

= Super Smash Bros. =

Super Smash Bros. , known in Japan as Dairantō Smash Brothers ( Japanese : ????????????? , Hepburn : Dairantō Sumasshu Burazōzu , lit . " Great Melee Smash Brothers " ) , is a series of crossover fighting games published by Nintendo , that primarily featuring characters from franchises established on its systems . All five games have been directed by Masahiro Sakurai .

The gameplay objective differs from that of traditional fighters by aiming to knock opponents out of the stage instead of depleting life bars . The original Super Smash Bros. , released in 1999 for the Nintendo 64 , had a small budget and was originally a Japan @-@ only release , but its domestic success led to a worldwide release . The series achieved even greater success with the release of Super Smash Bros. Melee , which was released in 2001 for the GameCube and became the best @-@ selling game on that system . A third installment , Super Smash Bros. Brawl , was released in 2008 for the Wii . Although HAL Laboratory has been the developer of the first two titles , the third game was developed through the collaboration of several companies . The fourth and fifth installments , Super Smash Bros. for Nintendo 3DS and Wii U , were released in 2014 for the Nintendo 3DS and Wii U , respectively . The 3DS installment was the first series title to be released on a handheld platform .

The series features many characters from Nintendo 's most popular franchises , including Mario , Fox McCloud , Link , Kirby , Samus Aran and Pikachu . The original Super Smash Bros. had 12 playable characters , and the roster count has risen to 26 characters in Melee , 39 in Brawl , and 58 in 3DS / Wii U ( seven of which are downloadable ) . Some characters are able to transform into different forms that have different styles of play and sets of moves . The games also feature non @-@ playable Nintendo characters , like Ridley and Petey Piranha . In Brawl , two third @-@ party characters were added , Solid Snake and Sonic the Hedgehog . Additional third @-@ party characters Mega Man , Pac @-@ Man , Ryu , Cloud Strife and Bayonetta appeared in 3DS and Wii U , while Solid Snake was removed from the line @-@ up .

Every title in the series has been well received by critics , with much praise given to the multiplayer mode experience . The Super Smash Bros. games have spawned a large competitive community and have been featured in several high profile gaming tournaments .

= = History = =

= = = Super Smash Bros. ( 1999 ) = = =

Super Smash Bros. was introduced in 1999 for the Nintendo 64 . It was released worldwide after selling over a million copies in Japan . It featured eight characters from the start ( Mario , Donkey Kong , Link , Samus , Yoshi , Kirby , Fox , and Pikachu ) , with four unlockable characters ( Luigi , Captain Falcon , Ness , and Jigglypuff ) , all of them created by Nintendo or one of its second @-@ party developers .

In Super Smash Bros. , up to four players can play in multiplayer ( Versus ) mode , with the specific rules of each match being predetermined by the players . There are two match types that can be chosen : Time , where the person with the most KOs at the end of the set time wins ; and stock , where each player has a set amount of lives and are eliminated from play when their lives are depleted .

This game 's one @-@ player mode included one adventure mode that always followed the same series of opponents although the player could change the difficulty . Other single player modes exist such as Training and several mini @-@ games , including " Break the Targets " and " Board the Platforms " . All of these were included in the sequel , with the exception of " Board the Platforms " .

There are nine playable stages in Versus mode , eight based on each of the starting characters ( such as Princess Peach 's Castle for Mario , Zebes for Samus , and Sector Z for Fox ) and the unlockable Mushroom Kingdom , based around motifs from the original Super Mario Bros. , even containing original sprites and the original version of the Overworld theme from that game .

== Super Smash Bros. Melee ( 2001 ) ==

Super Smash Bros. Melee was released November 21 , 2001 , in Japan ; December 3 , 2001 , in North America ; May 24 , 2002 , in Europe ; and May 31 , 2002 , in Australia for the GameCube video game console . It had a larger budget and development team than Super Smash Bros. did and was released to much greater praise and acclaim among critics and consumers . Since its release , Super Smash Bros. Melee has sold more than 7 million copies and was the best @-@ selling game on the GameCube . Super Smash Bros. Melee features 26 characters , of which 15 are available initially , more than doubling the number of characters in its predecessor . There are also 29 stages .

It introduced two new single @-@ player modes alongside the Classic mode : Adventure mode and All @-@ Star mode . Adventure mode has platforming segments similar to the original's " Race to the Finish " mini @-@ game , and All @-@ Star is a fight against every playable character in the game , allows the player only one life in which damage is accumulated over each battle and a limited number of heal items in between battles .

There are also significantly more multiplayer modes and a tournament mode allowing for 64 different competitors whom can all be controlled by a human player , although only up to four players can participate at the same time . Additionally , the game featured alternative battle modes , called " Special Melee , " which allows players to make many different alterations to the battle , along with alternative ways to judge a victory , such as through collecting coins throughout the match .

In place of Super Smash Bros. ' character profiles , Melee introduced trophies ( called " figures " in the Japanese version ) . The 293 trophies include three different profiles for each playable character , one unlocked in each single @-@ player mode . In addition , unlike its predecessor , Melee contains profiles for many Nintendo characters who are either non @-@ playable or do not appear in the game , as well as Nintendo items , stages , enemies , and elements .

== Super Smash Bros. Brawl ( 2008 ) ==

Although a third Super Smash Bros. game had been announced long before E3 2006 , Nintendo unveiled its first information in the form of a trailer on May 10 , 2006 , and the game was named Super Smash Bros. Brawl . The trailer featured Solid Snake , of Konami 's Metal Gear fame , marking the first time that a third @-@ party character had been introduced as a playable character in a Super Smash Bros. title . A second third @-@ party character , Sonic the Hedgehog , from Nintendo 's former rival Sega was also confirmed as a playable character on October 10 , 2007 . Super Smash Bros. Brawl was released in Japan on January 31 , 2008 , in North America on March 9 , 2008 , in Australia on June 26 , 2008 , and Europe on June 27 , 2008 . Brawl is also the first game in the franchise to support online play , via the Nintendo Wi @-@ Fi Connection , and to offer the ability for players to construct their own original stages . The game features a total of 39 playable characters and 41 stages .

Brawl also features compatibility with four kinds of controllers ( the Wii Remote on its side , the Wii Remote and Nunchuk combination , the Classic Controller , and the GameCube controller ) , while its predecessors only used the one controller designed for that system . The player also has the ability to change the configuration of controls and the controller type .

Super Smash Bros. Brawl features a new Adventure Mode titled Super Smash Bros. Brawl : The Subspace Emissary . This mode features unique character storylines along with numerous side scrolling levels and multiple bosses to fight , as well as CG cut scenes explaining the storyline . The Subspace Emissary features a new group of antagonists called the Subspace Army , who are led by the Ancient Minister . Some of these enemy characters appeared in previous Nintendo video games , such as Petey Piranha from the Mario series and a squadron of R.O.B.s based on classic Nintendo hardware . The Subspace Emissary also boasts a number of original enemies , such as the Roder , a robotic unicycle ; the Bytan , a one @-@ eyed ball @-@ like creature which can replicate itself if

left alone ; and the Primid , enemies that come in many variations . Though primarily a single @-@ player mode , The Subspace Emissary allows for cooperative multiplayer . There are five difficulty levels for each stage , and there is a method of increasing characters ' powers during the game . This is done by placing collected stickers onto the bottom of a character 's trophy between stages to improve various aspects of a fighter .

= = = Super Smash Bros. for Nintendo 3DS and Wii U ( 2014 ) = = =

At E3 2011 , it was confirmed that Super Smash Bros. will be coming to the Nintendo 3DS and Wii U , with the two games being cross @-@ compatible with each other in some way . Sakurai stated that the announcement was made public in order to attract developers needed for the games , as development for the titles did not start until May 2012 due to production on Kid Icarus : Uprising . On June 21 , 2012 , Nintendo announced that the creation of the games would be a co @-@ production between Sakurai 's Sora Ltd. and Bandai Namco Entertainment . The titles were officially revealed at E3 2013 , with new information being released via trailers , Nintendo Direct presentations , and developer posts on Miiverse . The game features 58 characters ( seven of which are downloadable ) with 19 brand new fighters , including third @-@ party characters Mega Man , Pac @-@ Man , Ryu , Cloud Strife , and Bayonetta . The game was released for Nintendo 3DS in Japan on September 13 , 2014 , and in North America and Europe on October 3 , 2014 , and in Australia on October 4 , 2014 . The Wii U version was released on November 21 , 2014 in North America , in Europe on November 28 , 2014 , in Australia on November 29 , 2014 , and in Japan on December 6 , 2014 .

= = = Future = = =

In April 2014 , Bandai Namco Entertainment posted a recruitment advertisement on a Japanese career job opportunity website . The recruitment page consisted of a listing for programmers for Super Smash Bros. 6 , which was expected to be released in 2015 for both the Wii U and Nintendo 3DS . The page noted there were 120 game developers working on the project at the time , and that the Bandai Namco expected that number to increase to 200 . However , shortly after its publication , the page was taken down .

In January 2015 in his column in Weekly Famitsu , Sakurai alluded to the possibility of retirement , expressing doubt that he would be able to continue making games if his career continued to be as stressful as it was . In December 2015 , Sakurai once again stated that he wasn 't sure if there will be another Smash Bros. game in the series . In January 2016 , it was rumoured that a new Super Smash Bros. game was being developed by Bandai Namco and that the game was planned as a launch title for Nintendo 's upcoming NX platform . However , it is currently unknown as to whether it will be another installment in the series or an enhanced port of the 3DS and Wii U versions .

= = Gameplay = =

Gameplay in the Super Smash Bros. series differs from many fighting games . Instead of winning by depleting an opponent 's life bar , players seek to launch their opponents off the stage and out of the map . Characters have a damage total which rises as they take damage , represented by a percentage value that measures up to 999 % . As a character 's percentage rises , the character can be knocked progressively farther by an opponent 's attacks . To knock out an opponent , the player must knock that character outside the arena 's boundaries in any direction . When a character is launched off the stage , the character can attempt to " recover " by using jumping moves and abilities to return to the stage . Some characters have an easier time recovering onto the stage than others due to their moves and abilities . Additionally , some characters vary in weight , with lighter characters being easier to launch than heavy characters .

Smash Bros. ' controls are greatly simplified in comparison to other fighting games , with one button used for standard attacks and another used for special attacks . Players can perform different types of moves by holding the directional controls up , down , to the side , or in a neutral position while

pressing the attack or special button . As such , each character has four types of ground attacks , mid @-@ air attacks , and special attacks that can be performed . Quickly pressing or tapping a directional input and the attack button together while on the ground allows players to perform a chargeable " Smash Attack " , which is generally more powerful than other attacks . When characters are hit by attacks , they receive hitstun that temporarily disallows any attacks to be made . This allows combos to be performed . A shield button allows players to put up a defensive shield which weakens with repeated use and will leave the player unable to move if broken . Combining the shield button with directional inputs and attack buttons allows the player to also perform dodges , rolls , grabs , and throws . The three basic actions in Super Smash Bros. , attacking , grabbing , and shielding , are often described using a Rock @-@ paper @-@ scissors analogy : attacking beats grabbing , grabbing beats shielding , and shielding beats attacking . When a player knocks another player off of the main platform , they may perform an action called edge @-@ guarding . At the same time the player that has been knocked off will try to recover by jumping back onto the stage and avoiding the other players ' edge @-@ guarding .

Another element in the Super Smash Bros. series is battle items , the abundance of which players can adjust the before matches . There are conventional " battering items " , with which a player may hit an opponent , such as a baseball bat or a sword , throwing items , including Bob @-@ omb's and shells , and shooting items , either single shot guns or rapid fire blasters . Recovery items allow the user to reduce their damage percentage by varying amounts . Poké Balls are special items that release a random Pokémon onto the battlefield to assist the user . Brawl introduced the Assist Trophy item which serves a similar purpose ; instead of releasing Pokémon , it summons a character from a Nintendo franchise . Brawl also introduces the Smash Ball , which when broken allows fighters to perform a character @-@ specific super attack known as a " Final Smash " .

The rules that can be used in a match vary depending on the game , but the most commonly used settings across all games are Time and Stock . Time mode uses a point based system in which fighters earn points for knocking out their opponents and lose points for being knocked out or self @-@ destructing ( i.e. falling out of the arena by themselves ) . The player with the highest score at the end of the set time limit wins the match . Survival uses a life @-@ based system in which players are given a set number of lives , known as stock , with each fighter losing a life whenever they are knocked out , becoming eliminated if they run out of lives . The winner is the last fighter standing once all other fighters are eliminated or , if a time @-@ limit is applied to the match , the fighter with the most lives remaining once time runs out . In the event of a tie , such as two or more fighters sharing the highest score / life count at the end of the time limit or remaining fighters losing their last life simultaneously , a Sudden Death match takes place . Here , each of the tied fighters are given a starting damage percentage of 300 % , making them easier to launch off the stage , and the last fighter standing wins the match . In some games this process is repeated if the match ends in another tie .

Gameplay using competitive Smash Bros. rules is usually played in stock mode and with a timer . Items are turned off and the only tournament legal stages are those that do not feature hazards and other disruptive elements .

= = Characters = =

= = = Playable characters = = =

Each game in the series has a number of playable characters ( referred in the games as " fighters " ) taken from various Nintendo franchises . Starting with Brawl , characters from third @-@ party franchises have also made playable appearances . At the start of each game , some of the fighters will be locked from play . To unlock a hidden fighter , players need to clear certain conditions , such as playing a certain number of matches , and defeat that fighter in a match . In Brawl , players can also unlock fighters by encountering them in the Subspace Emissary mode . In Super Smash Bros. for Nintendo 3DS and Wii U , players are able to customise existing fighters with altered movesets

and statistics , or make their own Mii Fighters that can be given different fighting styles , though these cannot be played in online matches with strangers .

## Notes

== Non @-@ playable characters ==

The following characters are non @-@ playable characters unless using glitches or cheat cartridges , that appear only in the various Single Player modes throughout the series , controlled by the computer , or as hazards in specific stages , or in Smash Run . Most of the non @-@ playable characters were created for use in the Super Smash Bros. series although some of them , such as Goombas , come from other game franchises .

==== Bosses =====

Throughout the Super Smash Bros. series , most single @-@ player modes have included several non @-@ playable boss characters . These bosses generally have a number of advantageous characteristics , such as extreme resistance to being knocked off the screen . Most of these bosses were created specifically for the Super Smash Bros. franchise , though some have made appearances in other games .

Master Hand ( ??????? , Masut? Hando ) is a glove @-@ like being that appears in all games to date , serving as the final boss of Classic Mode and , in Super Smash Bros. Melee , the 50th Event Match " Final Destination Match " . In Melee , Master Hand is playable via a system glitch . Super Smash Bros. Melee introduced a left @-@ hand counterpart to Master Hand named Crazy Hand ( ??????? , Kureij? Hando ) , which appears alongside Master Hand in some scenarios . Master Hand makes several appearances in Kirby & the Amazing Mirror as a miniboss , and partnered with Crazy Hand as the bosses of Candy Constellation . Master Hand and Crazy Hand look identical aside from their chirality , but Crazy Hand 's fingers act in a more impulsive and destructive way . While Master Hand is more relaxed and mature , Crazy Hand evokes the bizarre and his fingers move differently when he 's preparing for an attack . His attacks are also wilder and faster than those of Master Hand . UGO.com listed Master Hand first on their list of " The 25 Awesomest Hidden Characters " citing the glitch which allows him to be playable . In Super Smash Bros. for Nintendo 3DS and Wii U , fighting against Master Hand and Crazy Hand on a high intensity will lead to a battle against Master Core , a shape @-@ shifting being of dark energy that can take various forms , including that of the player 's fighter . After defeating these forms , the Master Core shows its true , vulnerable form .

Super Smash Bros. also features Metal Mario ( originally from Super Mario 64 ) and Giant Donkey Kong , who are simply enhanced versions of their respective characters . Metal Mario is simply Mario with increased resistance to being knocked out of the stage as well as a faster falling speed and more attack power , while Giant Donkey Kong is simply a larger and more powerful version of Donkey Kong . Both characters reappear in Super Smash Bros. Melee 's Adventure Mode along with Giant Kirby , Metal Luigi and two Tiny Donkey Kongs . However , due to items introduced in Melee ( the Metal Box , Super Mushroom , and Poison Mushroom , specifically ) , all of these seemingly non @-@ playable characters ( including the enhanced characters that were unplayable bosses in the first game ) are indeed playable for short amounts of time . Dark Link , a completely black form of Link , appears in Melee and Brawl as an opponent in an Event Match , and in Brawl and 3DS and Wii U is also a playable costume for Link .

Giga Bowser is a gigantic , enhanced version of Bowser introduced in Melee . He is the secret final boss of Melee 's Adventure mode , only appearing if certain conditions are met . Giga Bowser becomes playable for short periods of time in Brawl and 3DS and Wii U when Bowser performs his " Final Smash " attack . Bowser transforms into Giga Bowser , and is near invincible until the effect of the Final Smash wears off .

Tabuu ( ??? , Tab? ) is the villain of Super Smash Bros. Brawl 's story mode , The Subspace Emissary . He is a human @-@ shaped apparition composed of pure energy , with a single eye

@-@ shaped object located where a person 's stomach would be . He is able to conjure several weapons for use in battle , including a rapier and large chakram . His other powers include the ability to change his size at will and teleportation . Towards the end of The Subspace Emissary , it is revealed that Tabuu is the entity that controlled Master Hand and the true antagonist behind the events of the story .

The Subspace Emissary also features other boss characters . Some of these characters , such as Petey Piranha , Ridley , Porky , and Rayquaza , are from other franchises . Three original bosses are also featured : the aforementioned Tabuu , Galleom ( ???? , Gareomu ) and Duon ( ???? , Dyuon ) . Galleom is a giant cyborg that is fought two times in The Subspace Emissary . It usually attacks with its fists and body , but can also shoot missiles and transform into a tank @-@ like form . It also has a built in Subspace bomb that it uses to self @-@ destruct in the story mode . Duon is a giant robot that has two upper bodies positioned on top of a wheel . Its pink side uses projectile attacks , while the blue side uses blades on its arms and head . It is created when multiple Mr. Game and Watch clones fuse together .

= = = Other characters = = =

In each of the games , there is a group of characters that resemble the designs for the initial characters . In the Japanese versions of the games , these characters have always been called the " Mysterious Small Fry Enemy Corps " ( ??????? , Nazo no Zako Teki Gundan ) . In the English regionalized versions of the games , they are given names that describe their physical form . These include the Fighting Polygon Team , the Fighting Wire Frames , the Fighting Alloy Team and the Fighting Mii Team . Along with Melee 's Adventure Mode came the inclusion of minor , generic enemies , such as Goombas from the Super Mario series and Octoroks from The Legend of Zelda series . This trend continues into Super Smash Bros. Brawl , which also includes an assortment of original characters to serve as non @-@ playable generic enemies led by the Subspace Army .

The Subspace Army ( ??? , Ak?gun ) are the antagonists of Super Smash Bros. Brawl , appearing in The Subspace Emissary and led by the Ancient Minister ( ??????? , Einshanto Ky? ) . Their goal is to bring the entire world to Subspace piece by piece with devices called Subspace bombs ( detonated with the aid of two R.O.B.s , requires 3 minutes of waiting time ) . The Sandbag ( ??????? , Sandobaggu @-@ kun ) appears in the " Home @-@ Run Contest " minigame since Super Smash Bros. Melee . The object is to strike it as far as possible with either a Home @-@ Run Bat or a fighting move . Sandbag also appears randomly as an item that drops other items when hit in various other modes in Brawl .

= = Music = =

Super Smash Bros. features music from some of Nintendo 's popular gaming franchises . While many are newly arranged for the game , some pieces are taken directly from their sources . The music for the Nintendo 64 game was composed by Hirokazu Ando , who later returned as sound and music director in Melee . Melee also features tracks composed by Tadashi Ikegami , Shougo Sakai , and Takuto Kitsuta . Brawl features the collaboration of 38 composers , including Final Fantasy series composer Nobuo Uematsu , who composed the main theme . Like the previous game in the series , Super Smash Bros. for Nintendo 3DS and Wii U features many original and re @-@ arranged tracks from various different gaming franchises . Both versions have multiple musical tracks that can be selected and listened to using the returning " My Music " feature , including pieces taken directly from earlier Super Smash Bros. titles . The 3DS version features less music altogether than the Wii U version however , and only has two songs per stage because of size limitations . The 3DS version also has a " Play in Sleep Mode " option , allowing players to listen to the game 's music from the sound menu whilst the system is in sleep mode . On August 22 , 2014 , the Super Smash Bros. website revealed the list of composers and arrangers for the game . Various well known musicians such as Masashi Hamauzu , Yuzo Koshiro , Yasunori Mitsuda , Motoi Sakuraba , Yoko Shimomura , Mahito Yokota , along with many others , provided new arrangements for both

versions of the game . The original music was created by Bandai Namco 's in @-@ house sound team . The Wii U specific musicians were revealed on October 23 , 2014 , and feature contributions from Akari Kaida , Michiru Yamane , Koji Kondo , Kazumi Totaka , and Hiroshi Okubo , among others .

Three soundtrack albums for the series have been released . An album with the original music for Super Smash Bros. was released in Japan by Teichiku Records in 2000 . In 2003 , Nintendo released Smashing ... Live ! , a live orchestrated performance of various pieces featured in Melee by the New Japan Philharmonic . A two @-@ disc promotional soundtrack was available for Club Nintendo members who registered both the 3DS and Wii U games between November 21 , 2014 and January 13 , 2015 .

= = Development = =

Super Smash Bros. was developed by HAL Laboratory , a Nintendo first @-@ party developer , during 1998 . It began as a prototype created by Masahiro Sakurai and Satoru Iwata in their spare time titled " Dragon King : The Fighting Game " , and originally featured no Nintendo characters . However , Sakurai hit on the idea of including fighters from different Nintendo franchises in order to provide " atmosphere " which he felt was necessary for a home console fighting game , and his idea was approved . The game had a small budget and little promotion , and was originally a Japan @-@ only release , but its huge success saw the game released worldwide .

HAL Laboratory developed Super Smash Bros. Melee , with Masahiro Sakurai as the head of production . The game was one of the first games released on the GameCube and highlighted the advancement in graphics from the Nintendo 64 . The developers wanted to pay homage to the debut of the GameCube by making an opening full motion video sequence that would attract people 's attention to the graphics . HAL worked with three separate graphic houses in Tokyo to make the opening sequence . On their official website , the developers posted screenshots and information highlighting and explaining the attention to physics and detail in the game , with references to changes from its predecessor .

At a pre @-@ E3 2005 press conference , the president of Nintendo , Satoru Iwata , announced the next installment of Super Smash Bros. was not only already in development for their next gaming console , but hoped it would be a launch title with Wi ? Fi compatibility for online play . The announcement was unexpected to the creator of the Super Smash Bros. series , Masahiro Sakurai . Back in 2003 , he had left HAL Laboratory , the company that was in charge with the franchises ' development and was never informed of this announcement despite the fact shortly after resigning from the company , Iwata said if a new game was to be made , he would be in charge . It was not until after the conference Sakurai was called to Satoru Iwata 's room on the top floor of a Los Angeles hotel , where he was told by Iwata " We 'd like you to be involved in the production of the new Smash Bros. , if possible near the level of director " . Although Iwata had said he was hoping for it to be a launch title , Sakurai stated " I decided to become director . And as of May 2005 , I was the only member of the new Smash Bros. development team " . Development of the game never actually started until October 2005 , when Nintendo opened a new office in Tokyo just for its production . Nintendo also enlisted outside help from various developer studios , mainly Game Arts . Sakurai also stated that these people had spent excessive amounts of time playing Super Smash Bros. Melee . This team was given access to all the original material and tools from the development of Melee , courtesy of HAL Laboratory . Also , several Smash Bros. staff members that reside around the area of the new office joined the project 's development .

On the game 's official Japanese website , the developers explain reasons for making particular characters playable and explain why some characters were not available as playable characters upon release . Initially , the development team wanted to replace Ness with Lucas , the main character of Mother 3 for the Game Boy Advance , but they retained Ness in consideration of delays . The game 's creators have included Lucas in the game 's sequel , Super Smash Bros. Brawl . Video game developer Hideo Kojima originally requested Solid Snake , the protagonist of the Metal Gear series , to be a playable character in Super Smash Bros. Melee , but the game was too far in

development for him to be included . As with Lucas , development time allowed for his inclusion in Brawl . Roy and Marth were initially intended to be playable exclusively in the Japanese version of Super Smash Bros. Melee . However , they received favorable attention during the game 's North American localization , leading to the decision for the developers to include them in the Western version . Comparisons have been formed by the developers between characters which have very similar moves to each other on the website . Such characters have been referred to as " clones " in the media .

At the Nintendo Media Conference at E3 2007 , it was announced by Nintendo of America president Reggie Fils-Aimé that Super Smash Bros. Brawl would be released on December 3 , 2007 in the Americas . However , just 2 months before its anticipated December release , the development team asked for more time to work on the game . During the Nintendo Conference on October 10 , 2007 , Nintendo Co. , Ltd. president Iwata announced the delay .

On October 11 , 2007 , George Harrison of Nintendo of America announced that Super Smash Bros. Brawl would be released on February 10 , 2008 in North America . On January 15 , 2008 , the game 's release was pushed back one week in Japan to January 31 and nearly a month in the Americas to March 9 . On April 24 , 2008 , it was confirmed by Nintendo of Europe that Brawl will be released in Europe on June 27 .

Director Masahiro Sakurai first announced that a new Super Smash Bros. game was planned for Nintendo 3DS and Wii U at E3 2011 in June 2011 , but development only officially began following the completion of Sakurai 's other project , Kid Icarus : Uprising , in March 2012 . The game was later revealed to be a joint @-@ project between Sora Ltd. and Bandai Namco Games , with various staff members from Bandai Namco 's Soulcalibur and Tekken series assisting Sakurai in development . Sakurai , who was previously the sole person responsible for balance in the series ' multiple fighters , has involved more staff to further improve the game 's competitive balance . The game was officially revealed at E3 2013 on June 11 , 2013 during a Nintendo Direct presentation . Along with screenshots being posted each weekday on the game 's official website and Miiverse community , various cinematic trailers were released , introducing each of the brand new fighters . Sakurai chose to use these trailers , which benefit from Internet sharing , as opposed to including a story campaign similar to the Subspace Emissary mode featured in Brawl , as he believed the impact of seeing the mode 's cinematic cutscenes for the first time was ruined by people uploading said scenes to video sharing websites .

At E3 2013 , Sakurai stated that the tripping mechanic introduced in Brawl was removed , with him also stating that the gameplay was between the fast @-@ paced and competitive style of Melee and the slower and more casual style of Brawl . While the games didn 't feature cross @-@ platform play between the Wii U and 3DS , due to each version featuring certain exclusive stages and gamemodes , there is an option to transfer customized characters and items between the two versions . The game builds upon the previous game 's third @-@ party involvement with the addition of third @-@ party characters such as Capcom 's Mega Man and Bandai Namco 's Pac @-@ Man , as well as the return of Sega 's Sonic the Hedgehog . This involvement expands beyond playable characters , as other third @-@ party characters , such as Ubisoft 's Rayman , are also included in the game as trophies . The addition of Mii characters was made in response to the growing number of requests from fans to have their dream characters included in the game . To prevent potential bullying , as well as to maintain game balance online , Mii Fighters cannot be used in online matches against strangers . The decision to release the Wii U version at a later date from the 3DS version was made to allow each version to receive a dedicated debugging period . Hardware limitations on the Nintendo 3DS led to various design choices , such as the removal of mid @-@ match transformations , the absence of the Ice Climbers , and the lack of Circle Pad Pro support .

= = Reception = =

Reviews for the Super Smash Bros. series are usually positive . The multiplayer mode in every title has been highly praised . However , single player modes have not been viewed as highly .

Super Smash Bros. has received praise for its multiplayer mode . Nintendo Power listed the series



as being one of the greatest multiplayer experiences in Nintendo history , describing it as infinitely replayable due to its special moves and close @-@ quarters combat . There were criticisms , however , such as the game 's scoring being difficult to follow . In addition , the single @-@ player mode was criticized for its perceived difficulty and lack of features .

Super Smash Bros. Melee generally received a positive reception from reviewers , most of whom credited Melee 's expansion of gameplay features from Super Smash Bros. Focusing on the additional features , GameSpy commented that " Melee really scores big in the ' we 've added tons of great extra stuff ' department . " Reviewers compared the game favorably to Super Smash Bros. ? IGN 's Fran Mirabella III stated that it was " in an entirely different league than the N64 version " ; GameSpot 's Miguel Lopez praised the game for offering an advanced " classic @-@ mode " compared to its predecessor , while detailing the Adventure Mode as " really a hit @-@ or @-@ miss experience . " Despite a mixed response to the single @-@ player modes , most reviewers expressed the game 's multiplayer mode as a strong component of the game . In their review of the game , GameSpy stated that " you 'll have a pretty hard time finding a more enjoyable multiplayer experience on any other console . "

Brawl received a perfect score from the Japanese magazine Famitsu . The reviewers praised the variety and depth of the single @-@ player content , the unpredictability of Final Smashes , and the dynamic fighting styles of the characters . Thunderbolt Games gave the game 10 out of 10 , calling it " a vastly improved entry into the venerable series " . Chris Slate of Nintendo Power also awarded Brawl a perfect score in its March 2008 issue , calling it " one of the very best games that Nintendo has ever produced " . IGN critic Matt Casamassina , in his February 11 Wii @-@ k in Review podcast , noted that although Brawl is a " solid fighter , " it does have " some issues that need to be acknowledged , " including " long loading times " and repetition in The Subspace Emissary .

Super Smash Bros. for 3DS and Super Smash Bros. for Wii U both garnered critical praise and were commercially successful , holding current ratings of 85 / 100 and 92 / 100 on Metacritic and 86 @.@ 10 % and 92 @.@ 39 % on GameRankings . Reviewers have particularly noted the large , diverse character roster , the improvements to game mechanics , and the variety of multiplayer options . Some criticisms in the 3DS version include a lack of single player modes and issues concerning the 3DS hardware , such as the size of characters on the smaller screen when zoomed out and latency issues during both local and online multiplayer . There were also reports of players damaging their 3DS Circle Pads while playing the game excessively . The Wii U version 's online play quality was mildly criticized for some inconsistency , but has overall been critically acclaimed . Daniel Dischoff of Game Revolution stated " It 's true that Super Smash Bros. evolves every time with regard to new features , items , and characters to choose from . While your favorite character may not return or a few annoying pickups may force you to turn off items altogether , this represents the biggest leap forward Smashers have seen yet . " Daniel Starky at GameSpot criticized the inconsistent online performance in the game , but still called it an " incredible game " , noting " With the Wii U release , Smash Bros. has fully realized its goals . " Jose Otero from IGN , praising the replayability of the game , states " Nearly every aspect of Smash Wii U seems fine @-@ tuned not only to appeal to the nostalgia of long @-@ time Nintendo fans , but also to be accessible to new players . "

Super Smash Bros sold 1 @.@ 4 million copies in Japan , and 2 @.@ 3 million in the U.S. Melee sold over 7 million units worldwide , becoming the best @-@ selling GameCube title . Brawl sold 1 @.@ 524 million units in Japan as of March 30 , 2008 , and sold 1 @.@ 4 million units in its first week in the United States , becoming Nintendo of America 's fastest selling title . The 3DS version sold over a million copies in its first weekend on sale in Japan , and has sold more than 3 @.@ 22 million copies worldwide as of October 2014 . Super Smash Bros. for Wii U became the fastest @-@ selling Wii U game to date , selling 3 @.@ 39 million units worldwide within just two months of availability , beating the record previously held by Mario Kart 8 .

= = Competitive play = =

The Super Smash Bros. series has been widely played as competitive video games and has been

featured in several high @-@ profile tournaments . The first publicized Super Smash Bros. Melee tournaments were held in early 2002 . From 2004 to 2007 , Melee was on Major League Gaming 's tournament roster . In 2010 MLG picked up Brawl for its pro circuit for a year . During this time , Nintendo prohibited MLG from live streaming Brawl matches . At 2014 MLG Anaheim Melee was once again hosted at an MLG event . Melee was also included at the Evolution Championship Series ( Evo ) in 2007 , a fighting game tournament held in Las Vegas . Melee was again hosted at Evo 2013 after it won a charity drive to decide the final game to be featured in its tournament lineup . Due to the large turnout and popularity that year , Evo again included a Melee at their 2014 event and plans to do so in 2015 . New Jersey based Apex is another prominent Super Smash Bros. tournament , and has a series of qualifying events that are a prerequisite to playing at Apex . In 2015 Apex announced that they were officially sponsored by Nintendo of America . EVO 2015 was the largest Smash tournament in history and featured Super Smash Bros. for Wii U and Super Smash Bros. Melee with the former having 1 @, @ 926 entrants and the latter having 1 @, @ 869 .