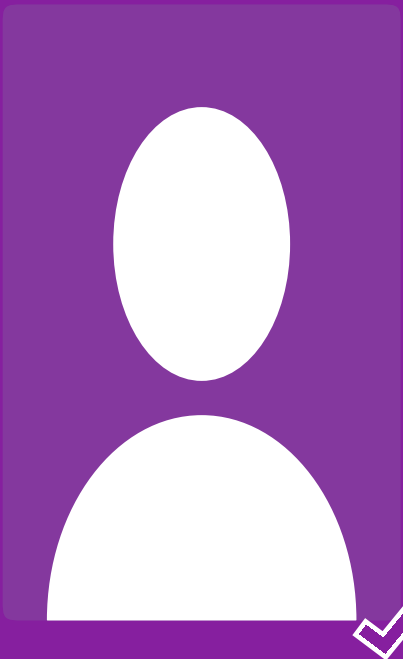


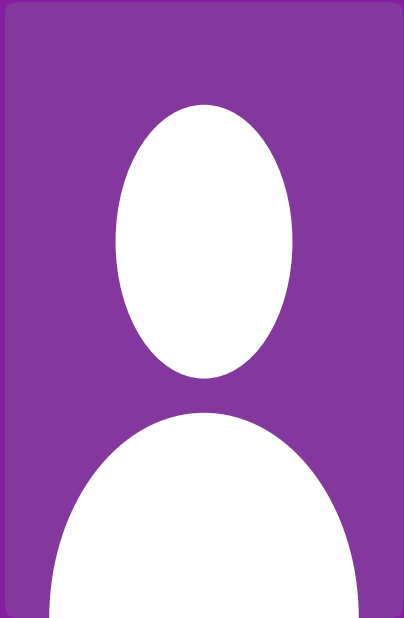
# Character selection



Player 1



Vs



Cpu/Player 2



Stage select

