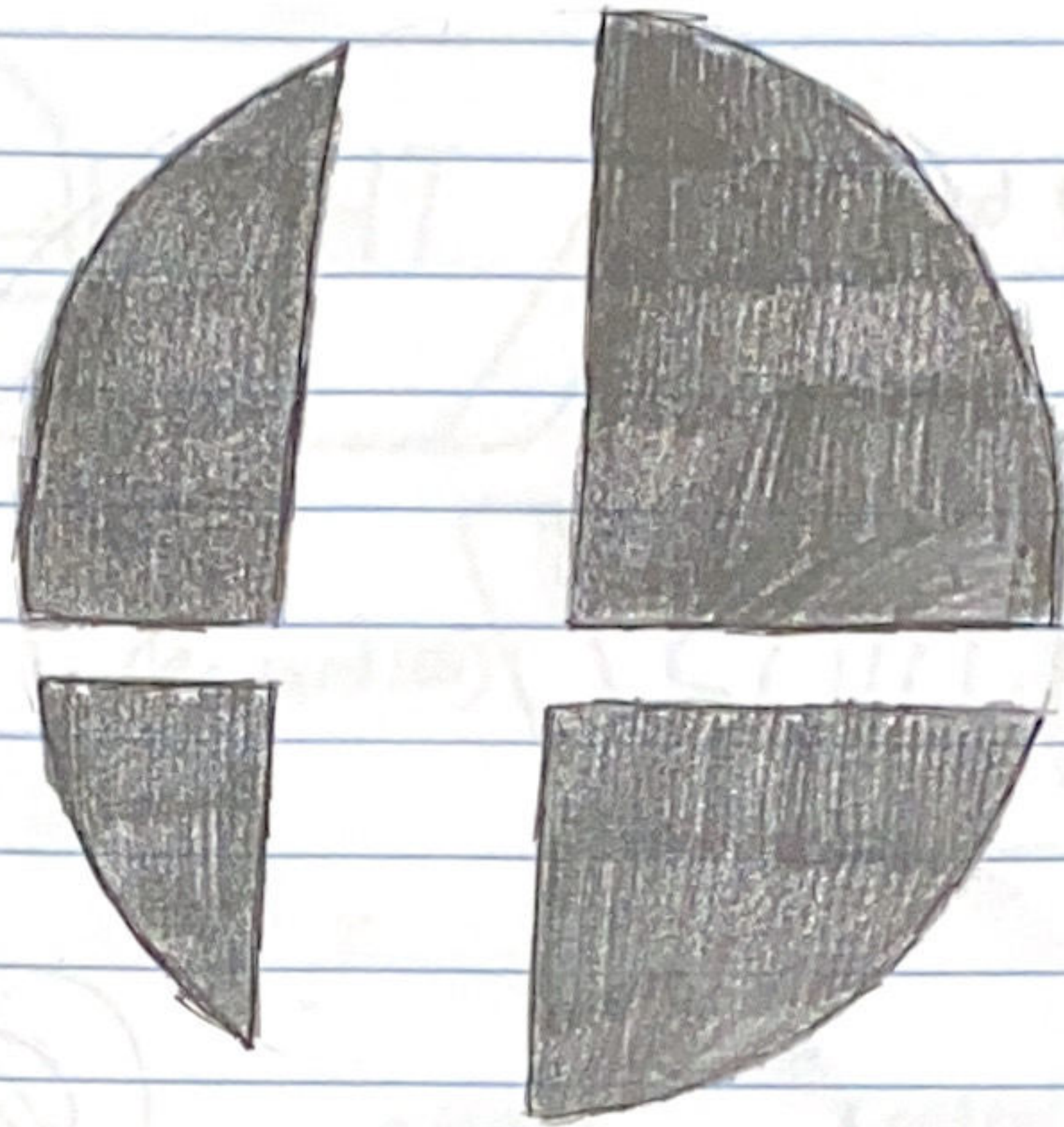




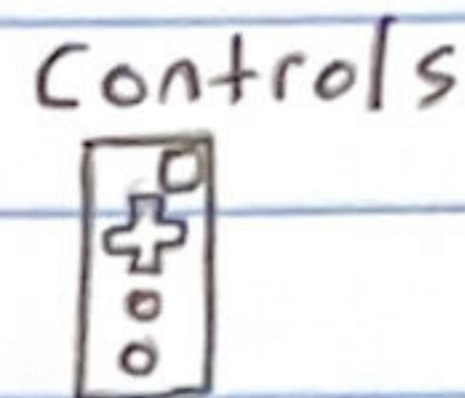
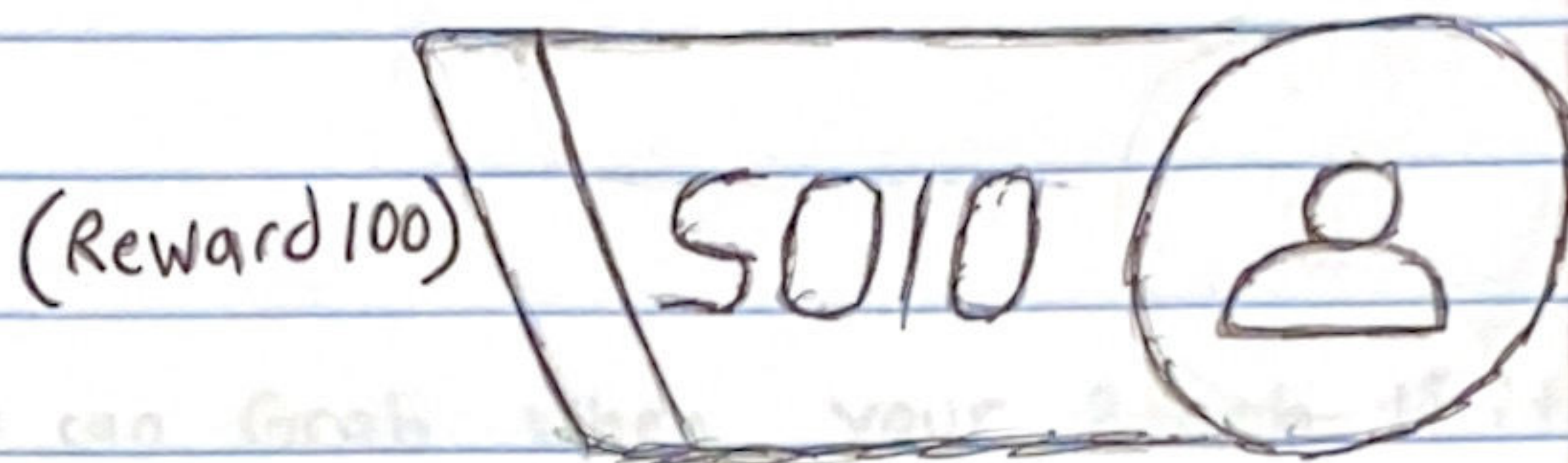
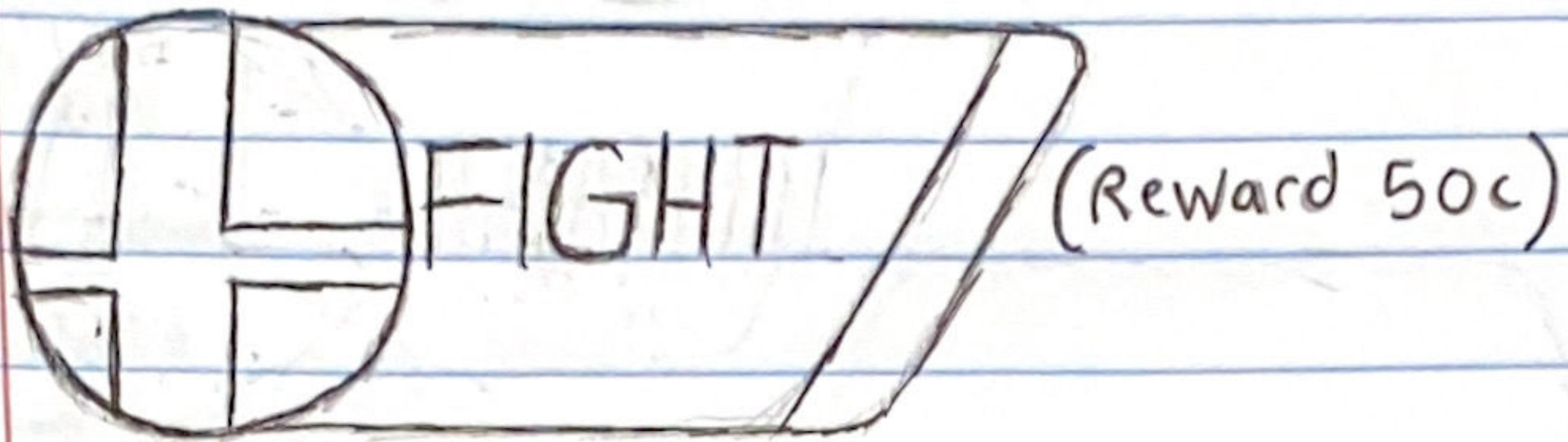
SUPER SMASHBROS

ACG Edition

©2020-2021

JPGS

Menu



controls

↑ up

↓ down

← left

→ right

⊙ Attack

⊠ Special

[R] Grab * You can Grab when your 2 inch if its your Turn

[R]^{Hold} charge

Stats

Name

Wins

Deaths

Score

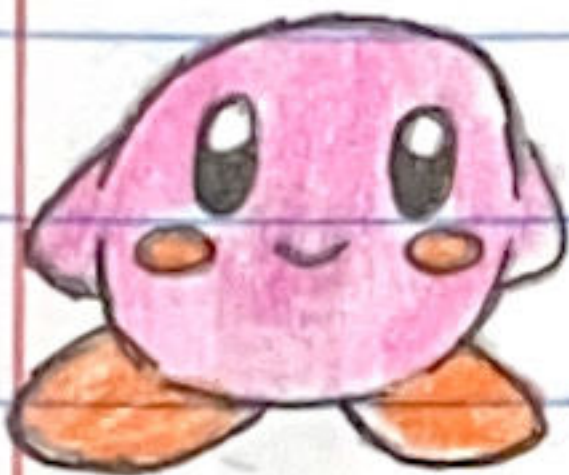
(Wins x KO's)

KO's

Fight



Mario  +1
 ◎ Fire Ball ↑ ◎ Cape  +2
 ◎ Marios Finale     +6



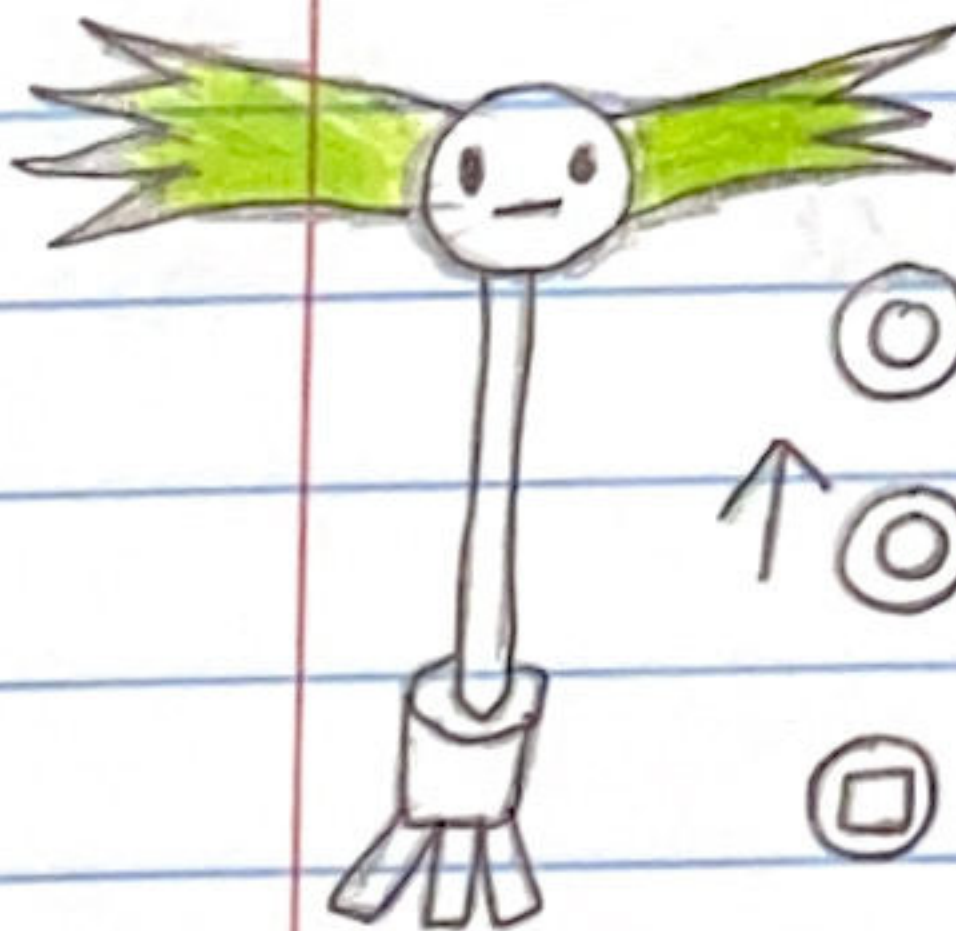
Kirby

◎ Inhale *Inhale Someone You will have the opponents Movesets +2
 ◎ Smash Ultra sword  +4 → ◎ Hammer Flip  +2



Link

◎ Swipe  +4
 ◎ Super Bow  +5
 ↑ ◎ Boomerang +2 → ◎ Punch

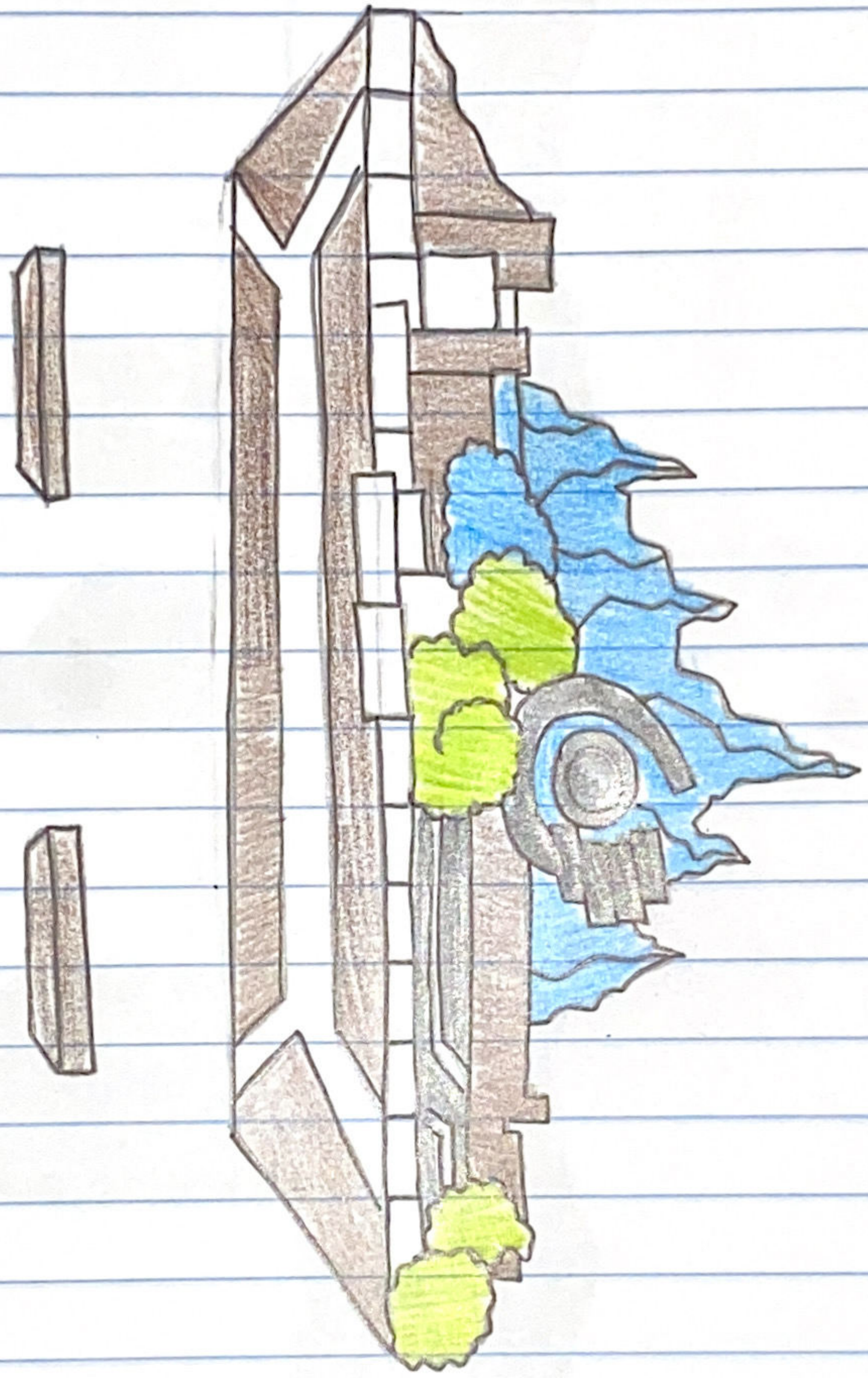


Zoovac  Complete Solo

◎ Zap *Zaps Player 5 seconds
 Then quickly Roll to see how much Damage it does
 ↑ ◎ Smakdown +2
 ◎ Lazer Eyes  +4



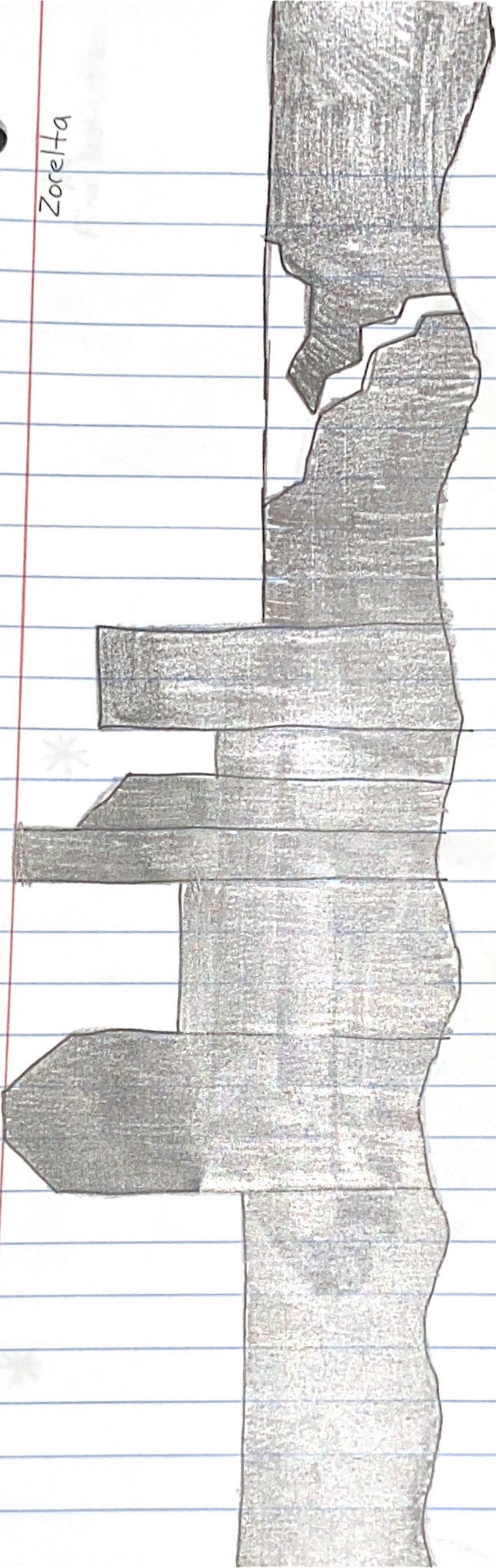
Ba+Hefield



xxx
100%
PZ

xxx
100%
PZ

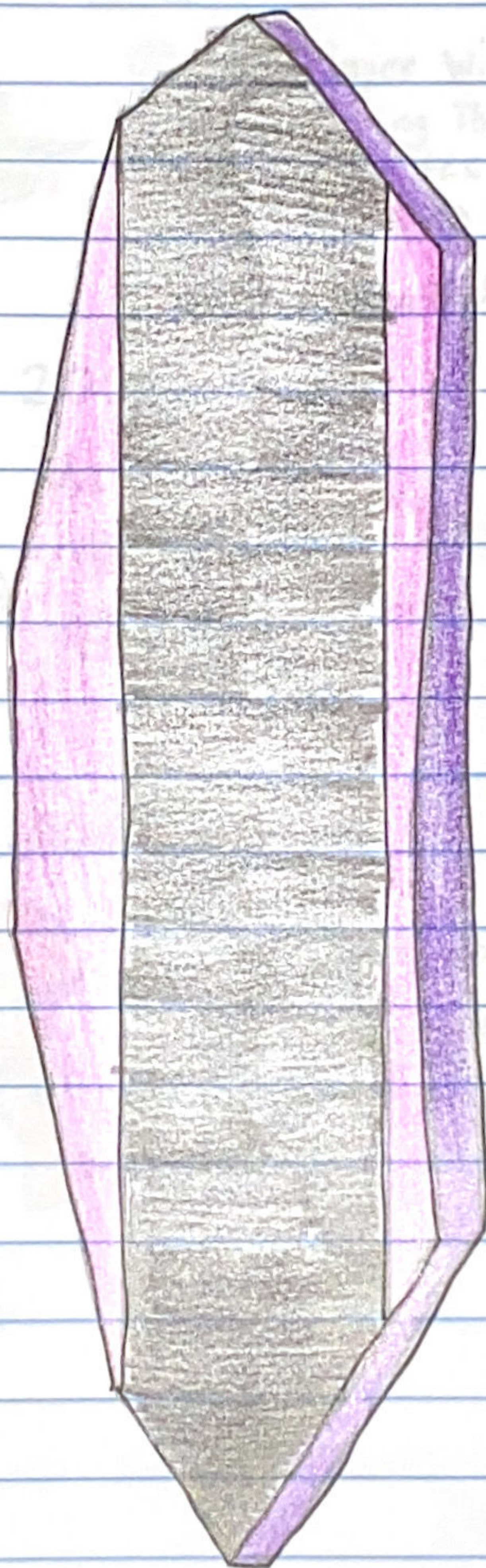
Zorelta



xxx
 $\frac{100\%}{PZ}$
|||||

xxx
 $\frac{P1}{100\%}$
|||||

* Final Destination



xxx
xxx
xxx
P2

* 100%
[|||||]

xxx
P1 100%
[|||||]

Shop

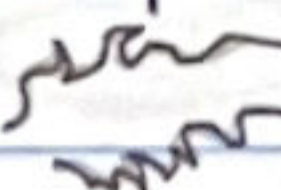
©



120 ©

Yoshi

◎ Egg* Player Will be froze for Two Turns. During Those Two Turn You, Roll dice(2) to see how much Damage it Does(2) ↑ ◎ Flip Kick +3 → ◎ Egg Throw +4

◎ Fire Breath  +6



200 ©

UZO

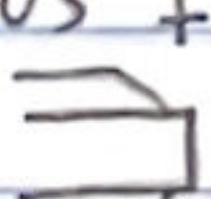
◎ ATK +2 ↑ ◎ Bump ⁺¹ → ◎ Lazer +3

◎ Upduct / \ +4



100 ©

Samus +2

◎  Pow ↑ ◎ Flip Whip ⁺² → ◎ Beam +4

◎  Super Beam +6

Trophies

Poke Ball - Pokemon Games



Buy 1 character

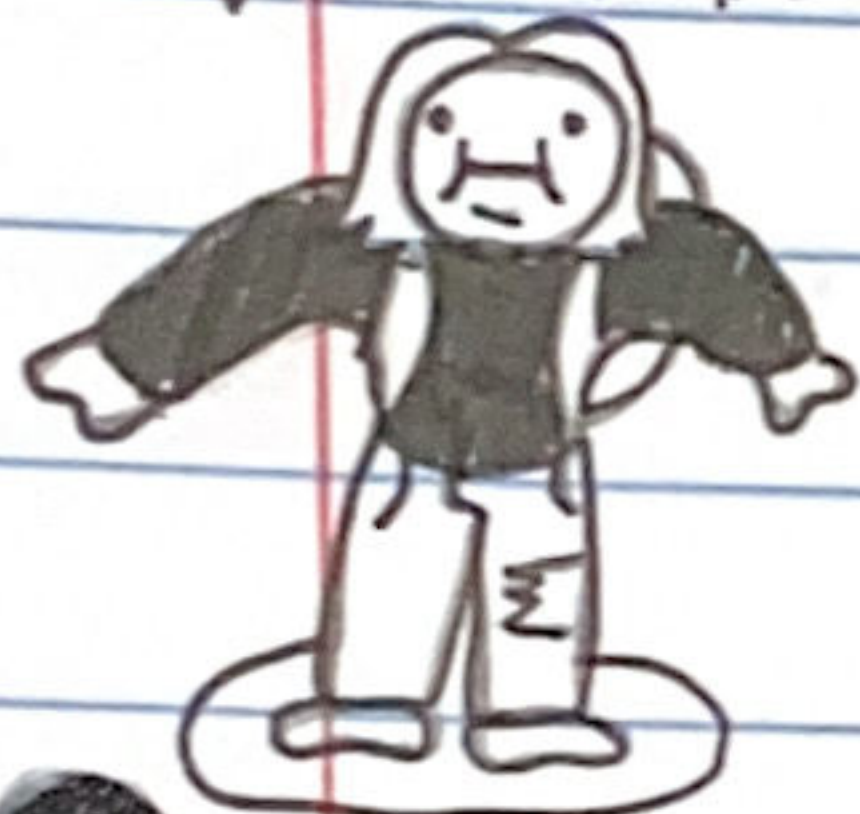
Bait



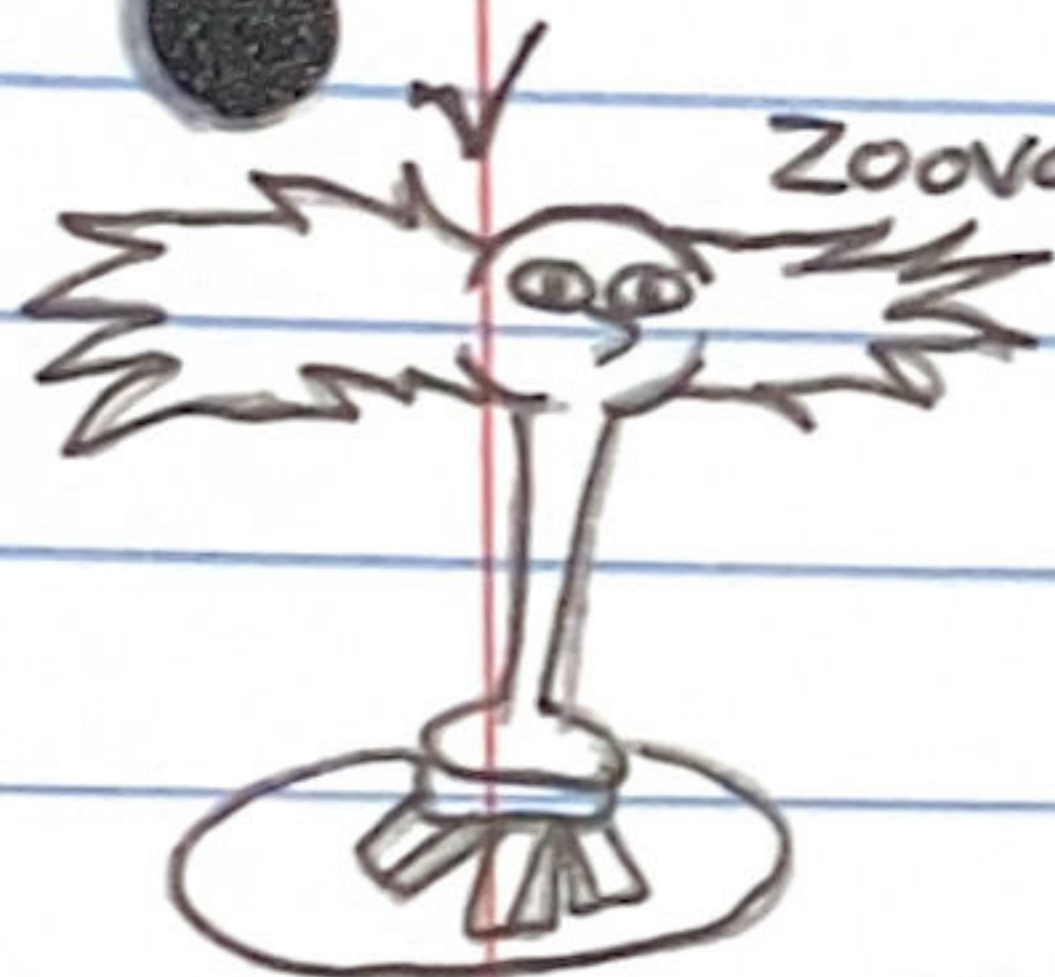
Buy All characters

Detuned World
Wasteland

✓ Traveler - Detuned World
Wasteland



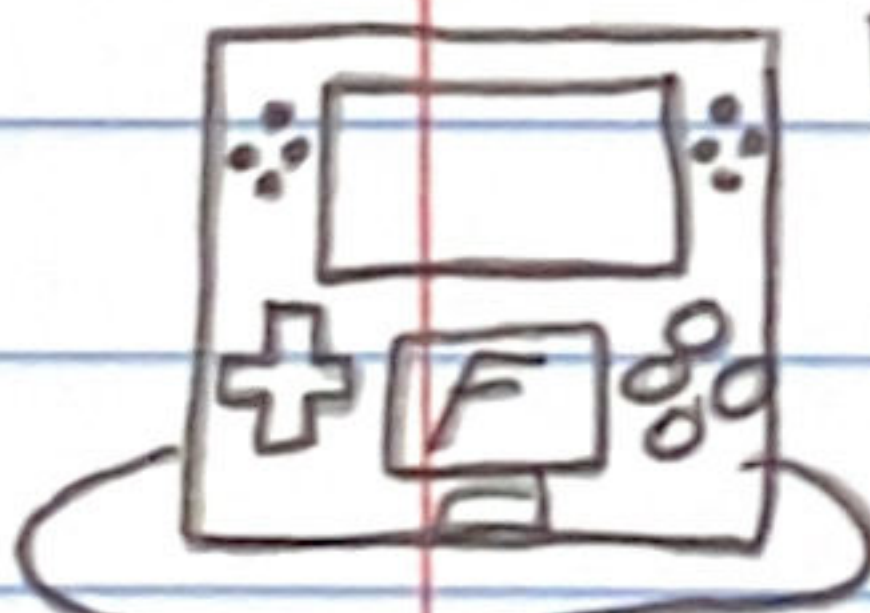
Zoovac Classic - Worlds collide



Ginkvac's - Worlds collide
Staff



Complete Solo



Win 3 games

PCG Float - Sonic Activist



Complete Solo

Tutorial Bot - PCG's



win 5 games

Farzik's skull - PCG's



Use 3 character in Battle

Phill's glasses - Techno
Zombies



Get a score over 1000

Inventory Screen - PCG's



Get 5 KO's

Smash Ball - Super Smash
bros



Win 10 games

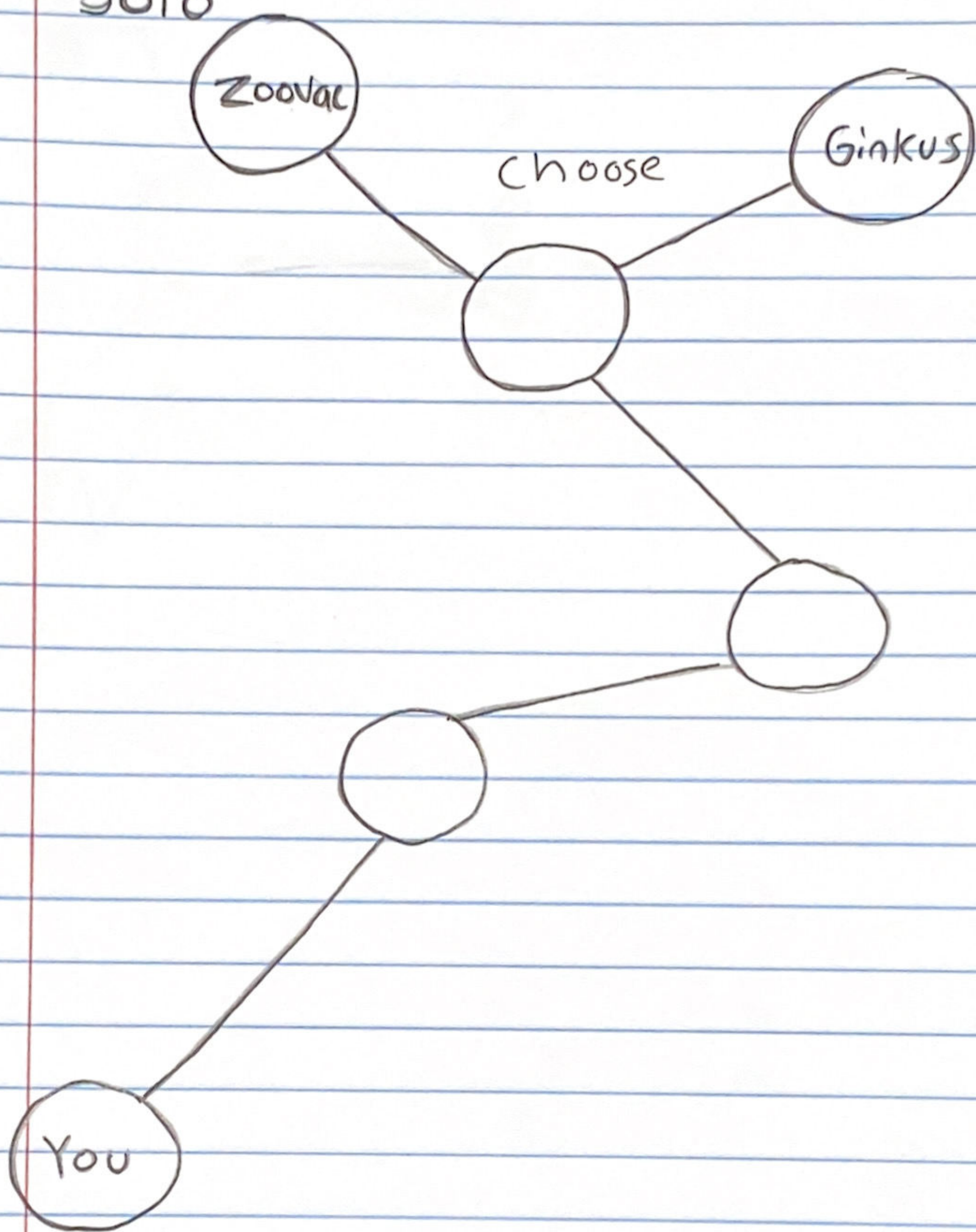
Index Box - Detuned Paper



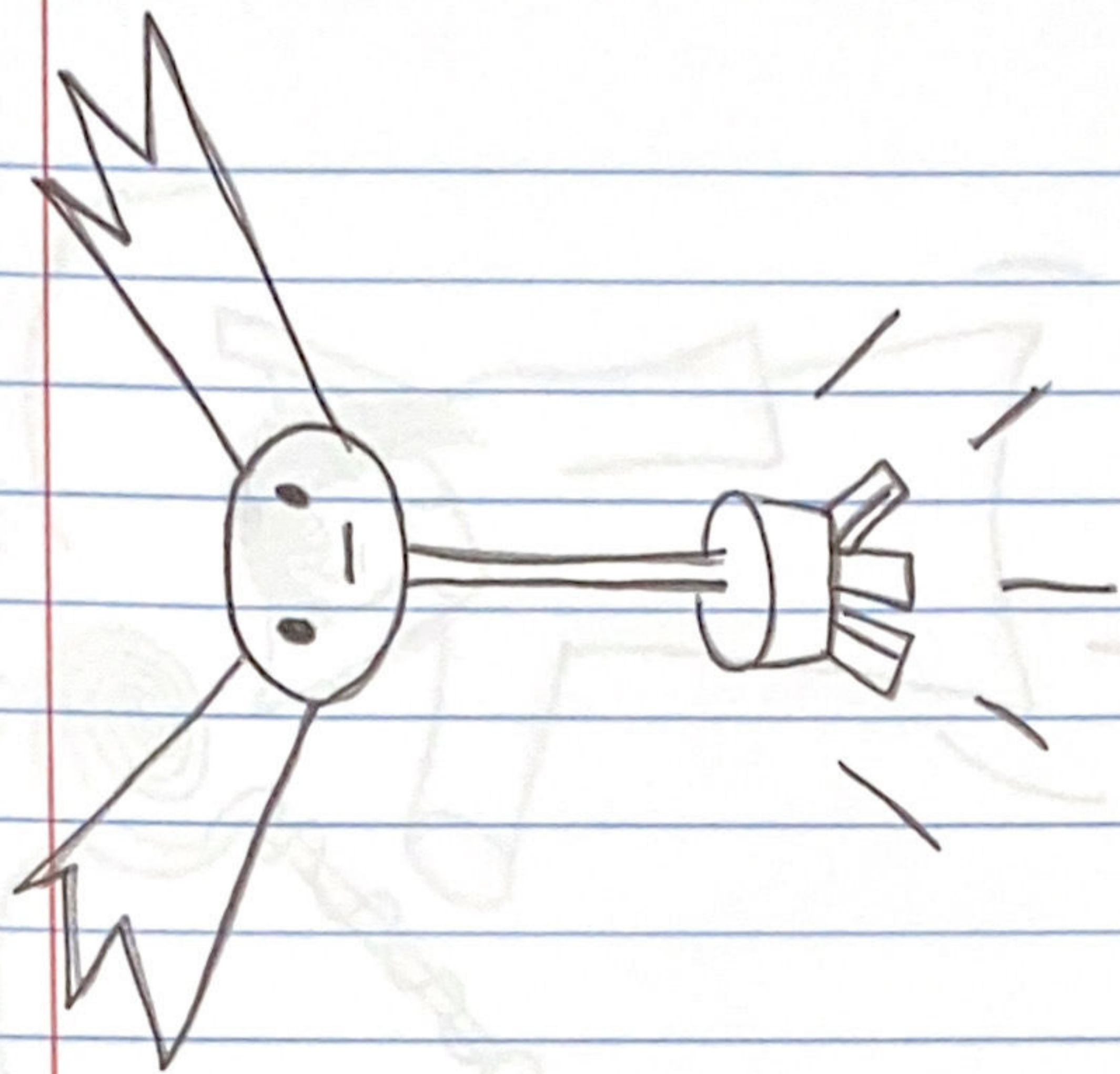
Get 20 KO's

IPGS Sticker - IPGS

Solo

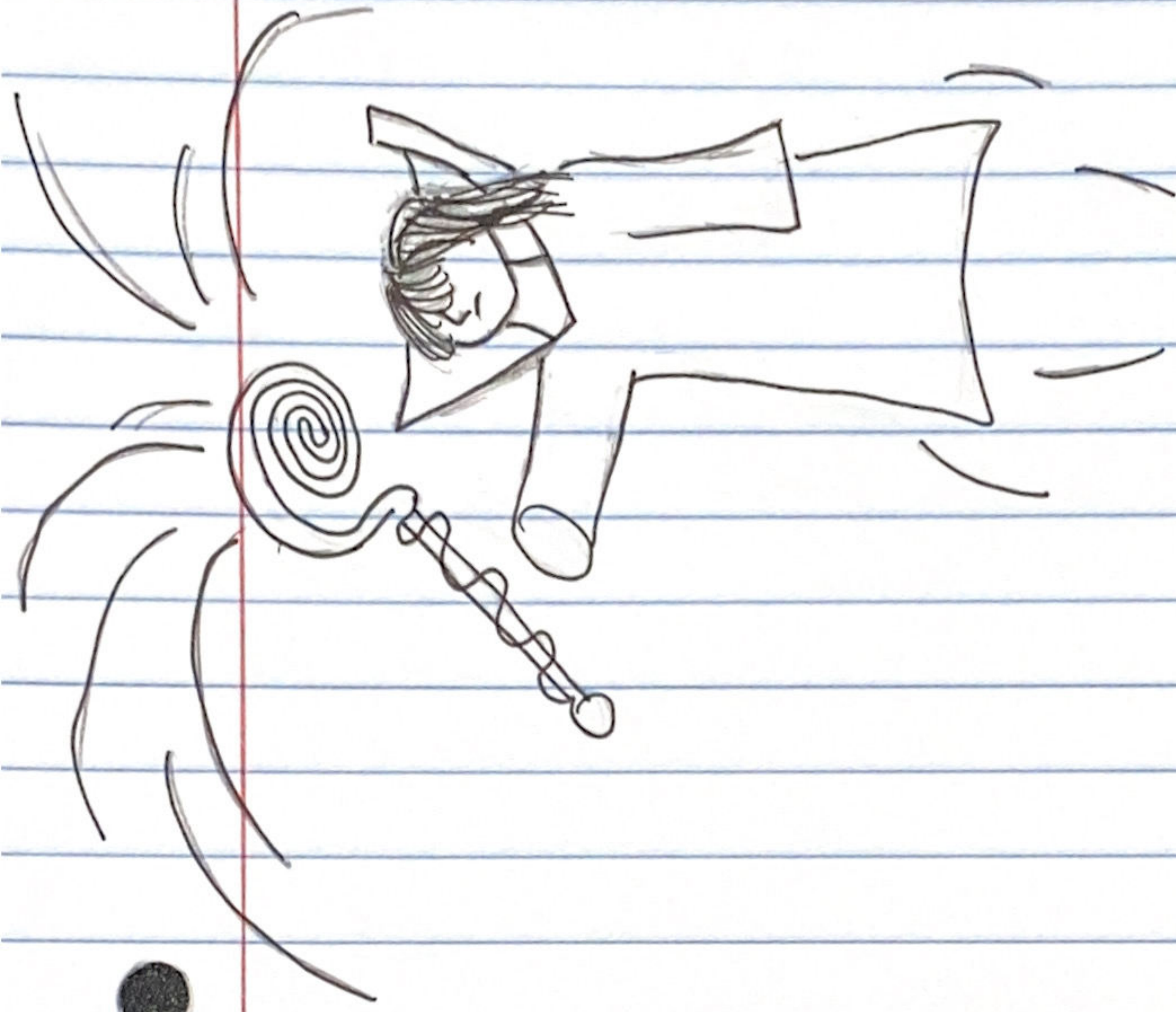


When you reach a (O)
you will fight a random
character and you would
choose a stage



150% / Zoovac

P1 100%



150% / Ginkus

P1 120%