

Manual Super Smash Bros Brawl

Super Smash Bros. Brawl

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Super Smash Bros. Brawl is a 2008 crossover fighting game developed by Sora Ltd. and published by Nintendo for the Wii. The third installment in the Super Smash Bros. series and the successor to Super Smash Bros. Melee, it was the first game in the series not to be developed primarily by HAL Laboratory. It was developed by a creative team under Sora that included members from several Nintendo and third-party development teams. It was announced at a pre-E3 2005 press conference by Nintendo president Satoru Iwata. Masahiro Sakurai, director of the previous two games in the series, assumed the role of director at Iwata's request. Game development began in October 2005; after delays due to development problems, the game was released worldwide in 2008.

The number of playable characters in Brawl...

Super Smash Bros. (video game)

Super Smash Bros. is a 1999 crossover fighting game developed by HAL Laboratory and published by Nintendo for the Nintendo 64. It is the first game in

Super Smash Bros. is a 1999 crossover fighting game developed by HAL Laboratory and published by Nintendo for the Nintendo 64. It is the first game in the Super Smash Bros. series and was released in Japan on January 21, 1999; in North America on April 26, 1999; and in Europe on November 19, 1999.

The game is a crossover between different Nintendo franchises, including Mario, The Legend of Zelda, Star Fox, Yoshi, Donkey Kong, Metroid, F-Zero, Mother, Kirby and Pokémon. It presents a cast of characters and locations from these franchises and allows players to use each character's unique skills and the stage's hazards to inflict damage, recover health, and ultimately knock opponents off the stage.

Super Smash Bros. received generally positive reviews upon its release. It was a commercial success...

Super Mario Bros.

"trial games"; made available in the "Masterpieces"; section in Super Smash Bros. Brawl, where it can be demoed for a limited amount of time. A Nintendo

Super Mario Bros. is a 1985 platform game developed and published by Nintendo for the Nintendo Entertainment System (NES). It is the successor to the 1983 arcade game Mario Bros. and the first game in the Super Mario series. Players control Mario, or his brother Luigi in the multiplayer mode, to traverse the Mushroom Kingdom to rescue Princess Toadstool from King Koopa (later named Bowser). They traverse side-scrolling stages while avoiding hazards such as enemies and pits and collecting power-ups such as the Super Mushroom, Fire Flower and Starman.

Shigeru Miyamoto and Takashi Tezuka designed Super Mario Bros. as a culmination of the team's experience working on Devil World and the side-scrollers Excitebike and Kung Fu. Miyamoto wanted to create a more colorful platform game with a scrolling...

Fox McCloud

installment of the Super Smash Bros. series. Fox has received a positive critical response, though his portrayal in the Super Smash Bros. series divided

Fox McCloud is a character and the chief protagonist of Nintendo's Star Fox series. He is an anthropomorphic red fox created by Shigeru Miyamoto and designed by Takaya Imamura. He was introduced as the sole playable character in the original 1993 video game Star Fox. From each game, to varying extents depending on the entry, the player controls Fox in his Arwing. He is the leader of the Star Fox team and is joined by his wingmates during various missions.

Fox is the protagonist of several Star Fox games, comics, and other media. He has been featured in several other game franchises, including as a playable character in every installment of the Super Smash Bros. series. Fox has received a positive critical response, though his portrayal in the Super Smash Bros. series divided critics.

Super Scope

Nintendo games, including as a recurring item in the Super Smash Bros. series beginning with Super Smash Bros. Melee (2001),, as a microgame element in the WarioWare

The Super Scope, known as the Nintendo Scope in Europe and Australia, is a light gun peripheral created by Nintendo for the Super Nintendo Entertainment System. It is able to aim and fire at targets on a screen by connecting to a small infrared receiver box placed on top of the television. The peripheral was released in 1992 and packaged with the video game Super Scope 6. However, only twelve games were released that were compatible with the device.

Mario Bros.

later video games, including Dance Dance Revolution: Mario Mix and Super Smash Bros. Brawl. Game Machine magazine reported that the game made its North American

Mario Bros. is a 1983 platform game developed and published by Nintendo for arcades. It was designed by Shigeru Miyamoto and Gunpei Yokoi, Nintendo's chief engineer. Italian twin brother plumbers Mario and Luigi exterminate turtle-like creatures and crabs emerging from the sewers of New York City by knocking them upside-down and kicking them away. The Famicom and Nintendo Entertainment System version is the first game to be developed by Intelligent Systems. It is part of the Mario franchise and the first spin-off of the Donkey Kong series.

The arcade, Famicom, and Nintendo Entertainment System versions were received positively by critics. Elements introduced in Mario Bros., such as spinning bonus coins, turtles that can be flipped onto their backs, and Luigi, were carried over to Super Mario...

Electroplankton

in Super Smash Bros. Brawl with its own stage called Hanenbow that is based on the Hanenbow feature. This stage also returned in Super Smash Bros. Ultimate

Electroplankton is an interactive music video game developed by indieszero and published by Nintendo for the Nintendo DS handheld video game console. It was first released in Japan in 2005, and was later released in North America and Europe in 2006. This game allows the player to interact with animated plankton and create music through one of ten different plankton themed interfaces. The first edition of Electroplankton in Japan is bundled with a set of blue ear bud headphones.

List of Donkey Kong characters

cameo appearances in Super Smash Bros. Melee, Super Smash Bros. Brawl, Super Smash Bros. for Nintendo 3DS and Super Smash Bros. Ultimate on the Jungle

Donkey Kong is a series of video games published by Nintendo since 1981 and created by game designer Shigeru Miyamoto.

Donkey Kong and Mario have both had the roles of protagonist and antagonist in the series. Other characters have included other Kongs, the crocodilian villain King K. Rool, and supporting animal characters. This article lists the characters that have appeared in titles that revolve around Donkey Kong and/or the Kong family.

Luigi (character)

taken from Super Mario 64, with raised pitches. In Super Smash Bros. Brawl, Super Smash Bros. for Nintendo 3DS and Wii U, and Super Smash Bros. Ultimate

Luigi (; Japanese: ルイージ, romanized: Rūiji) is a character created by Japanese video game designer Shigeru Miyamoto. Part of Nintendo's Mario franchise, he is a kind-hearted, cowardly Italian plumber, and the younger fraternal twin brother and sidekick of Mario. Like his brother, Luigi's distinctive characteristics include his large nose and mustache, overalls, green hat, and high-pitched, exaggerated Italian accent.

Luigi first appeared in Mario Bros., a 1983 platform game, in which he was originally designed as a palette swap of Mario with a green color scheme; Luigi has since appeared in multiple games and other media throughout the Mario franchise, in which he developed a personality and style of his own. As his role in the Mario franchise progressed, Luigi evolved into a physically distinct...

Samus Aran

franchises. She first appears in Super Smash Bros. on the Nintendo 64 in her Power Suit. In Super Smash Bros. Brawl, the third entry in the series, Zero

Samus Aran (Japanese: サムス・アラン, Hepburn: Samusu Aran) is the protagonist of the video game series Metroid by Nintendo. She was created by the Japanese video game designer Makoto Kano and introduced in the first Metroid (1986) for the Nintendo Entertainment System.

Raised by the birdlike Chozo and infused with their DNA, Samus is an ex-soldier of the Galactic Federation who became a galactic bounty hunter. She uses a powered exoskeleton that is equipped with an arm cannon that fires directed-energy weapons and missiles. She executes missions given to her by the Galactic Federation and the Chozo, and is tasked with hunting various antagonistic forces, including the Space Pirates and their leader Ridley, the cybernetic supercomputer Mother Brain, the energy-draining X Parasites and Metroids, and...

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