while holding the sword out straight. Can hit opponents more than once. Can be charged.	<b>BOMB</b>  Pulls out a bomb you can throw. The bomb will blow up after a while or when it hits something.	<b>FINAL SMASH</b> <b>TRIFORCE SLASH</b>  Capture your opponent with the Triforce, then strike repeatedly with your sword.
---	---	---	---	---

## LITTLE MAC



<b>STRAIGHT LUNGE</b>  Blasts forwards with a powerful punch. Press once to charge and again to strike.	<b>JOLT HAYMAKER</b>  Leaps at the opponent, dodging low attacks, and delivers a punch. Press again to punch early.	<b>RISING UPPERCUT</b>  Punches upwards while twisting into the air. Hits opponents multiple times.	<b>SLIP COUNTER</b>  When timed correctly, leans back to dodge the attack, then follows up with an uppercut.	<b>FINAL SMASH</b> <b>GIGA MAC</b>  Transform into Giga Mac and dish out devastating blows.
---	---	---	--	--

## VILLAGER



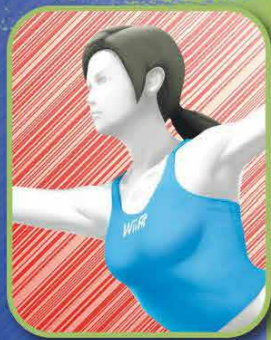
<b>POCKET</b>  Grabs an item or projectile and puts it away. Press the button again to take it back out.	<b>LLOID ROCKET</b>  Fires Lloid forwards like a rocket. Hold the button to ride on top of him.	<b>BALLOON TRIP</b>  Puts on a ballooned hat to fly. Allows for lots of in-air control, but the balloons can be popped.	<b>TIMBER</b>  Plant a seed, water it, chop the tree down. The axe can also be used to attack foes.	<b>FINAL SMASH</b> <b>HOUSEWARMING PARTY</b>  Tom Nook and his nephews build a house around your opponents, then blast them into the air!
--	---	---	---	--

## GRENNINJA



<b>WATER SHURIKEN</b>  Fires a shuriken of water straight ahead. Charge it up to make the shuriken grow!	<b>SHADOW SNEAK</b>  Sends a shadow along the ground in front of you. Release the button to warp to that point and strike!	<b>HYDRO PUMP</b>  Fires a powerful water jet, propelling you in whichever direction you choose.	<b>SUBSTITUTE</b>  Evades an incoming enemy attack by summoning a substitute, then unleashes a powerful counter.	<b>FINAL SMASH</b> <b>SECRET NINJA ATTACK</b>  Flip nearby opponents into orbit and besiege them in the silhouette of the full moon.
--	--	--	--	---

## Wii FIT TRAINER



<b>SUN SALUTATION</b>  Charges a ball of energy. Press again to launch it forwards. Heals you slightly when fully charged.	<b>HEADING</b>  Heads a football. Press the button again to choose the timing of the header yourself.	<b>SUPER HOOP</b>  Hulas into the air, hitting opponents with the hoops around you. Press rapidly to go higher.	<b>DEEP BREATHING</b>  If you press the button at the right time, you'll be healed and your launching power will be boosted.	<b>FINAL SMASH</b> <b>Wii FIT</b>  Push your opponent off the screen with a bombardment of silhouettes.
--	---	---	--	--

## PALUTENA



<b>AUTORETICLE</b>  Fires energy blasts from your staff directly at an opponent ahead of you.	<b>REFLECT BARRIER</b>  Casts a reflective wall that moves forwards for a short distance. Can be used to push rivals.	<b>WARP</b>  Teleports in the chosen direction. You can't attack or be attacked while moving.	<b>COUNTER</b>  If timed correctly, turns your opponent's attack's power back on them.	<b>FINAL SMASH</b> <b>BLACK HOLE LASER</b>  Draw opponents near with a black hole, then scorch them with a laser beam.
---	---	---	--	---

## ROSALINA



<b>LUMA SHOT</b>  Flings Luma forwards. Press the button again to call Luma back. This attack can be charged.	<b>STAR BITS</b>  Has Luma fire three Star Bits forwards. Works even if he's nowhere near Rosalina.	<b>LAUNCH STAR</b>  Sends you skywards at an angle. You can adjust the angle slightly.	<b>GRAVITATIONAL PULL</b>  Draws items and projectiles safely towards you. While being drawn in, they can damage foes.	<b>FINAL SMASH</b> <b>POWER STAR</b>  Summon a giant star that scatters smaller stars, before ending in a big explosion.
---	---	--	--	---

## ROBIN



<b>THUNDER</b>  Casts a lightning bolt. Charge it to use higher rank spells: Elthunder, Archthunder and Thoron.	<b>ARCFIRE</b>  Casts a spell that creates a flame pillar on the ground. Has limited repeated uses.	<b>ELWIND</b>  Casts Elwind downwards twice, boosting you into the air. If the tome runs out, nothing happens.	<b>NOSFERATU</b>  Casts curse magic in front of you that traps opponents, damaging them and healing you.	<b>FINAL SMASH</b> <b>PAIR UP</b>  Join forces with Chrom and pile on the attacks together.
---	---	--	--	--

## SHULK




### MONADO ARTS

 **B**  
Activates one of five different Arts, each of which provides a different advantage in battle.

### BACK SLASH

 **B**  
Leaps forward to deliver a powerful slash. Hit the enemy from behind for massive damage!

### AIR SLASH

 **B**  
Lifts the enemy into the air with a rising slash. Can be followed up with a mid-air strike.

### VISION

 **B**  
Flawlessly evades an incoming enemy attack and delivers a swift counter.


### FINAL SMASH CHAIN ATTACK

 **B**  
Join forces with Shulk's teammates to initiate a devastating chain attack.

## Mii BRAWLER




### SHOT-PUT

 **B**  
This iron ball makes an impact, but it won't go far or bounce much when you throw it.


### ONSLAUGHT

 **B**  
Sends you hurtling forwards at high speed to hit your foe with a kick flurry, then an uppercut.

### SOARING AXE KICK

 **B**  
Hits 'em on the way up with the somersault, then hits 'em on the way down with an axe kick.

### HEAD-ON ASSAULT

 **B**  
Throws you upside-down in the air, letting you crash head-first into your foe and bury them.

### FINAL SMASH OMEGA BLITZ

 **B**  
Launch enemies with an uppercut, follow up with rapid-fire blows, and spike them with a final Meteor Smash

## SONIC



### HOMING ATTACK

 **B**  
Jumps into the air, then homes in on the closest fighter (if there's one in range).

### SPIN DASH

 **B**  
Rolls forwards at speed. Can be charged. Can also change direction and link to other attacks.

### SPRING JUMP

 **B**  
Spawns a spring. When used on the ground, it sticks around and can be used by anyone.

### SPIN CHARGE

 **B**  
Like Spin Dash, but there's no hop at the start. Rapidly press the button to power up the move.

### FINAL SMASH SUPER SONIC

 **B**  
Tap into the power of the Chaos Emeralds and crash into opponents at high speed.

## MEGA MAN



### METAL BLADE

 **B**  
Metal Man's spinning saw, which goes through foes. You can choose its direction of travel.

### CRASH BOMBER

 **B**  
Crash Man's weapon. Fires a bomb that will attach to any opponent in its path and explode.

### RUSH COIL

 **B**  
Summons Mega Man's faithful dog Rush to propel him to new heights with the spring on his back.

### LEAF SHIELD

 **B**  
Wood Man's rotating shield, which hurts foes who get close. Attack again to fire the leaves.

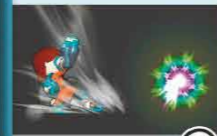
### FINAL SMASH MEGA LEGENDS

 **B**  
Join forces with other generations of Mega Man to launch a single powerful shot together.

## Mii GUNNER



### CHARGE BLAST

 **B**  
Charges a powerful plasma projectile. You can fire it at any point, or use your shield to pause.

### FLAME PILLAR

 **B**  
Fires a blast diagonally towards the ground, causing a miniature inferno where it lands.

### LUNAR LAUNCH

 **B**  
A jump triggered by the recoil from a downward shot. The shot deals some damage to foes.

### ECHO REFLECTOR

 **B**  
Creates a barrier that reflects enemy projectiles, sending them back even stronger than they were.

### FINAL SMASH FULL BLAST

 **B**  
Launch a laser beam and lay waste to anyone in its path.


## PAC-MAN




### BONUS FRUIT

 **B**  
Summons a variety of fruit to throw at your foes. Some of them seem a little less edible, though...

### POWER PELLETT

 **B**  
Summons a row of Pac-Dots, ending in a Power Pellet that sends PAC-MAN on a retro dash.

### PAC-JUMP

 **B**  
Bounces you high into the air with a trampoline. It sticks around for a couple more bounces, too.

### FIRE HYDRANT

 **B**  
Summons a fire hydrant which shoots powerful jets of water, pushing anyone nearby backwards.

### FINAL SMASH SUPER PAC-MAN

 **B**  
Move with the Circle Pad, gobble your opponents, and blow them away.

## Customise any fighter to your liking!

Choose from a variety of special moves and equipment.

And personalise your Mii™!



Share your customised characters with the Wii U version\*!




\*Sold separately

