



## Overview

Super Smash Bros. Deluxe is a rerelease of the fourth installment of the Super Smash Bros. series. It takes all the content from both the 3DS version of the game and Wii U version of the game and combines it for release on the newly released Nintendo Switch. In addition to bringing all previous content from the past version to the new console, it will further iterate on the game adding at least 4 new characters and 4 new stages. A majority of new characters added will try to capitalize on Nintendo's recent releases to serve as an advertisement for their most recent Switch games. There will also be a balance patch similar to the several that debuted during the first year of the game's release in order to make the game more competitive to go along with Nintendo's new eSports oriented Nintendo Versus campaign.

## Linkle

Linkle is a character from the Legend of Zelda series that made her video-game debut in Hyrule Warriors. Fans of the Smash Bros series are clamour for a new Legend of Zelda character, so adding in Linkle helps fit this niche. Linkle is handled similarly to how Sheik was handled in Super Smash Bros. Brawl, where Linkle's outfit and moveset will fit with the most recent Legend of Zelda game release, Legend of Zelda: Breath of the Wild. From a gameplay perspective, this gives Linkle a much different moveset than the other Legend of Zelda characters. Linkle will utilize several Breath of the Wild inspired moves, specifically Spear Toss, Revali's Gale, and Remote Bombs. Her last special is Dual Crossbows, which is inherent of Linkle herself.

**Dual Crossbows:** Linkle pulls out her dual crossbows and fires two shots in

quick succession. Linkle can fire another two shots faster than she can do any other action, similar to Falco's Laser. These shots will have a sloped down arc and deal minimal damage and knockback.

**Spear Toss:** As the name suggests, Linkle will be wielding a spear for combat, which is a first for the Super Smash Bros. series. In this special move, Linkle's will toss her spear about a third of the distance of Final Destination in a overhand toss. A new spear will materialize in her hand, looking the same as Equipping a new weapon in Breath of the Wild.

**Revali's Gale:** Linkle evokes the power of the fallen hero Revali to soar to the skies. A gust of wind blows from beneath her, blowing her and enemies up. She then takes out her paraglider and slowly floats down to the ground. She can cancel the paraglider by pressing special again and pulling out her crossbow. She'll, slow in the air for a short moment to aim her bow, shoot, and then enter helpless state.

**Remote Bombs:** Linkle drops a remote bomb. The bomb will stay in place and glow bright blue. The bomb gets removed after 15 seconds of not detonating it, if it falls off the screen, or if Linkle dies. This bomb cannot be picked up by players or pushed by their presence. When Linkle uses down special when the remote bomb is already out, she detonates it. The bomb will have set knockback and deal decent damage. Linkle herself can be hurt by the explosion. The detonation is low lag, so Linkle can follow up after the bomb hits another player if she doesn't get hit.

**Stasis (Final Smash):** Linkle freezes the enemy in front of her. They turn yellow and Linkle begins slashing them. An arrow grows larger and larger coming out of the frozen player until the stasis land and the player gets launched.

**Normals:** Linkle's normals are going to be from fast to medium speed with good range and low damage. Her moves would deal the most damage on the spear's blade, while having weak coverage hitboxes on the shaft.

**Attributes:** Linkle is a lightweight character that's slightly faster than midspeed. She falls also relatively fast, but has poor air acceleration. She has high air speed to make up for the poor air acceleration.

## Inkling

Inkling is the playable species from Splatoon. Players can customize their Inkling's for online multiplayer, so Inkling's costumes will all feature different genders, hairstyles, skintones, outfits, and hair/eye colors. The default Inkling will be the Splatoon box art Inkling girl. Splatoon 2 was recently released for the Switch, and Splatoon is the largest unrepresented franchise in Smash Bros, so Inkling is one of the most requested

character to be added to the game from an unrepresented Nintendo franchise. Gameplay wise, Inkling will have their mechanic of shooting/leaving ink and turning into a squid adapted to fit the Super Smash Bros gameplay through multiple special moves. Inkling's normal moves will visually shoot ink out of their gun to attack, similar to Mii Gunner visually shooting bullets, but will not leave ink on the platforms. Inkling will also make use of several of the weapons from Splatoon, not just the basic Splatter Shot.

**Splattershot:** Inkling shoots ink all over the stage. If the ink hits players, they take damage, but do not enter hitstun. Inkling can later traverse the ink left on the stage. Only a small amount of ink can be on the stage at a time, when more ink is sprayed after the maximum, the other ink dries up and disappears. The ink also disappears after 45 seconds or if Inkling dies.

**Squid form:** Inkling does a dive forward while turning into a squid. While as a squid. Inkling can move very fast through ink. Inkling also becomes much harder to hit due to her condensed hurtbox. To make up for this, Inkling takes increased damage while in squid form. Inkling turns back into regular form immediately after the special button is released.

**Super Jump:** Inkling turns into a squid and then launches upward. Inkling turns back into regular form once hitting the ground (or if they grab ledge), unless the special button is held down during the move.

**Burst Bomb:** Inkling throws down a burst bomb leaving ink on the floor and knocking back enemies. The bomb lands almost directly in front of inkling. The ink acts the same as the splattershot, but the maximum ink is one burst bomb. If inkling uses burst bomb in the air. Inkling drops the bomb straight down.

**Tenta Missiles:** Inkling pulls out the tenta missiles which target up to three players in front of inkling. Four missiles launch out after a short targeting duration and attack Inklings opponents. The first three missiles lock the player similar to other multi-hit projectiles. The final hit has great knockback. Killing players close to the blast zones at mid percents.

**Normals:** Inkling normals will utilize their guns and other weapons. These moves will shoot ink effects that have hitboxes, but will not spray ink. This makes Inkling a mid-range fighter with safe disjointed moves.

**Attributes:** Inkling is a slower character to emphasize moving through ink to increase speed. The Inkling has low ground and air speed. Inkling falls slowly as well. Inkling would be a midlow weight class.

## Karate Joe

Karate Joe is the most prolific character from the Rhythm Heaven series, so he makes the most sense to adapt into a playable fighter. Adding a Rhythm Heaven

representative services Nintendo's history as it is a large unrepresented franchise. A Rhythm Heaven character was actually cut from the original release due to time constraints, so adding one here seems to be the right move. Karate Joe utilizes moves that evoke the entirety of the Rhythm Heaven franchise, not just the Karate Man game series. Every single one of his normals, specials, and throws will be a reference to another Rhythm Heaven minigame. The moves also take inspiration from all four entries in the series.

**Pot:** A pot is tossed in front of Karate Joe. The easiest move to hit the pot with is jab, just like from the Karate Man. Karate Joe (or opponents) can hit the pot in any direction, similarly to Wii-Fit Trainer's Soccer Ball. Occasionally, a light bulb, barrel, bomb, soccer ball, or rock will occasionally appear. These only serve different visually; they all act the same from a mechanics standpoint.

**Sneaky Spirit:** Spawns a wall that the sneaky spirit. The sneaky spirit will approach the opponent at a random rhythm from the video game. If the opponent hits the sneaky spirit on beat, the move is disabled for 13 seconds. If the Sneaky Spirit doesn't get destroyed, it poofs away a bit after the move finishes, and Karate Joe can use the move again.

**Launch Pad:** Karate Joe starts on top of a launch pad with a random number from the Launch Party game. The number will count down with the sounds and timing from the game. If the player presses special on beat, Karate Joe will fly very high and have a hitbox on him. If the player misses, Karate Joe will fly up about  $\frac{3}{4}$  of the distance with no hitbox.

**Protective Slash:** Karate Joe pulls out a sword and does a slash. This is a reflect that is very fast with low lag. It also has a short cushion window to destroy projectiles rather than reflect them.

**Lonely Storm (Final Smash):** Karate Man starts playing Karate Man. He traps players in front of him and hits them to a short excerpt of Lonely Storm. Karate Man deals more damage based on if he hits the notes correctly. The background changes but the stage features are still there. Karate Man is invincible, so other players who don't get caught in the attack cannot attack him.

**Normals:** All of Karate Joe's normals are based off of Rhythm Heaven minigames. They almost all utilize his limbs, so he'll be a close range fighter.

**Throws:** Karate Joe's throws are special because if he hits a note at the right time during the throw, it will be more powerful. Also, his pummel deals more damage on the beat, similar to Lucas's in Brawl.

**Attributes:** Karate Joe is pretty middle of the pack in every aspect. He falls faster than average, runs slightly faster than average, has a slightly lower than average air speed.

## Min Min

Min Min acts as the ARMS representative. Adding an ARMS character helps advertise the game, as fans of Super Smash Brothers would also likely enjoy ARMS. Choosing Min Min was a tough decision, but she was chosen for three reasons. Only adding one rep, choosing between Spring Man and Ribbon Girl seemed relatively impossible. Min Min also adapts better than any other character due to her character trait of kicking. This allows her to have a more diverse moveset than any other ARMS character. Min Min is a fan favorite as well. Min Min's normals involving her arms will be disjointed low-priority moves, as to not cause abnormal looking hit and grab visuals. Min Min's specials utilize her controllable arm mechanic from ARMS as well as various other ones such as charging and dashing. This gives her a mix between an ARMS and Smash Bros feeling character.

**Dragon:** Min Min can send out her dragon fist and control it a short distance before it fires a beam. The arm and beam have hitboxes. The beam deals fire-type damage.

**Megawatt:** Min Min starts charging her Megawatt punch. If she holds side special long enough. Megawatt paralyzes the opponent for a bit so Min Min can follow up at close ranges. This move deals electric-type damage.

**Dash:** Min Min does a dash upward leading with her foot. The foot deals damage, as the dash is a upwards kick.

**Backflip:** Min Min does a flip to move a good distance. If she presses special again, she does a dive kick out of the flip.

**Normals:** Min Min's normals will have decent range because she extends her arms for her punches. Several of her aerals will utilize her signature kicks, so those will act normally. These moves will generally be long lasting, fast to start up, but relatively laggy. Hitting her punch will always clank with other moves as they are low priority, similarly to Corrin's dragon lance.

**Attributes:** Min Min will be a floaty mid-weight with average air and run speeds. The goal is to simulate ARMS physics in smash as closely as possible.

## Stages

As three of the new characters being added are from games that have not appeared prominently in Smash Bros. before, it seemed fitting to add stages from their respective games as well. Due to the focus on competitive play in this expansion, these three stages were also designed with tournaments in mind, which generally prefer balanced "neutral" stages. Along with the three more competitive stages, we

are also adding a fourth stage based on a combination of several indie titles, which will be less tournament focused than the other stages in the expansion.

**Inkopolis:** A tournament legal traveling stage based on several different locations featured in Splatoon. The stage transitions between a city plaza, a concert stage, a city rooftop, and a section of one of the game's multiplayer maps. Between sections, players are placed on a platform that floats around the city, similar to the Delfino Plaza and Mute City stages.

**Ribbon Ring:** Another tournament legal stage based on the stage of the same name from Arms. Mimics the transforming layout of the original with three vertically moving platforms placed across the length of the stage.

**Rhythm Arena:** A relatively simple tournament legal stage with a central platform and two smaller platforms near the edges. What makes the stage interesting is its background, which displays a music video from Rhythm Heaven that corresponds to whatever music is playing during the match.

**Nindieverse:** A transforming stage that changes between sections based on four different indie games: Hollow Knight, Towerfall: Ascension, Super Meat Boy, and Cave Story. While the sections keep the art style of the games they are based on, they also feature cameos from other indie games in the background.

## eSports

Making Smash into an esports actually is not that unfeasible of a task. The goals with rebalancing the characters is to not drastically reshuffle around the tier list per say, but its to bring all the characters closer together. The game was fairly well balanced until Cloud and Bayonetta dominated the meta. The goal is to have a circular meta around the top tiers where new characters that counter the current characters keep cycling around keeping character diversity up. There still needs to be some low tiers in the game, as people enjoy watching and playing as worse characters. The low-tier hero is a fun player archetype in competitive play. The game is also adding some features to make the game more viewable. Several of the new stages like Ribbon Ring and the Rhythm Arena are simpler layouts aiming to suit the competitive scene. Several older stages will be adjusted to try and make them more competitive friendly. The game is also adding new colors for characters that were previously lacking matching team colors. All characters will have at least one skin that fits in red, blue, green, and yellow. Some examples would be Fox receiving a blue skin and Shulk receiving a green skin. The game will launch with Nintendo Versus advertising campaign to help spread notoriety of the competitive scene. Other quality of life changes will be added like easier access to controls and saving rulesets.

## Smash Meter

The new Smash Meter is a feature also aimed at helping competitive play. This is to draw in the Melee fanbase while also making the game more interesting to play and watch. The Smash Meter will be a bar that fills with a red and blue gradient placed above the character head portrait at the bottom of the screen. The meter will grow and shrink depending on how much meter a character can store. The meter will bend around the halfway mark which is the end of the head icon portrait, so players can tell how much meter they have at a quick glance. Little Mac's KO Meter is shifted slightly up so it half overlaps with the new meter. Players gain meter by dealing damage and getting hit. The formula will be similar to how Cloud gains limit, but players cannot charge Smash Meter. The meter will allow players to perform a smash dash, which is an easier version of Melee's wavedash. The smash dash will allow players to move in small amounts while being able to do any grounded options. A fiery effect will play on the characters feet to fit with this game's aesthetics. Each smash dash will cost a different amount of meter depending on the characters. If a character has enough meter filled, their portrait will glow and they can perform a final smash. This isn't usually full meter, so players can still smash dash while storing a final smash. Final Smashes and the Smash Meter as a whole are both separately togglable in the menu screen. The smash ball item now fills the meter completely rather than just giving final smash. A new item, Smash Pellet, will be a mini smash ball that gives a small amount of meter. This item acts the same as food.

## Other Competitive Changes

There's a few other mechanical changes added to make the game a bit more competitive. The window for dash dancing is greatly increased to make it easier to perform and more useful for competitive play. The rage multiplier, which increases the knockback a person deals after they take damage, is decreased from maximum 1.15x to 1.14x and scaled through the percentage range. This change should keep the idea in tact but be a slightly weaker comeback mechanic. The second stale move in the stale move queue now deals 1x damage, and all damage multipliers are shifted back slightly. This should make moves deal more damage overall and keep kill percents similar to how they were with the higher rage multiplier. Now killing is a little bit more skill based while having a similar KO percent range. Air dodges now have a universal auto cancel window of the first 4 frames they are active. When players tried to ukemi close to the ground, occasionally they would get an airdodge instead and suffer all the landing lag. This should remove this occurrence. Players also now have a chance to ukemi when hit on a wall they were already touching. They do

not get the 8 frames pre-hit window, but they get the full amount of time they are stuck on the wall. When players collide with an edge of a wall, they now get both the full 8 frame window and the time they are on the wall to ukemi.

## **New Online Mode**

The new online mode will work similarly to other ones. For Glory will still exist, but now there's a ranked mode to go along with it. Ranked modes will pair 2 players against each other in a best of 3 match. The first stage will be randomly chosen from all the allowed stages for simplicity's sake, and then the loser gets to choose the next stage. The only stages allowed will be the ones used in the competitive scene. Players will be allowed to opt certain stages as their favorite stages. If the two opponents share a favorite stage, then the game will randomly select between stages that appear on both player's favorite list. The mode will utilize the number ranking system used for ARMS ranking. Players will all start at 1, and will gain points for winning and losing. The highest number is 20, but if too many players start reaching the higher number ranks, Nintendo can increase the maximum number. The game attempts to match people of as close of a number as possible together. There will be an unranked mode accompanying this mode which allows players to play in the same ruleset, but without the pressure of ranking. This also allows players to test out new characters they may not be comfortable with yet. There will also be an unranked 2v2 mode, but no ranked 2v2 mode to accompany it.