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Please read this manual carefully before using this software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please read the content of the  Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

This software can be used with any of the following controllers once they have been paired with the console.



- ◆ You can play with up to eight players. Each player will need his or her own controller.
- ◆ Up to seven Wii U™ Pro Controllers and Wii™ Remote controllers can be paired with the console.
- ◆ To use a GameCube controller, you will need a GameCube™ Controller Adapter for Wii U. One adapter will allow you to connect up to four GameCube controllers, and by using two adapters you can connect a maximum of eight GameCube controllers simultaneously. Connect the GameCube controllers to the adapter, and the player order will be selected in the order Ⓐ is pressed.
- ◆ To use a Nintendo 3DS system as a controller, you will need to have a copy of the Super Smash Bros.™ for Nintendo 3DS game or have the Smash Controller software installed on the Nintendo 3DS system. Up to eight systems can be connected simultaneously  24 .
- ◆ Please make sure you have enough battery power. If you idle or power off during an online battle, it is possible you will receive a penalty.

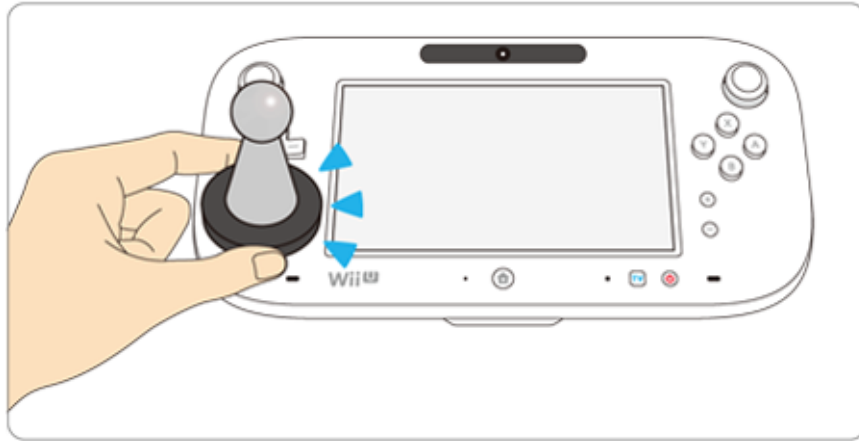
- ◆ Only one Wii U GamePad controller can be used.
- ◆ A Wii Remote™ Plus controller can be used instead of a Wii Remote controller.
- ◆ You can use a Classic Controller™ instead of a Classic Controller Pro™.


Pairing Controllers

From the HOME Menu, select **Controller Settings** to display the screen shown to the right. Select **Pair**, and then follow the on-screen instructions to pair the controller.







- ◆ All controller settings, including those for GameCube controllers and Nintendo 3DS controllers, can be adjusted in Super Smash Bros. Go to Smash → Controls or to Games & More → Options → Controls to change the controls and change the rumble settings.
- ◆ You can pair up to four Wii Remote controllers or Wii U Pro Controllers to the console from Controller Settings. To use more than four, enter 8-Player Smash and press the SYNC Button on your Wii U console and then the SYNC Button on each controller you wish to use.



This game is compatible with **amiibo**. You can use your amiibo™ by touching it to the NFC touchpoint  on the Wii U GamePad.


Your amiibo figures are more than mere decorations. Using near-field communication (NFC), amiibo figures can connect to compatible software and allow you to play with them inside your game. For more information, please visit Nintendo's official website: www.nintendo.com.






- ◆ Only one software's game data can be saved on an amiibo at a time. To create new data on an amiibo that already has other game data, please first delete the existing game data. To delete your game data, go to Wii U Menu →  System Settings and then select amiibo Settings. If amiibo Settings is not displayed, go to  System Settings and select System Update.
- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If you cannot recover corrupted data for the amiibo, go to Wii U Menu →  System Settings → amiibo Settings and reset the data. If amiibo Settings is not displayed, go to  System Settings and select System Update.

Connecting your system to the Internet lets you enjoy the following features:

- Online battles → 18
- Friends and Game Chat → 18
- Spectating and posting replays → 19
- Posting snapshots, Mii Fighters, and custom stages → 19
- Purchasing Virtual Console titles → 23
- Using Miiverse → 26
- Purchasing downloadable content → 27

- ◆ Please note that there is a possibility that your profile will be made public to other players from around the world.
- ◆ See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet.
- ◆ Replays uploaded to YouTube™ can be seen by viewers all over the world.

You can restrict use of the following features by selecting  (Parental Controls) from the Wii U Menu.

Item	Content
Online Interaction in Games	You can restrict battles against players from around the world and the ability to use Game Chat with friends  18 . This also restricts the sharing or receiving of content such as snapshots, replays, and Mii Fighters  19 .
Wii U Shopping Services	Restricts purchase of Virtual Console titles  23 and downloadable content  27 .
Miiverse	Restricts posting on Miiverse™ and viewing other players' Miiverse posts. It is possible to restrict posting only or to restrict both posting and viewing  26 .
Friend Registration	Restricts the registration of new friends.

- ◆ Access to this game (as well as other games) can also be restricted through the **Game Rating** item in Parental Controls.



Mario™, Link™, Kirby™, and a host of other characters break the confines of their own series to battle each other! Through different kinds of attacks, they try to launch each other into the air and off the stage. Battle online to face off against friends and other players from around the world!



Launching Enemies

1. Damage Them

Attack your enemies to increase their damage level. The higher a fighter's damage, the farther he or she will be launched when hit.



2. Hit Them with Smash Attacks

Use powerful smash attacks to send opponents flying out of the battlefield.





Recovering

Even if you've been launched away from the stage, you can use your jumps and other moves to try to return. Never give up!





When you first start the game, you will be asked to set up SpotPass™ settings.



Main Menu

Choose a play mode or another option.



Smash

Choose a fighter and a stage, and then battle it out in Smash! Fight with up to eight players in 8-Player Smash, or play with special rules in Special Smash → 17 .

Online

Connect to the Internet to fight in online multiplayer battles → 18 or spectate the battles of others → 19 .

Smash Tour

Spin the wheel and move across the board, fighting to power up your fighters, and then face off in a final battle → 20 .

Games & More	A collection of different modes. Here you can play Classic mode, hone your skills in the Stadium, power up your amiibo figures, customize your fighters, create your own stages, and more. See → 21 , → 22 , → 23 , and → 25 .
Challenges	You'll receive rewards (such as trophies and custom moves) for meeting certain conditions while playing the game.
3DS	Connect to Super Smash Bros. for Nintendo 3DS to use your Nintendo 3DS system as a controller and exchange custom fighters between your Nintendo 3DS system and Wii U console → 24 .
Manual	View the game's electronic manual.

Notices & eShop

Select Notices & eShop to see notifications. On the Notifications screen, you can also go to Nintendo eShop, where you can buy downloadable content [→ 27](#) .

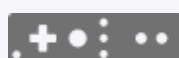


Navigating Menus

When using the Wii U GamePad, move between options with / and press to select them. Press to cancel.

- ◆ You can also navigate menus in the same way using a Wii U Pro Controller or a Wii Remote with a Classic Controller Pro.

Navigating Menus with Other Controllers



Choose a field



Make a selection



Cancel



Navigating Menus with a Nintendo 3DS System

Select 3DS from the main menu to use a system in the Nintendo 3DS family as a controller in Smash mode. For information on the controls, please refer to the electronic manual for Super Smash Bros. for Nintendo 3DS.






Saving Data

Any progress you make or settings you change will be saved whenever you end a battle or adjust the settings.

- ◆ Save data is shared for all users. Some functions, like Online mode, are saved separately per user. Please make sure you select the correct Mii™ character when starting your Wii U console.



Deleting Data

From the Wii U Menu, go to  System Settings and select Data Management to delete your data.

- ◆ Deleted data cannot be recovered, so be careful.








These controls are for the Wii U GamePad.

- ◆ The controls for the Wii U Pro Controller and the Wii Remote with a Classic Controller Pro are the same as those for the GamePad. For information on other controllers, see [12](#) and [13](#).


Walking

Use  to walk. Your speed will change depending on how much you tilt it to the left or right.


Dashing

Quickly tap  left or right to dash. You will continue dashing until you release .

Crouching







Tilt  down to crouch and reduce the amount of knockback that results from enemy attacks.

Dropping through Platforms

Quickly tap  down to drop through platforms.

- ◆ Not all platforms can be dropped or jumped through.

Jumps and Midair Jumps

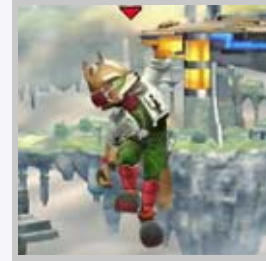
Jump by tapping  up or by pressing  or . You can then jump while in midair by tapping  up or tapping  or  again.

Footstool Jump

When above enemies, pressing (X) or (Y) or flicking up on (L) will let you use them as a footstool to jump even higher.

Grabbing Edges

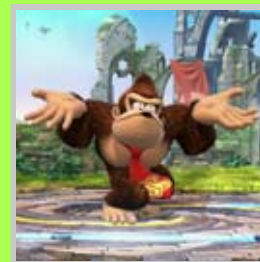
If you get close enough to an edge, your character will grab on to it. Pressing left or right, jumping, or pressing the attack or shield button will let you climb up off the edge in a variety of ways.



- ◆ Some fighters have special moves or tools to grab on to edges.

Taunting

Press + to make your character taunt. You can trigger different taunts depending on the direction you press.



- ◆ Taunting leaves you exposed to enemy attacks, so taunt wisely.





Standard Attacks

Press **A** to perform a standard attack. Press **A** repeatedly to perform a series of attacks. With some fighters, you can hold **A** to attack continuously until you hit an opponent. You'll then automatically unleash a series of standard attacks.

Strong Attacks

Tilt **L** and press **A** to perform a strong attack. Different attacks will be launched depending on the direction you tilt **L**.

Smash Attacks

Either tap **L** and press **A** at the same time or just tilt **R** to deliver a smash attack and launch your enemy. The attack will change depending on the direction you flick **R/L**.

Charge Smash

To charge up power, either tap **L** and press and hold **A** at the same time or just tilt and hold **R**. Then release **A/R** to deliver a powered-up smash attack.

Dash Attacks

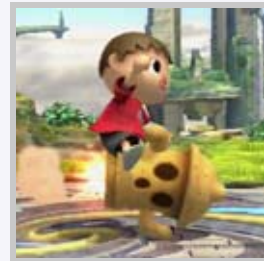
Press **A** while dashing.

Air Attacks

Press **A** while airborne to perform air attacks.
Tilting **L** in a direction and pressing **A** will trigger different moves.

Special Moves

Press **B** to do a special move. You can perform other moves and attacks by tilting **L** and pressing **B**.



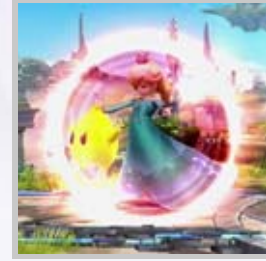
Final Smashes

Break a Smash Ball
→ 16 and then press
B to unleash your
character's unique Final
Smash.





You can press / to deploy your shield and guard against enemy attacks.



- ◆ Your shield will shrink over time or if it takes damage. If your shield breaks, you'll be stunned and unable to do anything for a short time.

Dodging

When shielding, tap left, right, or down to dodge in that direction.



- ◆ Press / to dodge in midair.

Grabbing/Throwing

Grab opponents either by pressing / or by pressing while shielding. After grabbing enemies, use to throw them or to attack them while they are in your grip.





Controls for the GameCube controller, Wii Remote controller, and Wii Remote controller + Nunchuk.

◆  indicates a quick flicking motion.



Walk



Dash



A (press twice)



Crouch



Drop through platforms



A (press quickly)



Jump / Midair jump / Footstool jump



Grab edges



(while in midair and facing the edge)

A (while in midair and facing the edge)



(while in midair and facing the edge)

Taunt



Ⓐ/⬆+Ⓐ

①/②/① + ②

DK



Standard attacks

A

②

A

Strong attacks



+ ②



Smash attacks



① + ② / + +
② (press
simulta-
neously)



Dash attacks

A (while
dashing)② (while
dashing)A (while
dashing)

Air attacks

A / + A
(in midair)② / + ② (in
midair)A / + A
(in midair)

Special moves



① / + ①



Final Smashes

B

①

B

Shield


 / 



 / 

Dodge

 (while
shielding)

 (while
shielding)

 (while
shielding)

Grab/throw



 /  + 

 /  + 





Choose Your Fighters

When the character-selection screen is displayed, press a button on your controller to join and then place your token (P1) on the fighter you want to use.

- ◆ Player numbers will be determined by the order in which you join.

Character-Selection Screen

Use the options below to change the match settings. When you're ready, press ⊕ to proceed to the next screen.

- ◆ Press and hold Ⓑ until the gauge is full to return to the previous screen. You can also select ↶ and press and hold Ⓐ to go back.
- ◆ Available settings will change depending on the game mode you've selected.



1 Battle format

You can choose to have a free-for-all Smash battle or split the fighters into two or three teams (or four teams in 8-Player Smash) for a team battle.


- ◆ Select the flag located on the upper left of the character to select your team in team battles.

2 Rule changes

You can adjust the rules for the battle, such as the time limit and item-spawn settings.

- ◆ Selecting ◀ or ▶ will change the time limit when playing a timed battle or coin battle or the stock amount (number of lives) when playing a stock battle.

3 Custom fighters

Turn this setting on to use characters made in Custom mode  22 .

4 Fighters

Move the cursor over your fighter and press Ⓐ to change his or her appearance.

- ◆ You can also use Ⓔ/Ⓡ or ⓧ/Ⓨ to change his or her appearance.

5 Players / CPU players

For each fighter, you can switch between a player and a CPU player. You can also set the difficulty level of CPU fighters.



6 Name entry/selection

You can enter a player name or select one that has already been entered. When using a player name, your records and control settings will be automatically saved.



Choose a Stage

Once a stage is selected, the battle will begin.



- ◆ Some modes will not display a stage-selection screen.
- ◆ You can switch between Normal and Custom with /. Selecting Custom will allow you to choose from any original stages you've created.

Ω Form Stages and Music Selection

Press  before selecting a stage to change to its Ω Form. The stage will be completely flat in this form, like the Final Destination stage, and any environmental obstacles will be removed. Press  and select a stage to change the music that is more likely to play on that stage.



15 Basic Rules



The goal of battle is to knock your opponents off of the stage. Attack enemy fighters to increase their damage, and then land a smash attack to launch them!



Battle Screen



1

Remaining time

2

Name

3

Total damage

Global Smash Power

Global Smash Power (GSP) is a value displayed in various modes, such as Classic and Stadium. It represents the number of players worldwide you place higher than in terms of skill.



- ◆ For example, if your GSP is 147,200, you rank higher than 147,199 people worldwide.
- ◆ This number is calculated by sending and receiving ranking information via the Internet. If you have not connected to the Internet at least once after purchasing this software, Global Smash Power will not be displayed.

Pause

Press ⊕ to temporarily pause the game, allowing you to take snapshots or end a battle.



- ◆ You can save snapshots you have taken to an SD card.



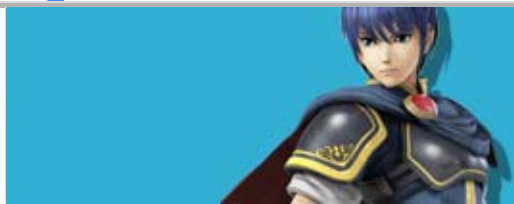
Results

After the battle, a results screen will be displayed. Depending on the game mode you selected, you may also receive some gold.

Gold

Gold can be used to purchase in-game trophies, among other things.





Press **A** to pick up nearby items. Press **A** again to use the item, or press **ZL/ZR** to discard it. Throw the item by tilting **L** and pressing **ZL** or **ZR** at the same time.

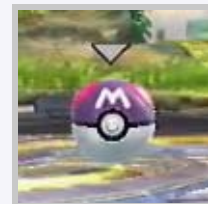


Item Information

The effects of some items become clear simply by touching them or picking them up, while other items require you to hit an enemy or wait awhile. It all depends on the item.

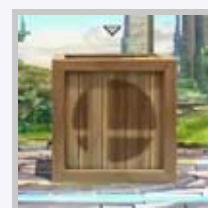
Master Ball (Helping)

Throw one of these to summon a Legendary or hard-to-find Pokémon to assist you.

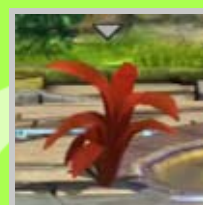


Container (Carrying)

Attack or throw a container to break it open and reveal the items inside.



You can also get items by pulling up grass.



Fairy Bottle (Recovery)

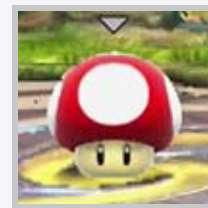
If you get one of these when your damage is at least 100, it will remove 100 points of damage. If you have less than 100, you can still throw the item at enemies.



- ◆ If your enemy has at least 100 damage, the item will heal that enemy when it hits.

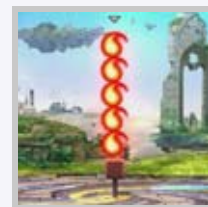
Super Mushroom (Transforming)

Touching this item will make a fighter bigger and more powerful.



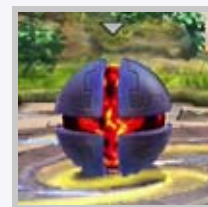
Fire Bar (Battering)

Hitting enemies with this weapon will light them on fire and damage them. Landing blows with it will gradually decrease the number of fireballs.



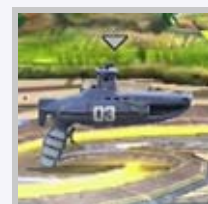
X Bomb (Throwing)

When this item explodes, it emits long lines of fire in the shape of an X and pierces all terrain.



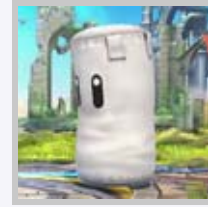
Steel Diver (Shooting)

Fires small torpedoes.



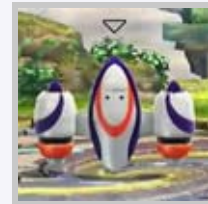
Sandbag (Punching)

Attacking Sandbag will cause items to fall out.



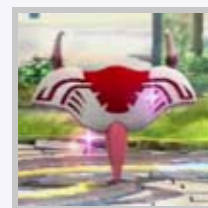
Rocket Belt (Gear)

While in the air, hold Ⓒ up, or hold ⓧ or Ⓨ, to fly upward on bursts from the belt's jets.



Dragoon Parts (Combining)

Gather all three parts to complete the legendary Dragoon.



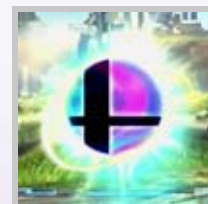
Blast Box (Exploding)

Light it on fire or hit it with a strong attack to cause an explosion.



Smash Ball (Final Smash)

Use attacks to break open the ball, and then press Ⓑ to launch your Final Smash.



◆ There are many other items besides these!



17 Smash



Select the stage and rules, and play against CPUs or friends.

Smash

Battle with one to four players.

8-Player Smash

Battle with up to eight players at the same time.

Special Smash

Battle with special rules that you decide.



Rules

Adjust the battle rules, item-spawn settings, and more.

Controls

Change the control configurations and rumble settings for each name saved.



18 Online (Battle)



The first time you enter the Online menu, you can select whether or not to upload your replay data to Spectator mode.

◆ You can change these settings in Internet Options.



Battling

Connect to the Internet and play against players located around the world. Battles can have up to four players. From the Online menu, select either With Friends or With Anyone.

◆ To battle against friends in With Friends mode, you must have registered each other as friends.

With Friends

Battle with friends. You can start a new game and wait for other players or select a friend's game that has space available.



Hosting a Game


1. Select New Game.
2. Set the rules and choose your fighter, and then press (+).
3. Select a stage.
4. Practice while you wait for other players. Once there are at least two participants, press (L) and (R) when you're ready to start the battle.

Joining a Game

1. Select the game you want to join.
2. Select your character and press ⊕.
3. Select the stage you want to play.
4. Practice while you wait.

Game Chat and Taunt Messages

Before and after battles, you can use Game Chat to speak to friends in the same room as you. By taunting during a battle, you can display short messages for your friends to see.

- ◆ You can change your taunt messages via Internet Options  19 .
- ◆ Please be respectful of others when you use Game Chat or taunt messages.

With Anyone

Follow the steps below to battle against other players from around the world.

1. Choose between For Fun, where you can enjoy a more laid-back battle, and For Glory, where you fight with all your might.

For Fun	Battle on a randomly selected stage (excluding Final Destination). Only your number of wins will be recorded. The win records can be seen in Vault → Records → Stats.
For Glory	Battle on a randomly selected stage in Ω Form. All of your stats will be recorded, including both wins and losses.

2. Choose between Smash and Team Smash in For Fun. Choose between Smash, Team Smash, or 1-on-1 in For Glory.

◆ After choosing Team Smash, select One Player to pair up with another player from around the world for the battle. Selecting Two Players will allow two players to use the same console to pair up as a team and do battle.

3. Wait for the other players to join. When they have, the match will begin.

Profile

By pressing (X) on the results screen after a battle, you can view the profiles of players you've battled.

◆ You can set up your profile by going to Games & More → Options → Internet Options → Profile.

Reporting and Blocking Users

When viewing other players' profiles, you can choose to block them or report them for bad behavior.

- ◆ Baseless reporting of other players may result in the reporting player's suspension from online matches.
- ◆ If you would like to remove players from your list of blocked players, go to Settings in the friend list on the Wii U Menu and then select View Blocked Users.

About Online Restrictions

Idling, quitting during a battle, continually self-destructing, or attacking one person excessively may result in your being restricted from playing online battles for a while.





Spectate

From here you can watch other players' online matches and view other players' replays.

Spectate	Watch replays, or bet gold on other players' online battles.
World Status	View worldwide stats, and see how many people are playing online.
Replay Channel	View replays of matches played with a specific fighter.

Share

Share snapshots, replays, Mii Fighters, and custom stages with players all over the world, or send them to your friends.

View

Download snapshots, replays, Mii Fighters, and stages that other players have posted. These can be viewed in the Vault or used in battles.

- ◆ Downloaded snapshots will be saved to your SD card.
- ◆ Data that another user on the console downloaded to the SD card or received via a Nintendo 3DS connection will not be displayed.

Send

Post your own snapshots, replays, Mii Fighters, and custom stages for others to download. When you post a snapshot or a stage, it will also be posted to Miiverse at the same time.

- ◆ In order to receive content that your friends send to you, select Games & More → Options → Internet Options and set Data from Friends to On.
- ◆ Data posted to the server will be deleted after 30 days.
- ◆ If data is deemed to be unsuitable, it will be deleted immediately.
- ◆ Photos and replays of downloaded stages cannot be shared via Share.
- ◆ Data created by other users cannot be posted or sent to friends via Share.

Uploading Replays to YouTube

You can make replays available to watch on YouTube.

- ◆ You need a Google account to upload content to YouTube.



Online Events

From here you can take part in tournaments and conquests.

Tournaments

Search for tournaments to compete in or create your own tournament.

Search

You can either enter a Tournament ID or search for tournaments based on their rules.

You can also look at what players on your friend list are doing and enter tournaments they're already taking part in.

- ◆ You can take part in up to four tournaments at once.
- ◆ If you forfeit a tournament in progress, you will not be able to enter the same tournament again.

Create

Create and customize your own tournament by changing its name, duration, number of participants, and other options. You cannot change these options after creating the tournament, but you can delete the tournament.

- ◆ You can host up to two tournaments at once.
- ◆ You must have set up Miiverse before you can create a tournament.

Regular Tournaments

Take part in ready-made tournaments which are automatically generated.

- ◆ Withdrawing from regular tournaments before they begin incurs no penalties. However, withdrawing a minute or less before the start time counts as a forfeit, and you will be temporarily restricted from online battles.

Conquest

An event where up to three teams battle it out! You can contribute and compete for points. Select Conquest to see which team is winning as well as other information.

- ◆ You can only play this mode when a Conquest event is available.

How to Play Conquest

When playing With Anyone matches as one of the fighters featured in the current Conquest event, you'll contribute points to that fighter's team. The team that gets the most points while the event is running is the winner. If the team you contributed the most points to wins, you get a reward!

- ◆ After participating in a Conquest battle, you'll have to wait awhile before you can try to contribute again.

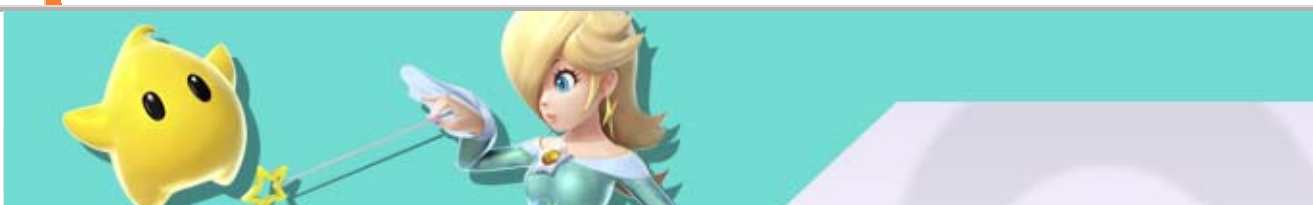


Internet Options

Change SpotPass settings, whether or not to upload your replays, and more. You can also update your online profile.



20 Smash Tour



Spin the wheel and proceed through the board, increasing your stats and fighting battles to try to win fighters, and then face off in a final confrontation using the fighters you've gathered.

Setup

Before playing, you can set up options such as the board you'll play on and the number of turns you'll play for.



Board Map



1 Your lineup of fighters

2 Current stats

3 Tour Items

Battles

If you run into other Mii characters or land on a Battle Space, you will fight in a battle. Use the fighters collected around the board game, and then Smash it out!

◆ Battle Spaces only appear on the Big map.

Events

Depending on the character that appears on the map, an event will occur.



Standings

After the set number of turns, everyone's current standings will be displayed, so you can see how strong everyone's fighters have become. After this, the final battle will begin.





Solo

Play by yourself in modes like Classic and All-Star.

Classic

Cut a path through a series of CPU fighters to earn gold and prizes. Win the tournament and come out on top!

Intensity

Choose the amount of gold to bet and change the intensity. The higher the intensity, the greater the reward. However, the opponents will become stronger as well.



Special Orders

In this mode, you accept a challenge involving particular opponents or a particular reward.

Master Orders

Pay gold to receive an order and try to complete it. If you are successful, you'll receive a reward.

Crazy Orders

Use special Crazy Orders Passes (obtained in other game modes) or spend gold to enter, and try to complete the challenges to build up your reward. To keep the whole reward, you'll have to beat Crazy Hand in a boss battle. If you lose before then, you'll lose some of the reward.

Events

Attempt various missions. As you complete the missions, you'll unlock more.

All-Star

Battle against a full lineup of CPU fighters. Your damage won't reset between battles, so make good use of the healing items provided in the rest area!

Stadium

Play Target Blast, Multi-Man Smash, or Home-Run Contest.

Training

Hone your Smash skills.



Group

Play Classic, Events, and All-Star with two players, or play Stadium mode with up to four players.





Custom

Create Mii Fighters and customize characters by changing their special moves and equipment.

Create a Mii Fighter

Register Mii characters you've made in Mii Maker™ as Mii Fighters. Once you've chosen your fighter, you can customize your Mii Fighter's fighting style and gear.

- ◆ Even if the Mii character used to create the Mii Fighter is deleted from Mii Maker, the Mii Fighter will not be deleted.



Stage Builder

Create your own stage using terrain and obstacles of your choosing. You can use your stages in Smash battles.

- ◆ This mode is controlled using the Wii U GamePad. Other controllers cannot be used.

Building Stages

Draw lines on the GamePad to create platforms. By touching other tools, you can lay out various hazards and stage features or delete platforms or objects you've already placed.

The Screen



1 Tools

2 Weight

This bar will go down as you add to the stage.
When it runs out, you won't be able to place
anything else.





Vault

View your trophies, replays, and more.

Trophies


View the trophies you've collected, or play Trophy Rush to try to get more!

Replays

Watch your saved replays.

Album

View your saved snapshots.

- ◆ Snapshots will be saved to your SD card. If you edit the SD card data on a PC or other devices, press  while selecting Album in the Vault to update your Album-management data. Please be aware that if there are a lot of photos saved, this could take some time.

Movies

View the videos related to Super Smash Bros. for Wii U that you've unlocked.

Sounds

Listen to voice clips and music.

Records

View stats and records of your battles so far.

Tips

View hints and trivia about the game.

Masterpieces

Play short snippets of the classic games the fighters are drawn from. You can also select Nintendo eShop to connect to eShop and purchase the original versions of the games through Virtual Console.

- ◆ You cannot use the Wii Remote + Nunchuk or GameCube controller to play these games. Also, the Wii Remote cannot be used with Super Nintendo Entertainment System™ software.



Options

Change the controls, the rumble feature, the sound settings, and which songs will play more frequently on the menu and stages. You can also edit your short messages and online profiles in Internet Options.





Connecting to Nintendo 3DS

If you have a system in the Nintendo 3DS family and Super Smash Bros. for Nintendo 3DS, you can use your system as a controller for this game and copy customized characters between the two games. When using the Smash Controller software, you can use the Nintendo 3DS system as a controller on Wii U even if you don't have a copy of Super Smash Bros. for Nintendo 3DS.

- ◆ The Smash Controller software cannot copy customized characters.
- ◆ For information on how to use the Smash Controller software, please see the Smash Controller electronic manual.

Requirements

- One Wii U console
- Super Smash Bros. for Wii U
- One Nintendo 3DS system (max of eight systems)
- Super Smash Bros. for Nintendo 3DS or the Smash Controller software for each system you want to connect



How to Connect

On Your Wii U Console

1. Select the 3DS option on the main menu.
2. Wait for a connection to be established with a system in the Nintendo 3DS family.
3. To use the system as a controller, select Smash. To send and receive characters, select the connected system.



Connected systems

Controls for Nintendo 3DS

1. On the HOME Menu, select Super Smash Bros. for Nintendo 3DS.
2. Select Wii U on the main menu, and then press (A).
3. Press (A) to search for a Wii U console, and then select the Wii U console you want to connect to.





If you use an amiibo, the data saved on it can appear in battles as an FP (figure player). FPs can stand against you as rivals or fight by your side as partners.

◆ You cannot control FPs.

Connecting to Super Smash Bros. for Nintendo 3DS

You can share amiibo data between both versions of Super Smash Bros. That means that an amiibo trained on Super Smash Bros. for Wii U can be used with the Nintendo 3DS version, and vice versa.

About amiibo

As amiibo battle, they will level up, slowly becoming stronger. They will learn by fighting enemies, and you can feed them equipment to give them new abilities, allowing every amiibo to grow into a unique fighter.



What to Do First

Select amiibo in Games & More, and then touch your amiibo figure to the NFC touchpoint to set the owner's Mii and amiibo figure's nickname, and then select a character's color.

◆ You do not have to perform first-time setup if you've already used the amiibo in the Nintendo 3DS version.



Things You Can Do with amiibo

Make Them Fight as FPs

You can choose to have an amiibo play as either your ally or your opponent by changing the FP's team while on the Team Smash battle character-selection screen.

- ◆ By touching several amiibo to the NFC touchpoint, you can make your amiibo fight each other.

Customize Them

Go to Games & More → amiibo, and then place your amiibo on the NFC touchpoint. You can change its special moves, and you can feed it items to boost its attack, defense, and speed stats.

- ◆ The equipment you feed your amiibo will increase or decrease stats depending on the stats of the equipment.



Saving and Resetting amiibo Data

Saving Data

You can save a nickname, the owner's Mii, gifts, and character data to your amiibo. The data will be saved when you place the amiibo on the GamePad controller's NFC touchpoint. At different points in the game, your amiibo figure's data will update with specific types of changes.




When Returning to the Character-Selection Screen

- Stats that have improved through leveling up
- New fighting techniques learned
- Gifts acquired

When Returning to the amiibo Menu

- Changes to stats
- Changes to the amiibo figure's special moves
- Changes to nicknames

Resetting Your amiibo



This returns the amiibo to the state it was in before you trained it. Go to Games & More → amiibo, and then press  +  +  to display the amiibo figure reset screen. You can then reset the amiibo figure's level and memories by touching the amiibo figure to the GamePad controller's NFC touchpoint.

- ◆ This will not reset the amiibo figure's nickname, the owner's Mii, or the character's color.
- ◆ When resetting data, please make sure you have verified what data is going to be deleted. Once it has been reset, it cannot be recovered.

DK



By posting to Miiverse, you can share snapshots you've taken and your feelings about the game with players around the world.

- ◆ For more information about Miiverse, refer to the Miiverse section of the Wii U Electronic Manual. To display the Wii U Electronic Manual, press  while on the Wii U Menu to go to the HOME Menu and then touch .



Posting

Snapshots and Stages


To post a snapshot or add a comment, select Online and then Share or go to the Vault menu and select Album. You can post stages via Stage Builder in the Games & More menu.



Paint

Use the Wii U GamePad to paint on your snapshots.

Posting to the Miiverse Stage

Go into Internet Options  19 to enable the posting of supportive comments for the winning character in the Miiverse stage. These comments will be uploaded to the character's own community on Miiverse. Even if this option isn't turned on, you can go directly to the character's community on Miiverse and post there.





Purchasing Downloadable Content

Connect to the Internet to be able to purchase downloadable content.

Wii U and Wii U & 3DS

Downloadable content is divided into two types: content for use on Wii U only, and content for Wii U that also includes a download code for the Nintendo 3DS version of the content.

- ◆ After purchasing downloadable content from the Wii U & 3DS category in Nintendo eShop for Wii U, you can find the Nintendo 3DS download code in the Account Activity section. You can then enter the download code in the DLC Shop in the Nintendo 3DS version.
- ◆ If you have purchased downloadable content from the 3DS & Wii U category in the DLC Shop in the Nintendo 3DS version, you can find the download code in the Account Activity section of Nintendo eShop for Nintendo 3DS. You can then enter the download code in the Wii U version of Nintendo eShop.

How to Purchase

You can start Nintendo eShop by selecting Notices & eShop → Nintendo eShop from the main menu. Follow the on-screen instructions after reading the Acquiring Downloadable Content and Passes page of the Nintendo eShop manual. Please restart the software after purchasing and downloading the content.

- ◆ To view the Nintendo eShop electronic manual, select **My Menu** in the menu bar while in Nintendo eShop. Then select **Help** in the upper-right corner, and choose **eShop Manual**.

Adding Funds to Your Account

You must have sufficient funds in your Nintendo eShop account to cover the purchase price of the DLC. If you do not have enough funds in your account, select **Add Funds** when prompted to add funds to your account.

A Nintendo eShop Card or credit card is needed to add funds to your account.

- ◆ You can store your credit-card information, which lets you add funds to your account by simply entering the password you established when you first entered the credit-card information.
- ◆ You can delete the credit-card information at any time by accessing **Review Credit-Card Information** in **My Menu** in Nintendo eShop.



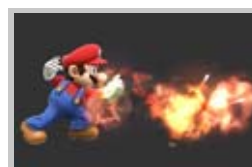


Mario™

Fireball

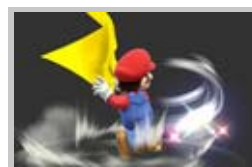
(B)

Throw a fireball that bounces along the ground.

**Cape**

←(L)→+ (B)

Whip out a cape to spin opponents around and reflect projectiles.

**Super Jump Punch**

↑(L)+ (B)

A rising punch that hits repeatedly.

**F.L.U.D.D.**

↓(L)+ (B)

Blast opponents with water. Can be charged.





Giant Punch

(B)

A mighty punch. Press the button once to wind up and then again to unleash it.



Headbutt

←(L)→ + (B)

Hits downward in front of you and buries opponents who are on the ground.



Spinning Kong

↑(L) + (B)

A whirlwind of punches. You can move left and right while spinning.

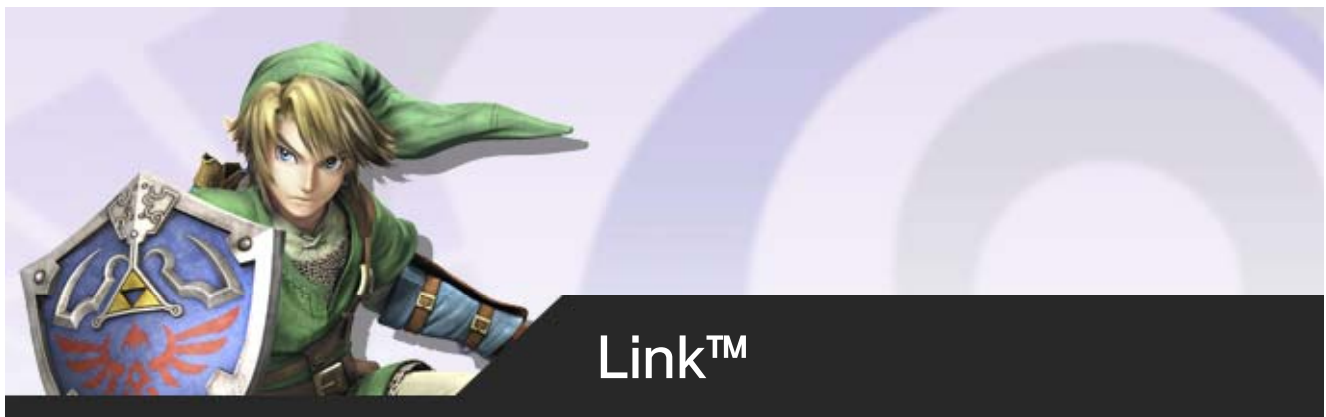


Hand Slap

↓(L) + (B)

Slap the ground to cause shock waves that send opponents into the air.





Link™

Hero's Bow

(B)

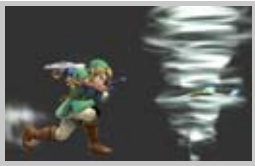
Fire an arrow. The longer you hold the button, the stronger the shot.



Gale Boomerang

↔ (L) + (B)

Deals damage on its way out, and can pull opponents toward you on its way back.



Spin Attack

↑ (L) + (B)

Strike opponents while spinning. Acts as a jump if used in midair.

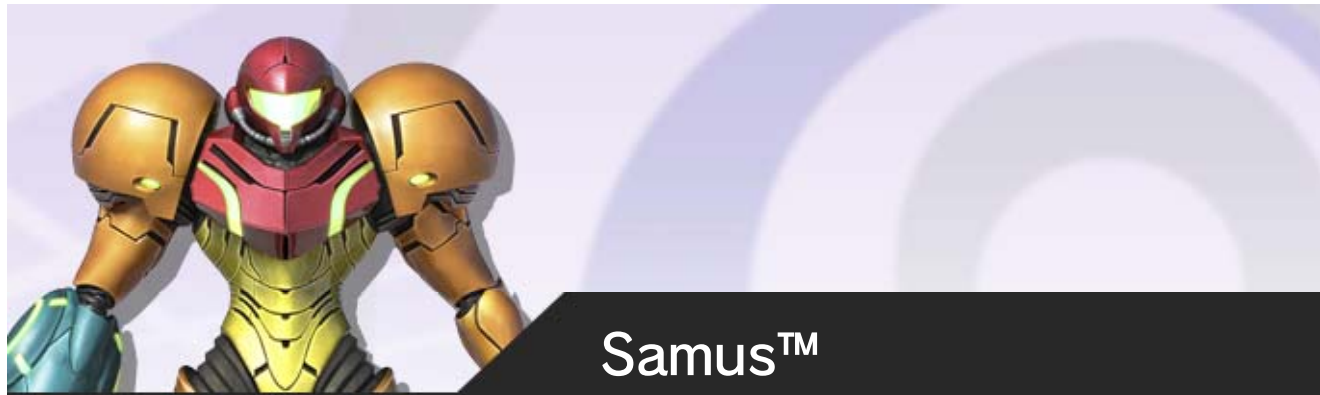


Bomb

↓ (L) + (B)

Pull out a throwable bomb that explodes on impact or when the fuse runs out.





Samus™

Charge Shot

(B)

An energy blast that shoots straight ahead. Can be charged and stored for later.



Missile

↔ (L) + (B)

Launch a homing missile. Perform this like a smash attack to launch a Super Missile.



Screw Attack

↑ (L) + (B)

Spin into the air. Any opponents caught by the move get hit several times.



Bomb

↓ (L) + (B)

Drop a bomb in Morph Ball form. You'll fly upward if you're hit by the explosion.





Yoshi™

Egg Lay

(B)

Grab opponents with your tongue, swallow them, and turn them into eggs.

**Egg Roll**

←(L)→+(B)

Turn into an egg and roll into enemies. You can jump once while in the egg.

**Egg Throw**

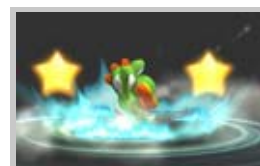
↑(L)+(B)

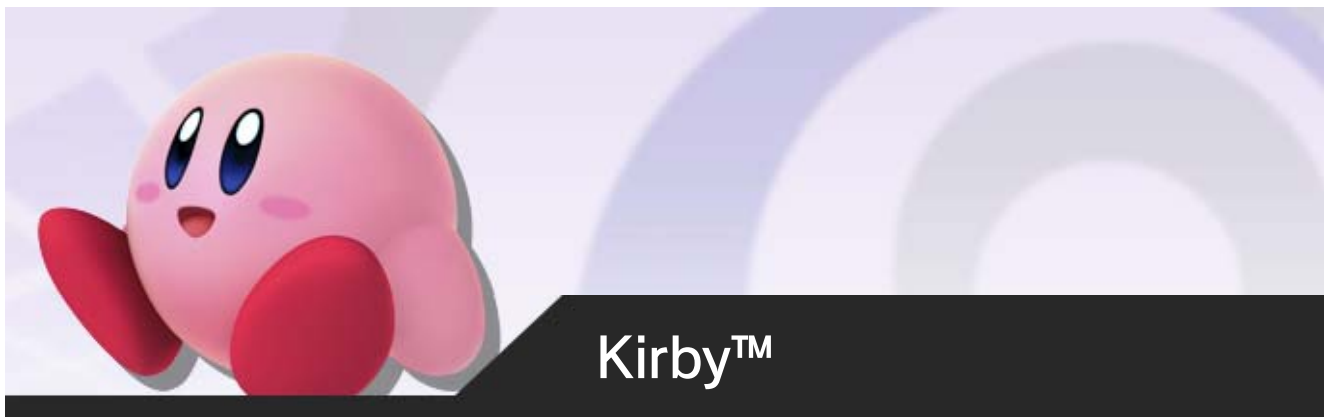
Lob an egg. You can set the angle of the throw by pressing the desired direction while pressing the button.

**Yoshi Bomb**

↓(L)+(B)

Jump up quickly and slam to the ground, shooting stars out left and right.

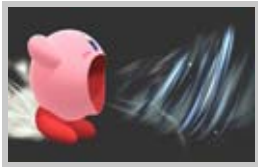




Inhale

(B)

Inhale opponents. You can then copy one of their abilities or spit them out as stars.



Hammer Flip

↔ (L) + (B)

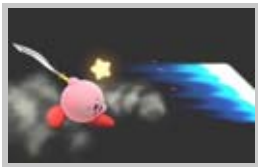
A powerful hammer attack that can launch foes. Dangerous when fully charged.



Final Cutter

↑ (L) + (B)

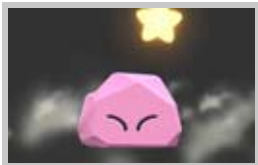
Jump high into the air, striking on the way up and down. Creates a shock wave when landing.



Stone

↓ (L) + (B)

Turn into a heavy object and plummet. You'll take no damage while transformed.





Blaster

(B)

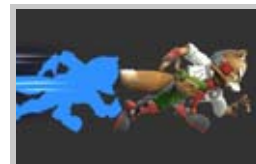
Rapid-fire laser that deals damage but doesn't knock opponents back.



Fox Illusion

↔ (L) + (B)

Dash through opponents at great speed to knock them into the air.



Fire Fox

↑ (L) + (B)

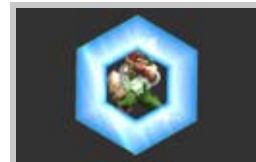
Engulf yourself in flames and rocket skyward. You can change the direction while charging.

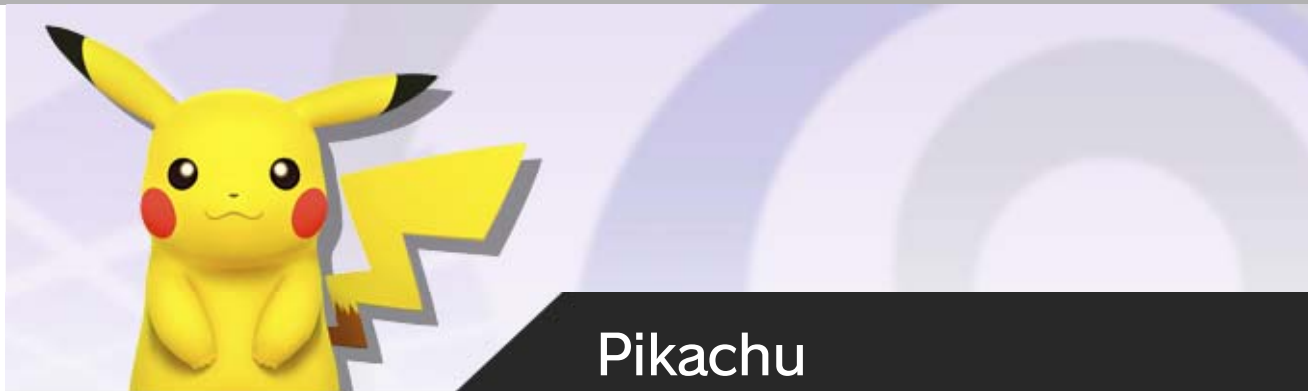


Reflector

↓ (L) + (B)

A shield that reflects projectiles, upping their speed and power.



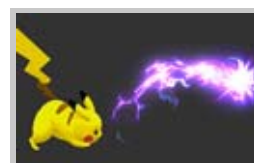


Pikachu

Thunder Jolt

(B)

Send a ball of electricity bouncing along the stage.



Skull Bash

←(L)→+(B)

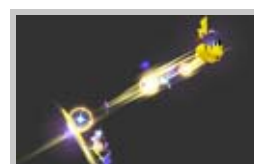
A flying headbutt that can be charged up.



Quick Attack

↑(L)→+(B)

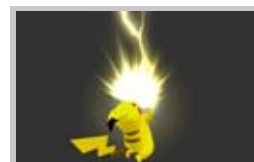
A fast attack in any direction. Change direction midmove to move a second time.

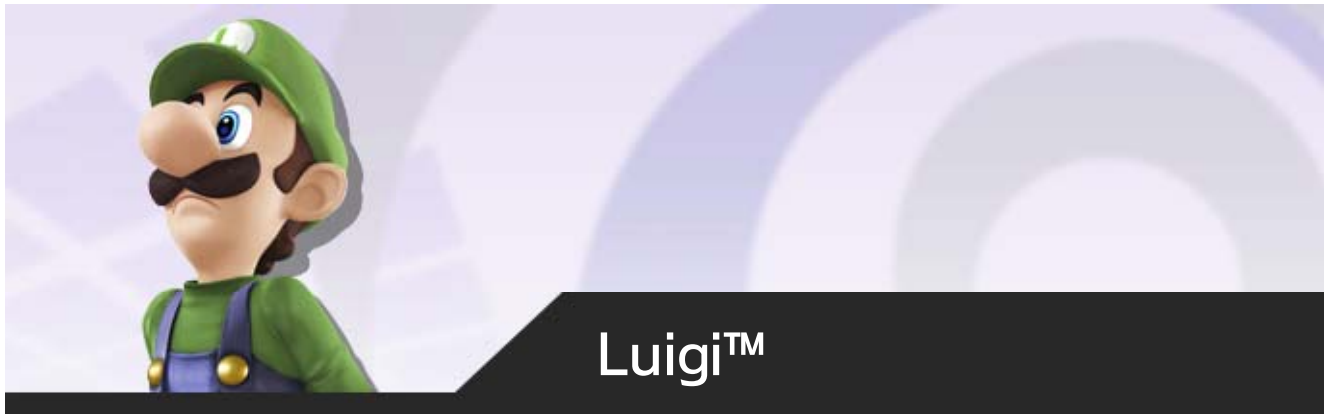






Thunder

↓(L)→+(B)

A lightning strike that deals more damage to opponents if the bolt hits you.





Fireball	(B)
Throw a fireball straight ahead. It will bounce if it hits a wall or the ground.	
Green Missile	←(L)→+(B)
A sideways dive that can be charged. It's Luigi, so this move can backfire.	
Super Jump Punch	↑(L)+(B)
Punch up through the air. Stronger at the start of the move.	
Luigi Cyclone	(L)↓+(B)
A spinning attack that can be moved sideways. Tap the button quickly to rise.	

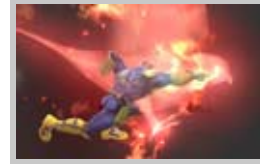


Captain Falcon

Falcon Punch

(B)

Charge up for a moment, and then strike. The direction can be changed at the beginning of the attack.



Raptor Boost

↔ (L) + (B)

Dash forward and uppercut when you reach an opponent.



Falcon Dive

↑ (L) + (B)

Jump up and grab foes. If you connect with your prey, you'll explode off of them.



Falcon Kick

↓ (L) + (B)

On the ground, you'll do a flying sideways kick. In the air, you'll kick diagonally downward.





Ness

PK Flash

(B)

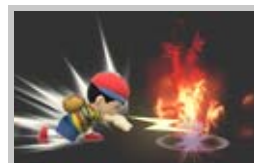
Release an explosive charge that floats through the air, detonating when you let go of the button.



PK Fire

←(L)→+(B)

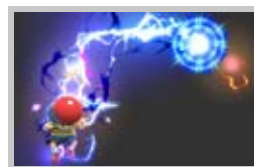
Shoot a small lightning bolt that erupts into a flame pillar when it hits an opponent.



PK Thunder

↑(L)+(B)

Shoot a steerable ball of lightning. Hit yourself with it to launch a head-on assault.



PSI Magnet

↓(L)+(B)

Absorb energy-based projectiles to heal damage you've taken.



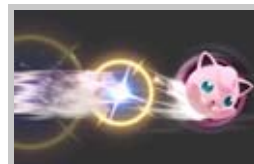


Jigglypuff

Rollout

(B)

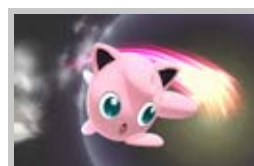
A rolling attack that travels across the stage. Charge it up to achieve incredible speeds.



Pound

↔(L)↔ + (B)

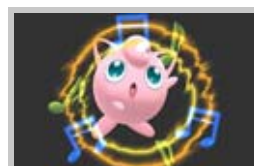
A simple punch that sends the enemy flying upward into the air.



Sing

↑(L) + (B)

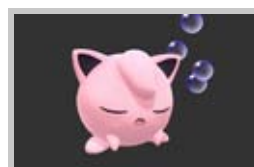
A soothing song that causes extreme drowsiness in anyone who gets close enough to hear it.



Rest

↓(L) + (B)

A well-earned nap. Use it when touching a foe to unleash its hidden power.



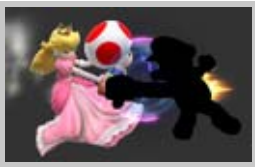


Peach™

Toad

(B)

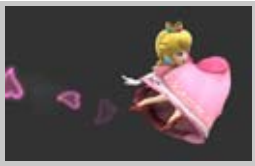
Use Toad™ as an unwilling shield. If he gets hit, he spreads spores.



Peach Bomber

↔(L)↔ + (B)

Jump sideways and deliver a powerful hip bash.



Peach Parasol

↑(L) + (B)

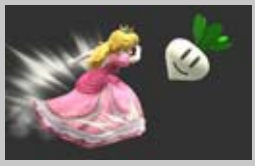
Jump high into the air and open your parasol. Keep it open to slowly float down.



Vegetable

↓(L) + (B)

Pluck a veggie if on the ground. The veggie's power depends on its mood.



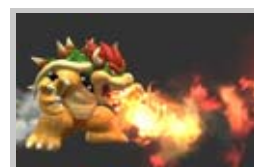


Bowser™

Fire Breath

(B)

Breathe fire. Power decreases if used too much. You can control the angle a little bit.

**Flying Slam**

←(L)→+(B)

Grab opponents, jump into the air, and slam them to the ground.

**Whirling Fortress**

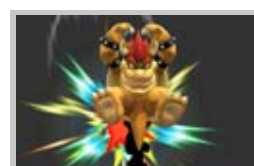
↑(L)+(B)

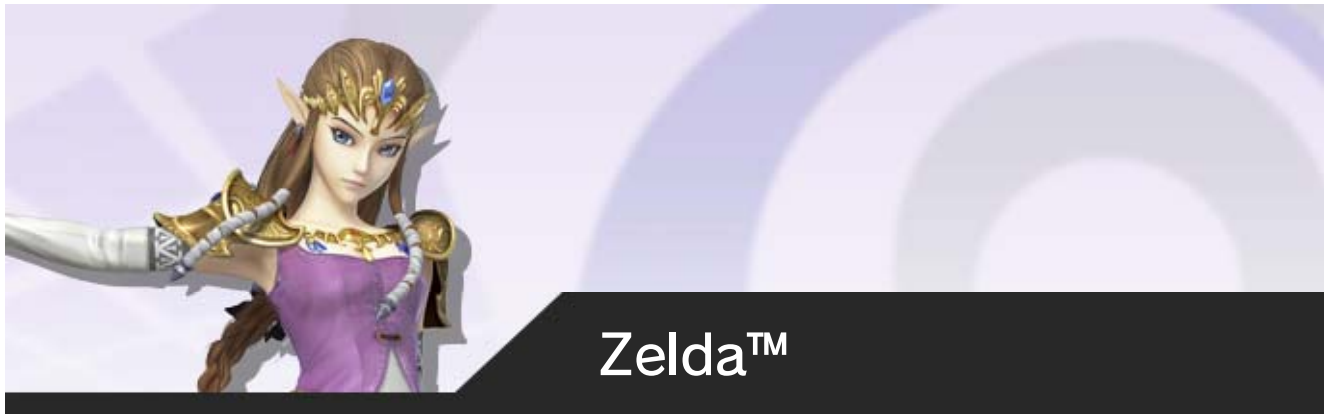
Duck inside your shell and spin. You can move sideways while spinning.





**Bowser Bomb**

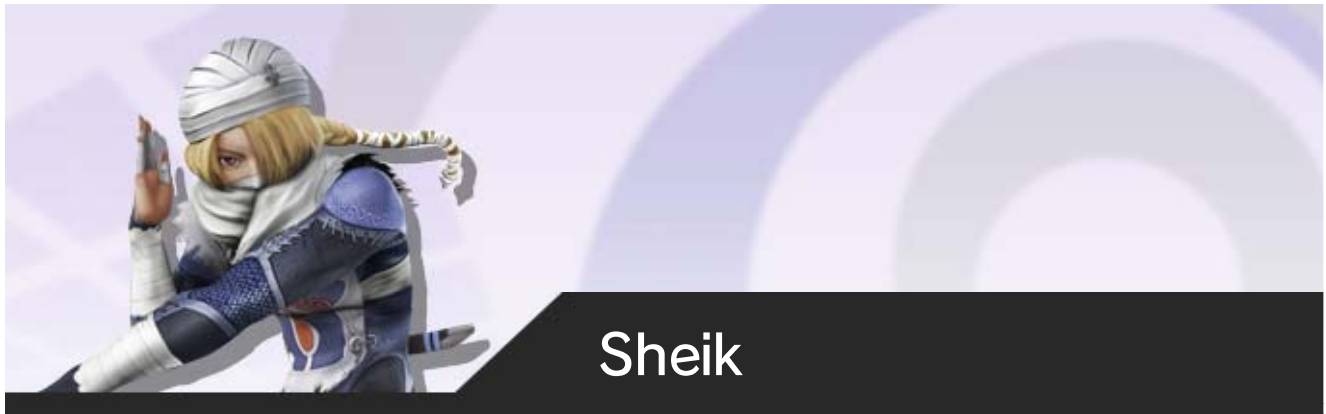
↓(L)+(B)

Butt-stomp your enemies. On the ground, you can lift opponents with your horns.





Nayru's Love	(B)
Envelop yourself in a crystal that deals damage and reflects projectiles.	
Din's Fire	↔ (L) + (B)
Fire magic that explodes after a time or when the button is released.	
Farore's Wind	↑ (L) + (B)
Teleport in any direction. Deals damage when disappearing and reappearing.	
Phantom Slash	(L) + (B) ↓
Summon a Phantom that slashes foes in front of you. Can be charged.	



Sheik

Needle Storm

(B)

Throw needles forward if on the ground or diagonally down if in the air. Can be charged.



Burst Grenade

↔(L)↔ + (B)

Throw a stealthy grenade that pulls opponents in before exploding.



Vanish

↑(L) + (B)

Throw a bomb to the ground, and warp in any direction. Deals some damage.



Bouncing Fish

↓(L) + (B)

Flip through the air, and strike foes with your heel. If you land the kick, you bounce back.





Marth

Shield Breaker

(B)

Thrust your sword forward. Can be charged. Great for breaking shields.

**Dancing Blade**

←(L)→+(B)

Press repeatedly to unleash a sword combo. Press up or down to change the attacks.

**Dolphin Slash**

↑(L)+(B)

Strike upward with your sword as you rise into the air. Deals most damage at the start.

**Counter**

↓(L)+(B)

Prepare for an attack, and strike back if hit. The power depends on your enemy's attack.





Ganondorf

Warlock Punch

(B)

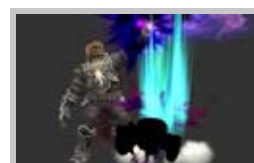
Charge dark energy into a back-handed strike. Direction can be changed at the start.



Flame Choke

↔ (L) + (B)

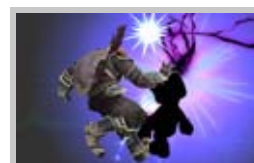
Dash forward to grab enemies and slam them down into the ground.



Dark Dive

↑ (L) + (B)

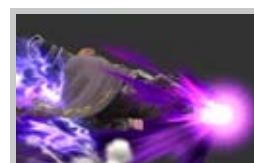
Jump high at a slight angle to grab enemies. You can kick off of them into the air.



Wizard's Foot

↓ (L) + (B)

Do a flying kick. On the ground, it goes straight ahead. In the air, it goes diagonally downward.





Meta Knight

Mach Tornado

(B)

Twirl and hit enemies multiple times.
Press repeatedly to increase spin.



Drill Rush

↔ (L) + (B)

Spin into opponents with your sword.
You can change the angle a bit.



Shuttle Loop

↑ (L) + (B)

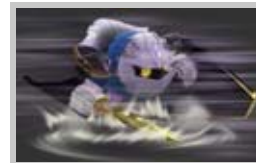
Fly into the air and strike, and then
strike again after looping.



Dimensional Cape

↓ (L) + (B)

Vanish, teleport in any direction, and
then attack when reappearing.



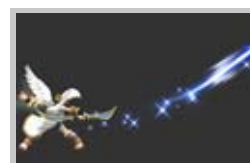


Pit

Palutena Bow

(B)

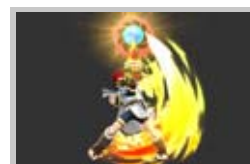
Fire a guidable arrow. While charging, you can aim the bow straight up.



Upperdash Arm

↔(L)↔+(B)

Dash forward and uppercut opponents. Can deflect projectiles.



Power of Flight

↑(L)↑+(B)

Fly high through the air. The flight angle can be changed while charging.

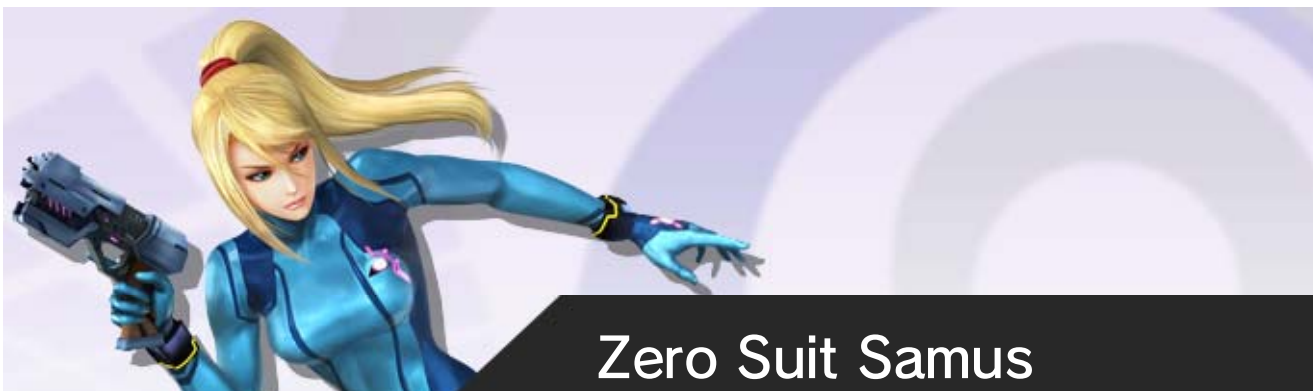


Guardian Orbitars

↓(L)↓+(B)

Shields your front and back and reflects projectiles, but you're vulnerable from above.





Zero Suit Samus

Paralyzer

(B)

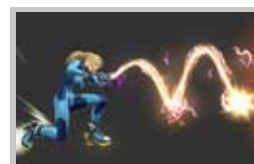
Fire an energy blast that stuns enemies. Can be charged.



Plasma Whip

←(L)→ + (B)

Attack foes with an energy whip. Can also be used to grab on to edges.



Boost Kick

↑(L) + (B)

Rise into the air, striking multiple times, and then finish with a spinning kick.

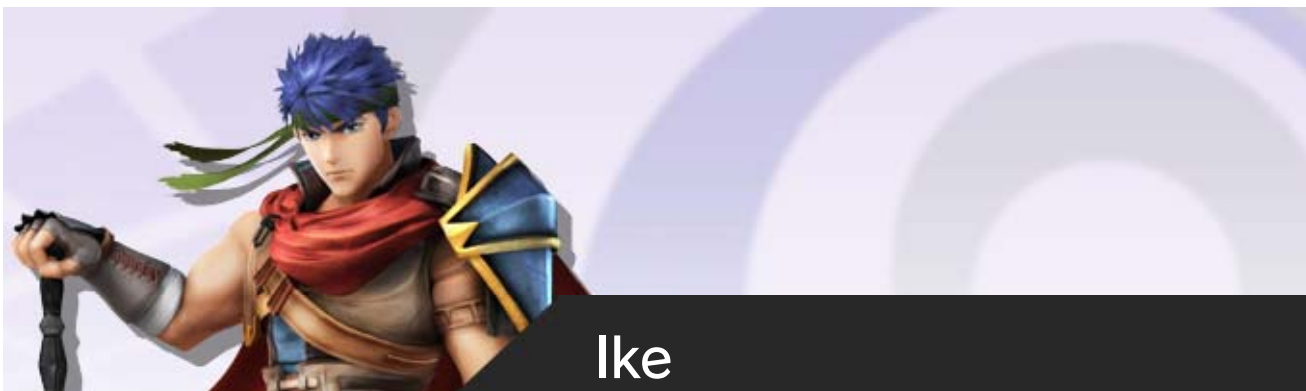


Flip Jump

↓(L) + (B)

Flip through the air. Any opponent you land on will be buried in the ground.



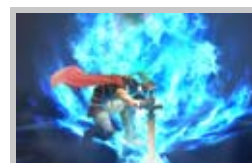


Ike

Eruption

(B)

A fiery burst triggered by plunging your sword into the ground. Hurts you when fully charged.



Quick Draw

↔(L)↔+(B)

A forward lunge that ends with a slash at any foe in your path. Can be charged.



Aether

↑(L)+(B)

Throw your sword up, jump to grab it, and then swing it on the way down.



Counter

↓(L)+(B)

Block and counter an enemy attack. The strength of your strike depends on the enemy's attack.





Charizard

Flamethrower

(B)

Breathe fire on your opponents. Can be aimed slightly. The longer you use it, the weaker it gets.

**Flare Blitz**

←(L)→+(B)

Hurtle sideways in an explosive assault. Damages both you and your foes.

**Fly**

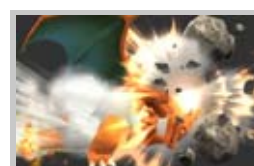
↑(L)+(B)

Spiral into the sky. You can hit opponents multiple times while soaring upward.

**Rock Smash**

↓(L)+(B)

Headbutt a rock to send fragments flying. Both the headbutt and the fragments can hurt rivals.



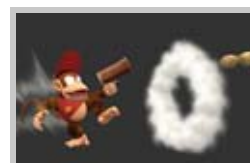


Diddy Kong™

Peanut Popgun

(B)

Diddy's trusty peanut shooter. Don't charge it for too long, or it'll blow up in your face!



Monkey Flip

←(L)→ + (B)

Leap forward to grab whomever you contact, or press the button again to kick.



Rocketbarrel Boost

↑(L) + (B)

Boost into the air and hit opponents. Can be charged for extra distance.



Banana Peel

↓(L) + (B)

Throw a banana peel behind you to trip foes. Only one peel can exist at a time.





King Dedede

Inhale

(B)

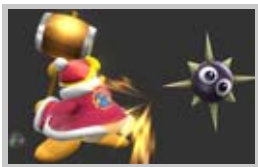
Inhale opponents and spit them out as stars.



Gordo Throw

←(L)→ + (B)

Throw a Gordo. If opponents attack it with the right timing, they can hit it back.



Super Dedede Jump

↑(L) + (B)

A big jump, and then a downward crash. Press up to cancel it.



Jet Hammer

↓(L) + (B)

You can charge it while walking around, but if you charge for too long, you'll take damage.



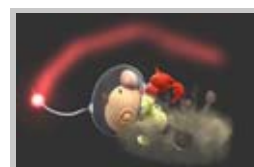


Olimar

Pikmin Pluck

(B)

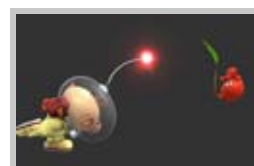
Pluck a maximum of three Pikmin in this order: red, yellow, blue, white, purple.



Pikmin Throw

←(L)→+(B)

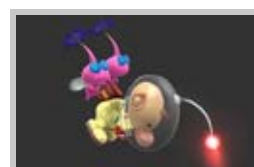
Throw your Pikmin. Most colors will stick to opponents, but purple Pikmin will slam them.



Winged Pikmin

↑(L)+(B)

Summon Winged Pikmin to fly you around. It's less effective if you have more Pikmin.



Pikmin Order

↓(L)+(B)

Blow your whistle to recall your Pikmin and change their order.





Lucario

Aura Sphere

(B)

Charge a ball of energy that does more damage as your damage increases. It will damage foes even while powering up. Press again to launch.



Force Palm

←(L)→+(B)

A punch that unleashes concentrated energy. It will grab enemies if they're close enough.



Extreme Speed

↑(L)+(B)

A dash through the air that ends in an attack. You can also swerve in midflight.

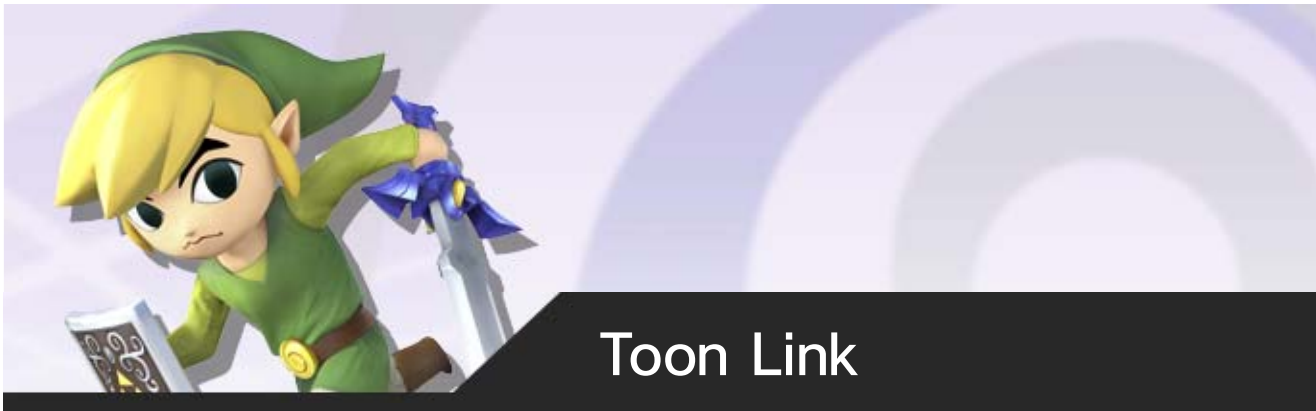


Double Team

↓(L)+(B)

Prepare for an incoming attack, and counterattack with a sliding kick if struck.





Toon Link

Hero's Bow

(B)

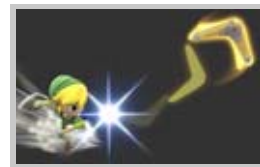
Fire an arrow with your bow. Charge it up for more power and range.



Boomerang

← (L) → + (B)

Deals damage on its way out and on its way back. Can be thrown diagonally.



Spin Attack

↑ (L) + (B)

Spin with your sword. Can hit opponents more than once, and can be charged.



Bomb

↓ (L) + (B)

Pull out a throwable bomb that explodes on impact or when the fuse runs out.



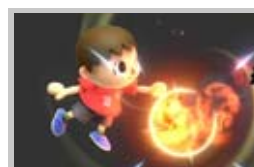


Villager

Pocket

(B)

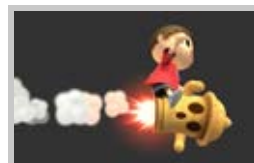
Pocket an item or projectile to use later. Press the button again to take it back out.



Lloid Rocket

←(L)→+(B)

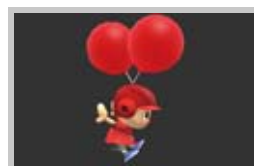
Fire Lloid forward like a rocket. Hold the button to ride on top of Lloid.



Balloon Trip

↑(L)+(B)

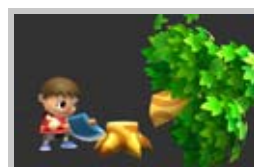
Don a balloon hat and fly around. You have a lot of control, but the balloons can be popped.







Timber

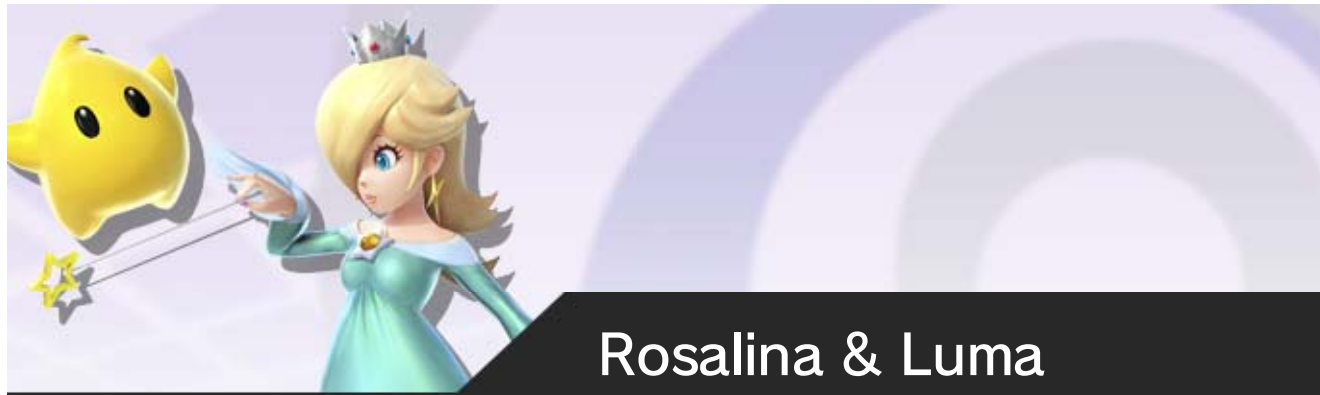
↓(L)+(B)

Plant a seed, water it, and chop the tree down. Each step has a different effect on foes.





Sun Salutation	(B)
Charge a ball of energy. Press again to launch it. Heals you slightly when launched at full charge.	
Header	↔(L)↔ + (B)
Head a soccer ball at opponents. Press the button again to head the ball early.	
Super Hoop	↑(L) + (B)
Gyrate into the air, striking opponents. Press the button rapidly to go higher.	
Deep Breathing	↓(L) + (B)
Press the button at the right time to heal and boost your launching power.	

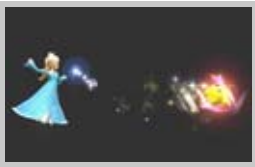


Rosalina & Luma

Luma Shot

(B)

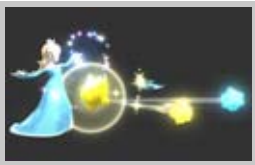
Fling Luma forward. Press the button again to call Luma back. This attack can be charged.



Star Bits

↔ (L) + (B)

Command Luma to fire three Star Bits forward. Works at any range.



Launch Star

↑ (L) + (B)

Fly into the air at an angle. You can adjust the angle slightly.



Gravitational Pull

↓ (L) + (B)

Draw items and projectiles safely toward you. While being drawn in, they can damage foes.





Little Mac

Straight Lunge

(B)

Blast forward with a powerful punch. Press once to charge and again to strike.



Jolt Haymaker

←(L)→+(B)

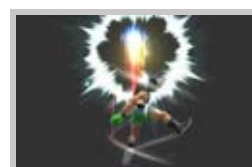
Leap forward, dodging low attacks, and deliver a punch. Press the button again to punch early.



Rising Uppercut

↑(L)+(B)

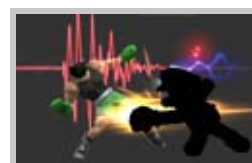
Punch upward while twisting into the air. Hits opponents multiple times.



Slip Counter

↓(L)+(B)

Wait for your opponent to attack, and then counter with an uppercut.



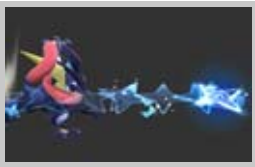


Greninja

Water Shuriken

(B)

Fire a shuriken of water straight ahead. Charge it up to make the shuriken grow!



Shadow Sneak

↔(L)↔ + (B)

Send a shadow along the ground. Release the button to warp to that point and strike!



Hydro Pump

↑(L) + (B)

Fire a powerful water jet, propelling you in whichever direction you choose.



Substitute

↓(L) + (B)

Evade an incoming enemy attack by summoning a substitute, and then counterattack.





Palutena

Autoreticle

(B)

Fire energy blasts from your staff directly at an opponent in front of you.



Reflect Barrier

↔(L)↔ + (B)

Cast a reflective wall that moves forward for a short distance. Can be used to push rivals.



Warp

↑(L) + (B)

Teleport in any direction. You can't attack or be attacked while warping.

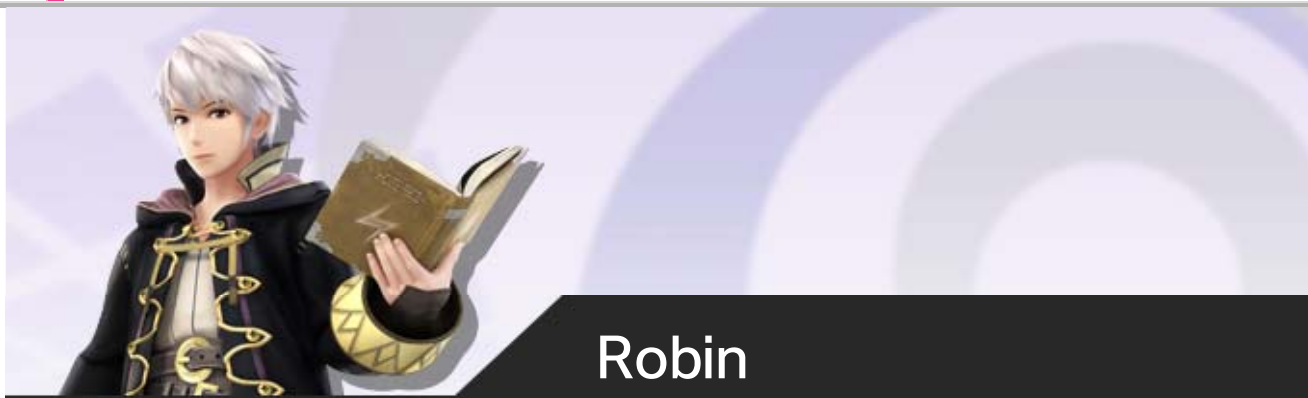


Counter

↓(L) + (B)

Prepare for an opponent's attack, and strike back when struck.





Robin

Thunder

(B)

Lightning magic that can be charged to cast Elthunder, Arcthunder, and Thoron.

**Arcfire**

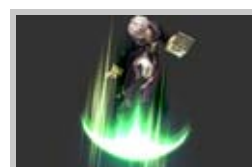
←(L)→+(B)

Cast a spell to throw a ball of fire. When it hits, it triggers a pillar of flames.

**Elwind**

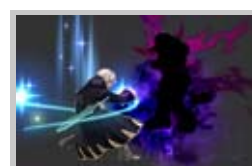
↑(L)+(B)

Cast wind magic downward, dealing damage and boosting you into the air twice.

**Nosferatu**

↓(L)+(B)

A dark curse that steals the life force of enemies.





Shulk

Monado Arts

(B)

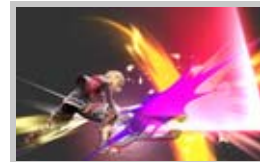
Activate one of five different Arts, each of which provides a different advantage.



Back Slash

←(L)→+(B)

Leap forward to deliver a powerful slash. Attack from behind for massive damage!



Air Slash

↑(L)+(B)

Lift enemies into the air with a rising slash. Can be followed up with a midair strike.



Vision

↓(L)+(B)

Evade an incoming enemy attack, and deliver a swift counterattack. The time you are ready to counterattack will get shorter with multiple uses.



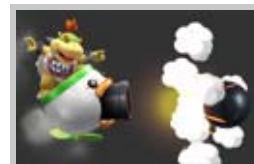


Bowser Jr.

Clown Cannon

(B)

Fire a slow, heavy cannonball. Charge it up to boost the cannonball's speed and power.



Clown Kart Dash

↔(L)+ (B)

Transform the Junior Clown Car into a kart that speeds forward. Change direction to spin.



Abandon Ship

↑(L)+ (B)

Eject from the Junior Clown Car just before it explodes. You can also attack while you fall.



Mechakoopa

↓(L)+ (B)

Deploy a walking Mechakoopa that will explode whether it's thrown, attacked, or just left alone.





Sonic

Homing Attack

(B)

Jump into the air and home in on the closest fighter (if there's one in range).



Spin Dash

←(L)→+(B)

Roll forward at high speed. You can charge it, change the direction, and link to other attacks.



Spring Jump

↑(L)+(B)

Spawn a spring. When used on the ground, it sticks around and can be used by anyone.



Spin Charge

↓(L)+(B)

A forward dash that can be powered up by rapidly pressing the special-move button.





Metal Blade



Metal Man's spinning saw. It goes through foes. It can be thrown in eight different directions.



Crash Bomber



Crash Man's weapon. Fire a bomb that will attach to any opponent in its path and explode.



Rush Coil



Summon your faithful dog, Rush, to propel you to new heights.



Leaf Shield



Wood Man's rotating shield. It hurts foes who get close. Press the button again to fire the leaves.

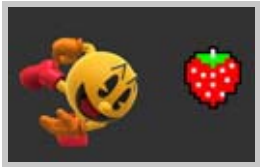




Bonus Fruit

(B)

Summon a variety of fruit to throw at your foes. Some of it seems a little less edible, though...



Power Pellet

←(L)→ + (B)

Summon a row of Pac-Dots ending in a Power Pellet, and send PAC-MAN™ on a retro dash.



Pac-Jump

↑(L) + (B)

Bounce high into the air with a trampoline that sticks around for a little while.



Fire Hydrant

↓(L) + (B)

Summon a fire hydrant that shoots powerful jets of water that push nearby fighters.





Mii Brawler

Shot Put

(B)

This iron ball makes an impact, but it doesn't go very far.



Onslaught

←(L)→+(B)

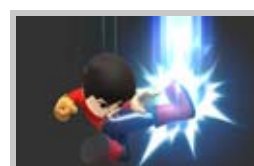
Rush forward to deliver a flurry of kicks, and then finish with an uppercut.



Soaring Axe Kick

↑(L)+(B)

Hit 'em on the way up while flipping, and hit 'em on the way down with an axe kick.



Head-On Assault

↓(L)+(B)

Crash headfirst into the ground, burying any foes standing nearby.





Mii Swordfighter

Gale Strike

(B)

A blade technique that sends a tornado hurtling forth.



Airborne Assault

←(L)→+(B)

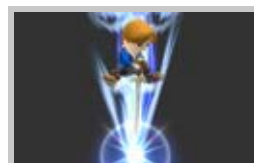
Flip forward to strike foes, and then rebound off of them.



Stone Scabbard

↑(L)+(B)

A high jump followed by a firm downward strike with your sword.



Blade Counter

↓(L)+(B)

Counters an enemy attack. The strength of your strike depends on the enemy's attack.



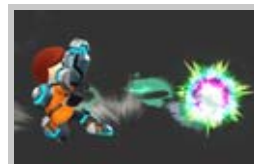


Mii Gunner

Charge Blast

(B)

A straight plasma shot. Charge it for extra firepower.



Flame Pillar

←(L)→+(B)

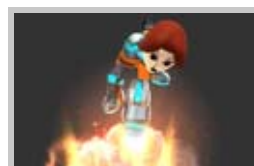
Fire a blast diagonally toward the ground, creating a miniature inferno on impact.



Lunar Launch

↑(L)+(B)

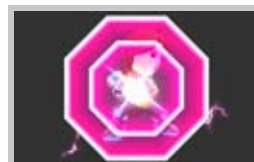
Shoot downward, and the recoil will rocket you into the air.



Echo Reflector

↓(L)+(B)

Reflects enemy projectiles, sending them back even stronger than they were before.



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When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

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