A few days ago I picked up my Switch and played Super Smash Bros Ultimate. This may be the last Smash game that Sakurai bestows on us. Nonetheless it’s a fantastic game that brings back all characters and legacy stages. That’s probably my favorite part of the game is that they remastered quite a few of the older stages.

Ultimate starts out with 8 base characters. It’s the same lineup you got in the original Smash Bros. You can choose a story mode where the characters fight themed battles that are related to their game series. For example, Mario fights Bowser and a lot of his other enemies. You unlock characters fairly quickly just by playing the story mode.

There are a ton of choices to make in this game. The main choice is characters. Each character (for the most part) has a different set of fight moves and different stats. Some characters have more powerful attacks but have some other deficit like being slow or not being able to jump high. I feel that it’s pretty well balanced as far as characters. Your character choice greatly impacts how you perform in a fight. You need to choose a character that you’re not only comfortable with, but one that is a good match for your foe. You can also use items to your advantage. But it comes down to how well you put attacks together as your chosen character.

Another big choice in the game is stages. There are quite a few stages in the game with 3 variants each. Some stages have different hazards. Some have enemies that pop out to hurt you, or some stages can transform. If you play on the normal variants of these stages, you need to be aware of these hazards. The other variants of the stage where there are only 3 platforms or no platforms at all. When playing on these variants, there’s nowhere to hide. It’s you against the other players and it’s the ultimate test of your skills.

Overall the choices you make in this game will greatly impact your battles. You need to choose a character that suits not only your foe, but the stage you’re playing on. It literally makes the difference between winning and losing. I think that is the fun of Smash Bros. The freedom of choice and trying to find the combo that will give you an edge.