Colin Shin

Dr. Gingrich

AP Language

March 22 2019

Super Smash Bros. Ultimate Review

Technology has evolved dramatically to change video games from a simple console based system to complex multi-player platforms with intricate graphics, faster response times on action moves, and character details. Over the past 19 years, Super Smash Bros. has evolved to not only improve the playability in its technology, it has done a superb job of bringing alive the characters we grew up with onto multiple platforms to bring the old and the new together. Super Smash Bros Ultimate is the best of all worlds by bringing playability on a new gaming platform, the Nintendo Switch, while preserving the memories of the characters that we grew up with across multiple games and offering multiple gaming modes to keep the players from never getting bored.

You have been waiting for Super Smash Bros Ultimate for a while, ever since the start of the massive hype at the E3 Gaming Convention to the release date on December 5th 2018. Is the hype worth the $59.99 price tag? Super Smash Bros. Ultimate, created by [Masahiro Sakurai](https://cultureofgaming.com/a-brief-history-of-masahiro-sakurai/), is the 5th installment in the Smash Bros franchise. This game, like its predecessors, is an arena fighting game with some unique qualities with the same objective revolving around launching your opponent’s off the stage/play area to K.O them. It has brought a lot to the table, and though the tantalizing amount of features the game provides may be overwhelming, it allows for an enjoyable experience for the player.

There are many options given to the player to [explore](https://www.smashbros.com/en_US/about/index.html) and enjoy. When you first open up the game, you are put into a menu with 5 selectable features: Spirits, Games and More, Vault, Online, Smash (normal local battle game mode). The Spirits feature is where the “campaign” of the game, the World of Light, is. In here, you go through levels and earn Spirits, which gives your character buffs and sometimes even a special ability, such as super armor, in your matches. In the Games and More feature, there are more game options given to the player. Classic mode is where you run through a select gauntlet of challenges in order to reach a main “boss”, and after you beat this mode you are given rewards, which can be gold to buy different kinds of Mii costumes, experience for the World of Light, and Snacks to level up your Spirits and make them stronger. There is also a Practice tool in Games and More feature, allowing you to practice combos or tinkering with your characters. The Vault is a feature where you can view your Spirits and their stats, look at your collection of Stickers that can be earned through the World of Light or Classic mode, and make playlists and listen to your favorite video game music that is in the franchises represented in the game such as Super Mario Bros and Street Fighter. This music aspect of the Vault is what makes it distinctive because you can control the music that plays while you battle in other game modes, as well as listening to your playlists offline, acting as a kind of MP3 player. All these modes give the player options and freedom to explore and focus on certain kinds of game modes that they want to play, whether they want to get all the Spirits in the game, or go for that high score in Classic Mode. The other two features, Online and Smash, is the core of the game where players can compete.

The Smash selectable feature is probably the most widely selected feature, and for a good reason. Let’s start with the characters. There are 74 characters in the game, all returning characters from previous Smash Bros. games with some newcomers, each with their own move set and unique qualities. This gives players enough options to find what kind of playstyle they enjoy, and because of the many franchises represented in Smash Bros. Ultimate, you can play as your favorite characters from a wide selection of games. The downside of all of this is that you only start out with 8 characters: Mario, Donkey Kong, Link, Samus, Yoshi, Kirby, Fox, and Pikachu, as well as 3 customizable Miis. Despise the starting roster being so limited, it is easy to get the other 63 characters by playing the game and exploring the other features. Another main feature of the game are the stages. There are currently 103 stages each with their own Battlefield (flat stage with platforms) variation and Omega (just a flat stage) variation, allowing for even more places than before to fight in. Adding onto this is this new feature called stage morph which swaps stages mid game to mix things up every match (this can be turned off if desired). Lastly, there are the items. There are normal items, which can be things like swords, guns, or even bananas, assist trophies, where you call upon other characters that are not a part of the roster to help you kill your opponent, and Pokeballs, where you can summon a Pokémon to assist you in battle. These items mix up the game and are nothing new to the Smash Bros. franchise, but now there are more items that you can use to change to pace of your battles.

The Online selectable feature is basically multiplayer against other people in real time. This allows the player to mix it up a bit, so instead of playing with the same people every time or just playing with CPUs, they can fight someone across the country or even across the globe in preset rules. Despite this being very hype and in retrospect a great feature, the execution of this is [poor](https://www.polygon.com/2018/12/11/18136617/super-smash-bros-ultimate-online-issues-multiplayer). There are numerous occasions of lag, undesired rules, and broken characters making the experience both lackluster and just unimpressive. I believe Nintendo does see this and the complaints given by the community, so they may fix it in the future. But for now, the Online feature is definitely the weakest of all the features in Smash Bros. Ultimate.

No matter what type of gamer you are, the multiple customizations and features of this game provides a platform that can be enjoyed by just about anyone. If you are into the competitive scene of E-Sports or just want to be really good at the game, you can create a rule set and play the Smash mode only and hone in your skills through practice. On the other hand, if you just want to have a good party game to play with your friends and don’t really care what happens, then you can play with everything on and have an 8-man battle that is completely crazy and random. With all the features that Smash Bros. Ultimate has, it lets all types of players have fun, which I think is the best part of this game. If you are just starting out and do not know the controls very well, then the [Joy Cons](https://www.shacknews.com/article/108875/controls-and-configurations-in-super-smash-bros-ultimate) that come with the Switch System are easy to use and pick up. Anyone can play this game, and with the size of the roster, stages, and items, you’ll be able to enjoy playing around with nearly endless combinations. [Smash Bros. Ultimate](https://www.target.com/p/super-smash-bros-ultimate-nintendo-switch/-/A-53494594?ref=tgt_adv_XS000000&AFID=google_pla_df&fndsrc=tgtao&CPNG=PLA_Video%2BGames%2BShopping_Brand&adgroup=SC_Video%2BGames&LID=700000001170770pgs&network=g&device=c&location=9010753&ds_rl=1246978&ds_rl=1248099&ds_rl=1246978&gclid=CjwKCAjwycfkBRAFEiwAnLX5IXRVnd2DI-0K4YlyleChY5GgTlJSxAqUNUT30vMhRpDhcetbchgDsRoCxyoQAvD_BwE&gclsrc=aw.ds) is a great game for the Nintendo Switch and definitely worth the $59.99 that it costs. How could you not enjoy watching Pikachu from 1999 battle it out against Inkling from Splatoon 2 of 2018? The old and the new are blended to bring this masterpiece together for your enjoyment. The name “Ultimate” is the perfect title addition for this game, Super Smash Bros. Ultimate.

Rules

**Goes over all the game modes and features of the game to a certain extent:** The author either sums up what a certain game mode does, or certain feature of the game does in either a sentence or a paragraph depending on the importance of the feature in the game. For example, the IGN Super Smash Bros. Ultimate review has sections dedicated to certain aspects of the game such as level design and the characters. In the Polygon review of Super Smash Bros. Ultimate, it also talks about these features in specific separate paragraphs. This made the review more organized and put all the information of one feature in a certain section of the review.

**Talks about the creator or creator’s company in the introduction paragraphs while also saying what system the game is played on:** The author usually mentions the creator, Masahiro Sakurai, and the Nintendo Switch system sometime in the review, usually at the beginning of the review. In the IGN example, they say how Masahiro Sakurai has done it again to bring this game to life as well as saying that Super Smash Bros. Ultimate is available on the Nintendo Switch. In the Polygon example, they include the name Nintendo, which where Sakurai is working, as well as saying it is available on the Nintendo Switch. This gives credit to the developers and lets the consumer know where they can play the game on.

**Talks about the ease of play and flexibility of the game:** The author either talks about the ease of the controls or the low learning curve while also discussing the flexibility of the features in the game to make it yours. In the IGN review, they talk about how the you only need a controller stick and two buttons to use most of the combos and talk about how the mass number of features give the player options to do what they want to do. The Polygon review gives similar points, saying that it is easy to customize your own rules and is a simple concept that is easy to grasp for first time players. This makes it appeal to people who may be new to the series and wants to try it out for the first time.

**Talks about the audience or audiences the game was made for:** The author usually gives or implies a certain audience that the game is set to please. For IGN, they say that you can play it any way you want, whether it be a flat stage with no items (more competitive use this mode) or with everything turned on (more causal players use this mode), which implies the competitive and casual audiences the game is tied to. For Polygon, it says that it will dominate living rooms again, giving that sort of party game feel which implies that it is tied to the casual audiences. This rule makes it so that the reader knows what type of game it is, whether it is a very competitive game where winning is everything, or just a relaxing game that you can come to when you are bored.

**Gives an overall opinion:** The author gives an overall opinion on the game, whether they liked it or not. Both reviews gave it a positive rating, and this was near the end of the review.