# 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"

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

#### **TRANSFORM**

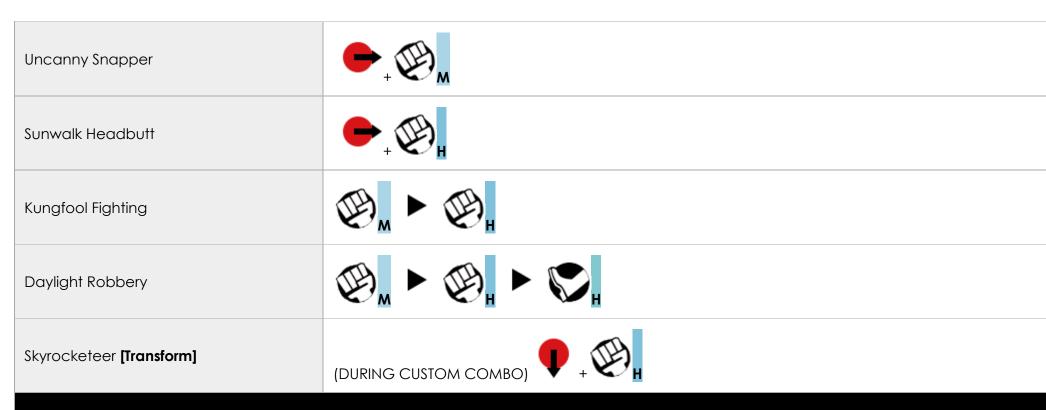
Unlike most CVS-style characters, Gumball's Custom Combo is more of an... Install, so to speak. Try doing a Super while in this state.

#### FIND ME AT...

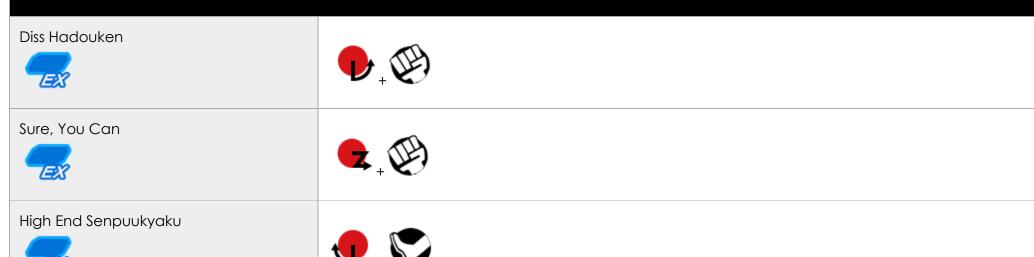
Discord:
JStudios2k#6177
IG (defunct):
@jstudios.2k
Reddit:
u/JStudios2k

#### **MOVELIST**

### **Normal Throws** Gumball Breaker (NEAR OPPONENT) **Gumball Somersault** (NEAR OPPONENT) **System Moves** OR OR + (1) Evasion Charge Attack H(GRANTS TRANSFORM STATUS) Custom Combo [Get Transform] Zero Counter **Unique Attacks** Snarky Facepalm

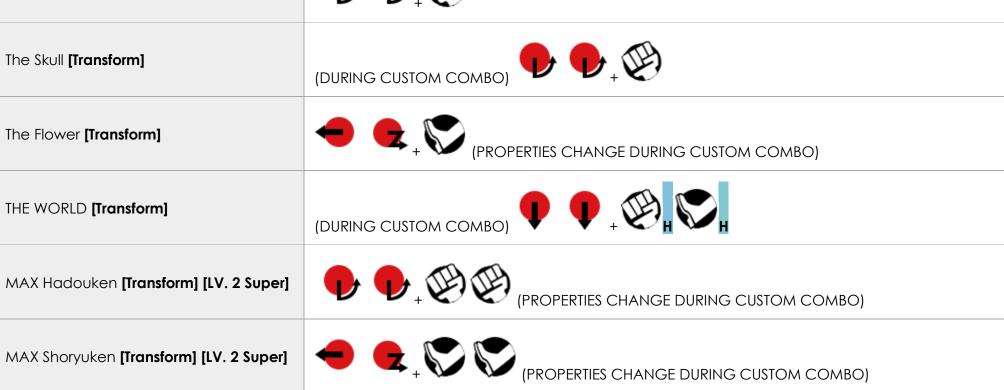


#### **Special Moves**



# Flying Taekwondork Gum Retsu Ken **Super Moves** The Fridge The Skull [Transform] (DURING CUSTOM COMBO)

MAX Shoryuken [Transform] [LV. 2 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.