

Super Smash Bros.

Super Smash Bros. (SSB) is a fighting game developed by Nintendo. Instead of traditionally fighting games where two players are facing off each other in a flat restricted environment, players can fight in an open field where you try and knock your opponent(s) off the stage. Player have many choices on completing this task with an array moves. Each character as a special move, regular attack moves, and smash attack moves. Each one differs in damage, effect, type and launch rate depending on the character. Special moves are the most unique between each character and are the easiest to use. They only depend on direction of movement stick and the B-button (on Switch). For the character Marth, his neutral B special, as the community likes to describe their moves, is a Shield Breaking sword thrust that can be charged for more damage. Neutral attacks are just attacks that are done with the A-button and smash attacks are done with a combination of the A-button and the movement stick. Each of these as their own subset of different moves that are based on the direction of the movement stick also but are less subtle than special moves.

There is no health in this game, there is a percentage that goes up when you damage an opponent. Since we must knock players off the stage and outside of the screen, it does not make sense to have a health system in the game. Players would just drop dead with no satisfaction. Knocking them out of screen and hearing that sound is a lot more satisfying. Why would you knock out opponents of the stage or screen? When this first released in 1999, I believe that they went with mechanic to make the fighting more unique and stand out from other fighting games. Also, it gives the game more luck to it with the all the different attacks that you can do. Fighting games like Mortal Kombat requires skill to play it effectively. If you go against a skilled opponent, you are more than likely to be up against a wall and beaten to death and lose. I believe they have it where launching is knocking gives less skilled players a chance has an equal playing field. Though I have to say that after iteration of the series has become more focus on competitive play with more attacks and a wide variety of characters. Players find ways to break the luck by juggling players in the sky and doing aerial combos. Regardless, SSB has been a popular party game and will probably be for a long time.