* Super Mario bros 1 (2 dim adventure)
* Avalanche 1 (jumping aspect and being unprepared)
* Tower defense 1 (strategy)
* Raze 2 (shooting)
* Stick empire 1 (two players going against one another)
* Portal 1 (puzzle)
* Super smash bros flash 1 (two player fighting)

JB Death Fight

Character limitation: 6 character options (can customize name)(four attack limit)

* Link
* Captain Falcon
* Mario
* Goku
* Fox
* Custom Character(user create character body)

Fighting Arena: 6 maps option

* Sky Temple (map located in sky, birds may poop in on character, create damage)
* Chaos Shine (map will go all black)
* Forbidden Forest (tree drops items)
* Final destination (fair fighting ground)
* Hidden leaf village (cant fall off map)
* Custom map (user created background)

Player limitation: 2 players

Game Modes: 3 game modes

* Adventure (complete levels)
* Training (learn to play game)
* Verses (player vs. player)

Game Settings:

* Stock(3 lives)
* Time(2:00)

Game Option: 4 item option

* Items(none, low, medium, high)