

A CLASSIC REIMAGINED, IF I SAY SO MYSELF GUMBALL

SEASON 2 | VER. 1.0 | CHARACTER 1

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OVERVIEW

I am certain that a specific episode of TAWOG brought you here. That, and a demand for "decent" cartoon characters in MUGEN. As if Multiversus wasn't enough.

This Gumball may be far from decent, being a CVS conversion from me, but at least he plays fun. His stubby normals is one thing, though, for his unique mechanic lies in the Custom Combo system.

CREDITS & SUCH

Base character – (Gumball) Cattigan619, MGSSJ2 (ed)

Template – POTS/DivineWolf, Memo

Voice source – Gumball himself (TAWOG)

Code assets – the_none, Mr. Ansatsuken, Cattigan619, MGSSJ2, POTS, Infinite

SPECIAL THANKS to Elecbyte, for making MUGEN.

"TRUE" SHOTO

The first true shotoclone in my character lineup. I assure you, that messy President won't line up to Gumball.

TRANSFORM

Unlike most CVS-style characters, Gumball's Custom Combo is more of an... Install, so to speak. Try doing a Super while in this state.

FIND ME AT...

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MOVELIST

Normal Throws	
Gumball Breaker	(NEAR OPPONENT)  OR  +  
Gumball Somersault	(NEAR OPPONENT)  OR  +  
System Moves	
Evasion	 OR  OR  +    
Charge Attack	   
Custom Combo [Get Transform]	    (GRANTS TRANSFORM STATUS)
Zero Counter	 +  OR 
Unique Attacks	
Snarky Facepalm	 +  

Uncanny Snapper	 +  
Sunwalk Headbutt	 +  
Kungfool Fighting	    
Daylight Robbery	       
Skyrocketeer [Transform]	(DURING CUSTOM COMBO)  +  

Special Moves

Diss Hadouken 	 + 
Sure, You Can 	 + 
High End Senpuukyaku 	 + 

Flying Taekwondork 	(DURING JUMP)  + 
Gum Retsu Ken 	 + 
Super Moves	
The Fridge	  + 
The Skull [Transform]	(DURING CUSTOM COMBO)   + 
The Flower [Transform]	  +  (PROPERTIES CHANGE DURING CUSTOM COMBO)
THE WORLD [Transform]	(DURING CUSTOM COMBO)   +    
MAX Hadouken [Transform] [LV. 2 Super]	  +   (PROPERTIES CHANGE DURING CUSTOM COMBO)
MAX Shoryuken [Transform] [LV. 2 Super]	  +   (PROPERTIES CHANGE DURING CUSTOM COMBO)

The Words **[LV. 3 Super]**



Commands written here are for characters facing right. All commands are reversed when facing left.

EX commands can be executed by inputting two buttons instead of one.

CHANGELOG

1.0 : Release edition.

1.1 : Nerfs, buffs, and patches.

- f.LP is no longer an infinite. Increased hit knockback upon third hit.
- f.MP first hit pushback removed, guaranteeing both hits.
- f.HP range increased.
- s.HK range increased.
- Reduced guard frames for High End Senpuukyaku to 18 – var(10). Potentially unsafe.
- Hadouken zoning tweaks. No need to wait until the fizzle animation is finished.
- Increased s.HP knockback during Custom Combo.
- Hard Gum Retsu Ken now only hits grounded opponents.
- Sure You Can damage adjusted.
- Increased startup time for Gum Retsu Ken (hard version, unblockable).
- Fixed the transit animations for crouching.
- Decreased the chip damage for supers: The World, The Fridge.
- EX moves no longer give power to P1.