













 pring-les	Smash Remix 1.5.2	de9f9f4 · 7 months ago	399 Commits
 assembler	Smash Remix 1.1.0	2 years ago	
 build	Smash Remix 1.5.2	7 months ago	
 roms	Smash Remix 1.5.1	7 months ago	
 src	Smash Remix 1.5.2	7 months ago	
 .gitattributes	Smash Remix 1.0.1	3 years ago	
 .gitignore	Smash Remix 1.5.0	last year	
 bass.xml	Reorganization of Folders	5 years ago	
 main.asm	Smash Remix 1.5.0	last year	
 original.xdelta	Smash Remix 1.5.2	7 months ago	
 patch.bat	Smash Remix 1.1.0	2 years ago	
 readme.md	Smash Remix 1.5.1	7 months ago	
 xdelta - apply original.bat	Smash Remix 1.1.0	2 years ago	
 xdelta.exe	Reorganization of Folders	5 years ago	
 xdeltaUI.exe	Reorganization of Folders	5 years ago	

README

# Smash Remix

A Super Smash Bros. 64 Mod Organized by The\_Smashfather

## Building

THIS IS ONLY FOR THOSE INTERESTED IN THE SOURCE CODE OF THE MOD. PLEASE DOWNLOAD THE RELEASE VERSION BY CLICKING THE RELEASE TAB.

The original xdelta will generate a smash rom that is compatible with our ASM code. Much of our edits are done within the compressed files within the rom. If you utilize a vanilla Smash 64 rom, it will not work correctly.

You must utilize the xdelta patch to generate a good rom for Assembly.

You must place your legally acquired patched ROM in the 'roms' folder for this to work. It must be named ssb.rom

## Features

(Note: Smash Remix requires the the 8 MB expansion pak to be enabled.)

## Gameplay

### AI Improvements

Computer controlled players have received a variety of improvements.

- They attempt to recover more than once.
- They randomly tech (30% left, 30% right, 30% in place, 10% missed).
- They Z-Cancel (95% success rate).
- CPU Level 10 added.

Toggle Name: *Improved AI*

### Combo Meter Improvements

- "Improved Combo Meter" prevents the combo meter from resetting when the character is grabbed or bounces off of a wall.
- Additionally, the "Tech Chase Combo Meter" toggle will prevent the combo meter from resetting on an inescapable tech chase.


### About

No description, website, or topics provided.

-  Readme
-  Activity
-  681 stars
-  49 watching
-  53 forks

Report repository

### Releases30

 **Smash Remix 1.5.2** Latest

on Apr 24

+ 29 releases

### Packages

No packages published

### Contributors5



### Languages



**Toggle Names:** *Improved Combo Meter, Tech Chase Combo Meter*

### Combo Meter Display

- Displays a combo meter above players being comboed outside Training mode.
- Combo meter color corresponds with attacking player's port or team.
- In 1v1 matches, the "1v1 Combo Meter Swap" toggle will display the combo meter above the player performing the combo.

**Toggle Names:** *Combo Meter, 1v1 Combo Meter Swap*

### Expanded Character Select Screen

- The character select screen is now expanded to 30 slots including 16 custom characters.
- Metal Mario, Giant DK, and polygon versions of the original cast are available via d-pad up or down.
- Japanese versions of the original cast are available via d-pad left.
- European versions of some of the original cast are available via d-pad right.
- Giga Bowser, Mad Piano, Super Sonic, Peppy, Slippy, Metal Luigi, Ebisumaru, and Dragon King are available via d-pad up.
- Polygon versions of some of the remix cast are available via d-pad down.

### Character Select Debug Menu

A menu for modifying certain character attributes is available on each panel.

#### Shield

- Allows selecting a shield color.
- The Costume option will use a shield color matching the selected costume.
- The Vanilla option will use the vanilla shield color scheme for that port.

#### Visibility

- Allows playing as completely invisible (None), slightly visible (Cloaked), or as a silhouette (Dark).

#### Player Tag

- Allows player to select a stored tag.
- Names are always visible when selected.

#### Skeleton

- Setting to enabled is perfect for Halloween.

#### Model

- Allows forcing high definition or low definition version of character.

#### Input HUD

- Allows showing the button and joystick inputs in an unobtrusive overlay.
- Can be configured to show on top or bottom of screen.

#### Size

- Allows playing as the giant or tiny version of the character.

#### Stock

- "Last" mode maintains stock count from the previous game. Useful for crew battles.
- "Manual" mode allows specifying the stock count.

#### Knockback

- Setting to random will create a moveset for the character with randomized knockback.
- The knockback angle is generated for each move at the start of the match and will persist until the end of the match.
- Resetting training mode or performing a salty runback will not generate a new set of knockback angles.

#### Delay

- Adds input delay to imitate netplay. HMN ports only.

#### Handicap

- Allows modifying CPU handicap. CPU ports only.

#### Start With

- Allows specifying an item for the character to start matches and respawn with.

#### Taunt Itm.

- Allows specifying an item that will spawn in the character's possession when the taunt button is pressed.

#### Taunt Btn.

- Allows remapping the taunt button to C or d-pad buttons.

#### Kirby Hat

- Allows setting Kirby's hat.

#### Practice

- Activates 1p Practice mode and allows stage selection (for 1p and Remix 1p).
- Scores are disabled while this is active.
- Can reset stage while mode is activated (press L while paused, during GameEnd, or at Score Screen).

#### Dpad map

- Available mappings are: 'Smash', 'Tilt' or 'Special'

#### Dpad ctrl

- Available control schemes are: 'Stick Swap', 'Stickless', 'Stick Swap J', or 'Stickless J'
  - 'Stick Swap' switches Dpad and Stick inputs, and can be used in conjunction with 'Dpad Map'.
  - 'J' options = Jump with Dpad Up
  - You can hold B during Up Special for an alternate angle (works in all directions)
    - Applies to: Fox, Falco, Wolf, Peppy, Mewtwo
- Note: When using this, Shield is mapped to L and Taunt is mapped to Z.

#### Initial Damage

- Allows setting the damage percent to begin the match with.

#### Poison Dmg

- Applies constant percent damage every two seconds.
- Available strengths are: 'Low' (1%), 'Med' (2%), 'High' (4%), 'Heal' (-1%)

#### Toggle Name: *CSS Panel Menu*

### Expanded Stage Select Screen

- The stage select screen is now expanded to multiple pages.
- All original stages are playable as well as dozens of new stages.

### Stage Hazard Modes

- Pressing L on the stage select screen will cycle through the selected stage's available hazards.
- Hazards (bumpers, barrels, etc.) and Movement (of platforms) can turned off.
- The Cursor's color indicates which hazard types are being turned off:
  - Red = None, Lightblue = Hazards, Cyan = Movement, Blue = Both
- Note: Stage hazards cannot be changed when using the TOURNAMENT stage select layout.

#### Toggle Name: *Hazard Mode*

### Whispy Mode

- Available Whispy wind speeds are: 'Normal', 'Japanese', 'Super', or 'Hyper'

#### Toggle Name: *Whispy Mode*

### Saffron Pokemon Rate

- Available Pokemon rates are: 'Normal', 'Super', 'Hyper', or 'Quick Attack'

#### Toggle Name: *Saffron Pokemon Rate*

### Pokemon Announcer

- Available options are: 'Stadium', 'All Stages', or 'Off'

#### Toggle Name: *Pokemon Announcer*

### Dragon King HUD

- Available options are: 'Dragon King', 'All Stages', or 'Off'

#### Toggle Name: *Dragon King HUD*

### Stage Select Layout

- Choose between NORMAL and TOURNAMENT stage select layouts. In the TOURNAMENT layout, the stages available align with the Smash Remix Tour ruleset.
- Note: Random stage selection respects layout.

#### Toggle Name: *Stage Select Layout*

### Hold to Pause

- Prevents accidental pausing by requiring the start button to be held for half of a second before pausing.

**Toggle Name:** *Hold To Pause*

## Neutral Spawns

- Players spawn across from one another regardless of port.

**Toggle Name:** *Neutral Spawns*

## Salty Runback

- Holding Start along with A + B + Z + R will restart the match on the same stage.
- Note: Can select alternate button combo (A + B + Z + R + D-Pad Right).

**Toggle Name:** *Salty Runback*

## Salty Runback Preserves Song

- Salty Runbacks will restart with the same track.

**Toggle Name:** *Salty Runback Preserves Song*

## Timed Stock Matches

- Stock matches have a timer. Enabled by default but can be toggled off by setting TIME to "infinity."

## Match Stats

- Results screen has the option to show stats about the match such as damage given to each player.
- If the Vs Mode Combo Meter toggle is on, combo stats are also displayed.

## 12-Character Battle Mode

- New VS mode for easily tracking 12cbs.
- Features 4 preset character sets (Default, Japanese, Polygon, Remix) and allows for a custom character set per player.
- Best character for each player is tracked as the number of TKOs the opposing player experiences against your character.
- Only ports 1 and 2 work with this mode.

## Stamina Mode

- New VS mode rule option which enables H.P. to be used instead of damage.
- The player is out when H.P. reaches 0, and the match ends when only one player/team has H.P. remaining.

## Additional Items

- New items available in training mode and in VS mode.
- VS Mode Item Switch expanded to allowing toggling new items.

## Cloaking Device

- Renders the player invisible and impervious to damage for 10 seconds.

## Super Mushroom

- Player grows into giant form with added passive armor while dealing higher damage.
- Lasts 10 seconds.

## Poison Mushroom

- Player shrinks into tiny form and deals less damage.
- Lasts 10 seconds.

## Spiny Shell

- Throwable. Similar to Red/Green Shells. While active, it will go towards the player who is in first place.

## Lightning

- Shrinks the players opponents into tiny form.
- Lasts 10 seconds.

## Deku Nut

- Throwable. Stuns opponents who get hit.

## Franklin Badge

- Player becomes immune to projectiles. Projectiles that hit the player will be reflected back.
- Lasts 20 seconds.

## Pitfall

- Throwable. Can be planted, similar to a proximity mine. When stepped on, buries a player in the ground.

#### Golden Gun

- A powerful, single-shot weapon. Similar to the RayGun. TOP SECRET.

#### Dango

- Ebisumaru's food of choice. Heals 10%.

#### P-Wing

- Player can jump continuously in midair.
- Lasts 20 seconds.

### Tripping

- If enabled, characters will randomly trip when dashing or running.

**Toggle Name: Tripping**

### Footstool Jumping

- If enabled, you can jump off characters heads!

**Toggle Name: Footstool Jumping**

### Air Dodging

- If enabled, fighters can air dodge to evade attacks! Also has an Air-Dashing mode.

**Toggle Name: Air Dodging**

### Jab Locking

- If enabled, you can jab-lock your opponents.

**Toggle Name: Jab Locking**

### Ledge Jump

- If enabled, you can press one of the C-Buttons to jump up while hanging from a ledge.

**Toggle Name: Ledge Jump**

### Perfect Shielding

- If enabled, you can perform perfect/power shielding against your opponents attacks.

**Toggle Name: Perfect Shielding**

### Spot Dodging

- If enabled, you can dodge opponents attacks while grounded with Z/R + Down.

**Toggle Name: Spot Dodging**

### Fast Fall Aerials

- If enabled, you can input a fast fall while doing an aerial attack.

**Toggle Name: Fast Fall Aerials**

### Ledge Trumping

- If enabled, you can grab a ledge even if another fighter is already holding onto it.

**Toggle Name: Ledge Trumping**

### Wall Teching

- If enabled, fighters can tech off walls and ceilings too.

**Toggle Name: Wall Teching**

### Charged Smash Attacks

- If enabled, fighters can charge smash attacks.

**Toggle Name: Charged Smash Attacks**

### Item Containers

- Allows disabling item containers, having them never explode, or forcing explosions.
- Affects Crates, Barrels, Capsules.



**Toggle Name:** Item Containers

**Blastzone Warp \*BETA**

- If enabled, fighters will warp across Blastzones instead of KOing.

**Toggle Name:** Blastzone Warp \*BETA

Customization

Costume Selection Improvements

- Access all available costumes by scrolling with the left and right C buttons.
- Access all available shades by scrolling with the up and down C buttons.
- Metal Mario and the polygons also have alternate costumes.
- To control CPU costumes, hover over the panel at the bottom of the screen and press the C buttons.

Random Music

- Random music allows players to listen to music from other stages.

**Toggle Name:** *Random Music*

Random Music Switch

- Changes the possible music tracks to be used when random music is enabled.

**Toggle Name:** Each track's title is listed in the Music Settings menu

Random Music Profiles

Load a curated list of tracks.

- Community: All tracks.
- Vanilla: Only tracks from the original game.
- Classics: Features themes and arrangements from games on the N64 and prior systems.
- Into Battle: Mostly comprised of dramatic, intense, or exciting music.
- Positive Vibes: Mostly comprised of upbeat, energetic, or happy music.
- Slappers Only: The\_Smashfather's personal favorite tracks.
- Staff Picks: Favorites of the contributors of Smash Remix.

Menu Music

- Choose between the classic SSB64 music or from Melee's and Brawl's menu themes, as well as various tracks from other games.
- By default, the Melee and Brawl themes will play from time to time.
- Can turn menu music off if desired.

**Toggle Name:** *Menu Music*

Alternate Music

- Custom stages have up to two alternate tracks that will play at random.
- The "Occasional" alternate track plays more frequently than the "Rare" alternate track.
- The music track can be forced by holding a C button when choosing the stage: C-up = Default, C-left = Occasional, C-right = Rare

Random Stage Switch

- Changes possible outcomes of pressing RANDOM on the stage select screen.

**Toggle Name:** Each stage's name is listed under Random Stage Toggles in the Stage Settings menu

Random Stage Profiles

Load a curated list of stages.

- Community: All stages except for Dream Land Beta 1 and 2 and How to Play.
- Tournament: All stages generally agreed to be "legal" in tournaments.
- Semi-Competitive: Stages that give some variation but are still considered somewhat competitive.
- Competitive: Stages that may not be "tournament legal" but are still considered competitive.
- Vanilla: All original stages except for Dream Land Beta 1 and 2 and How to Play.
- Dream Land Only: All stages with Dream Land layout.
- No Omega Variants: All stages except for Omega variants, Dream Land Beta 1 and 2 and How to Play.
- No Variants: All stages except for variants, Dream Land Beta 1 and 2 and How to Play. (Fray's Stage Night is included.)
- Staff Picks: Favorites of the contributors of Smash Remix.

Random Select With Variants

- By default, the variants (Metal Mario, Giant DK, polygons, J/E regional versions) are not included in the random character select that occurs when toggling the CPU button on the character select screen.
- This toggle allows for them to be included.

**Toggle Name:** *Random Select With Variants*

### Player Tags

- Can store up to 20 names (which are be selected via Character Menu Panel).

## Practice

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### Hold to Exit Training

- Prevents accidentally exiting training mode by requiring the A button to be held for half of a second when on the Exit pause menu option.

**Toggle Name:** *Hold To Pause*

### Special Model Display

Use the toggle or cycle using D-Pad down in Training Mode.

- Hitbox: Displays hitboxes and hurtboxes instead of normal characters/items/projectiles.
- Hitbox+: Displays transparent hitboxes and hurtboxes alongside normal characters/items/projectiles.
- ECB: View character and item collision diamonds.

**Toggle Name:** *Special Model Display*

### Advanced Hurtbox Display

When Special Model Display is Hitbox or Hitbox+, these changes are applied:

- Transparent hitboxes
- Cyan grab-immune hurtboxes
- Gray hurtboxes during active armor

**Toggle Name:** *Advanced Hurtbox Display*

### Color Overlays

- Fills in the character model with a solid color during certain player states.

**Toggle Name:** *Color Overlays*

### Flash On Z-Cancel

- Displays a sparkle effect when a successful Z-cancel input is detected on landing.

**Toggle Name:** *Flash On Z-Cancel*

### Z-Cancel

- Allows Disabling Z-Cancel, using Melee timing (7 frames), Automating, or 'Glide Mode' (landing does not cancel attack).

### Punish Failed Z-Cancel

- Punishes the player in various ways for missing Z-cancels.

**Toggle Name:** *Punish Failed Z-Cancel*

## Quality of Life

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### New Music Added

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- Dozens of new music tracks featuring some new instruments added.

### Improved Pause Camera

- Allows the camera to be zoomed, moved and rotated freely while the game is paused.
- A and B to zoom, C buttons to move. Z+A or Z+B to adjust FOV.

### Cycle Music Tracks

- Players can change music tracks during a match with d-pad while the game is paused.
  - D-Pad Right cycles through the stage's music tracks.
  - D-Pad Down picks a random music track.
  - Can view current track in Pause Legend.

### Settings Menu Shorcut

- Quickly access Settings from any CSS or SSS screen by holding 'L'.

## Crash Debugger

- When a game crash occurs, attempts to display a screen with detailed information on what went wrong.

## Cinematic Camera

- Controls the cinematic camera zooms which occasionally occur at the start of a versus match.

**Toggle Name:** *Cinematic Camera*

## Idle Timeouts Disabled

- Remaining idle on various menu screen for 5 minutes no longer results in returning to the START screen.

## Quick Start

- All stages and characters unlocked
- Tournament approved match settings set by default. (4 stocks, 8:00 timer)

## Shield Colors Match Player Ports and Teams

- Shield colors will match the color of the port or team the character is on, unless the Shield CSS debug menu setting is set to Vanilla for the port.

## Improved VS Results Screen Scoring for Timeouts

- In timed matches, ties are broken by number of KOs.

## Skip Results Screen

- The results screen is not shown.
- Can be overridden by holding L + R at the end of a match.

**Toggle Name:** *Skip Results Screen*

## Widescreen

- Better widescreen support during matches.

**Toggle Name:** *Widescreen*

## Music Title at Match Start

- See the title of the track and its game of origin at the start of matches.

**Toggle Name:** *Music Title at Match Start*

## Disable Anti-Aliasing

- Turn off anti-aliasing.

**Toggle Name:** *Disable Anti-Aliasing*

## FPS Display \*BETA

- Display FPS in the top left of the screen.
- For an overclocked N64, use the OVERCLOCKED option.

**Toggle Name:** *FPS Display \*BETA*

## Stereo Fix for Hit SFX

- Fixes a vanilla bug where some SFX is panned in the wrong direction.

**Toggle Name:** *Stereo Fix for Hit SFX*

## Always Show Full Results

- When off, restores vanilla results screen behavior for stock matches.

**Toggle Name:** *Always Show Full Results*

## 'L' selects Random Character

- Allows selecting a random character via L button if 'Press L' is selected.

**Toggle Name:** *'L' selects Random Character*

## Dpad CSS Cursor Control

- Allows Dpad to control cursor (for controllers without a stick).



Toggle Name: *Dpad CSS Cursor Control*

### PK Thunder Reflect Crash Fix

- Allows toggling *PK Thunder Reflect Crash fix*

Toggle Name: *PK Thunder Reflect Crash Fix*

### Camera Mode

- Override the in-game Camera
- Normal: No change.
- Bonus: Force the camera to follow and track players.
- Fixed: Force the camera to show the entire stage.
- Scene: Camera remains frozen at the last pause position, HUD is disabled, cinematic entry is disabled.

Toggle Name: *Camera Mode*

## Accessibility features

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### Flash Guard

- Reduces screen flashing effects when turned on.

Toggle Name: *Flash Guard*

### Screenshake

- Allows reducing or disabling screen shake visual effect.
- May help with motion sensitivity.

Toggle Name: *Screenshake*

## Training Mode

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### Custom Menu

- Pressing Z while the menu is open will open the custom training menu. This menu allows you to access special settings for each port.
  - Character: The character used.
  - Costume: The costume used by the character.
  - Type: The type of player. (Human, CPU, Disabled)
  - Spawn: The position the character will spawn in when the reset button is pressed.
  - Set Custom Spawn: Sets the position to be used when the "Custom" spawn option is selected.
  - Percent: The percent to be applied to the character on reset, or when the "Set Percent" button is pressed.
  - Set Percent: Changes the character's percent to the above value.
  - Reset Sets Percent: Toggles whether or not the character's percent will be changed on reset.
  - OOS Action: The action CPU will take out of shield in Shield Break Mode.
  - CPU Teching: Set CPU teching. (Random, Roll Backward, Roll Forward, In Place, None)
  - CPU DI Type: Set CPU DI Type. (None, Random, Smash, Slide)
  - CPU DI Strength: Set CPU DI Strength. (High, Medium, Low, Random)
  - CPU DI Direction: Set CPU DI Direction. (Left, Right, Up, Down, Toward, Away, Random)
  - D-Pad Controls: Toggles the Training D-pad functions. (On, Reset Only, Disabled)

### D-Pad Shortcuts

- Pressing up on the d-pad will pause/unpause the game.
- Pressing right on the d-pad will advance to the next frame.
- Pressing down on the d-pad will cycle through special model display modes.
- Pressing left on the d-pad will reset.

### Reset Counter

- The reset count for the current training session will be recorded and displayed at the top of the screen while the menu is open.

### Shield Break Mode

- Practice shield pressure by turning on Shield Break Mode in the custom menu.

### Music

- Pick which track you want to listen to while in Training Mode via the custom menu.

### Show Action and Frame

- Pressing L toggles display of each character's current action and frame of animation.

### Skip Training Start Cheer

- Disables the cheer sound at the start of Training Mode.

Toggle Name: Skip Training Start Cheer

## Japanese Gameplay

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### Japanese Hitlag

- Use the Japanese version's hitlag value.

Toggle Name: *Japanese Hitlag*

### Japanese DI

- Use the Japanese version's DI value.

Toggle Name: *Japanese DI*

### Japanese Sounds

- By default, J characters use Japanese sound effects.
- This toggle enables further controlling the J sound effects to be used for all characters or no characters.

Toggle Name: *Japanese Sounds*

### Momentum Slide

- This toggle enables a momentum glitch that exists in the Japanese version.

Toggle Name: *Momentum Slide*

### Japanese Shield Stun

- Use the Japanese version's shield stun value.

Toggle Name: *Japanese Shield Stun*

## Single Player Modes

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### Bonus 3 (Race to the Finish)

- Record best times for completing the RTTF stage using all characters just like for Bonus 1 and Bonus 2.

### Remix BTT/BTP

- Use any character on any BTT/BTP stage and track best times.

### Remix 1p Mode

- A new take on the standard 1p Mode
  - Fight randomly selected Remix characters at one of their three randomly selected stages
  - Increased difficulty with Very Easy mode being the equivalent of standard 1p Mode's Normal Difficulty
  - Challenge Fox and Falco in a doubles battle
  - Characters have Alternate Bonus Stages for Bonuses 1 & 2
  - Fight a Kirby Team with brand new powers
  - Face new boss characters

### All-Star Mode

- Fight all characters in the roster.
- Heal at the rest area between battles by using one of the three hearts.

### Multiman Mode

- Fight a neverending polygon team and track KOs as highscores.

### Cruel Multiman

- Same as Multiman Mode but much more difficult.

### Home-Run Contest

- Deal as much damage to the Sandbag to knock it as far as you can before time runs out.

### 1p Enemy Control Mode

- Activated by another player pressing 'Z' at 1p, Remix 1p, or Allstar CSS.
- Scores are disabled while this is active.
- Master Hand controls can be found [here](#).

## Gallery

- View 1P "Congratulations" images and listen to music tracks.
  - Press Start to enter Idle mode (all 1P images and music cycle on a timer)
  - Press Start a second time to enter Idle 2 mode (your Random music and matching 1P images cycle on a timer)
  - Press A to play music, or skip to the next track in Idle modes
  - Press B to exit

## Profiles

- Toggles can be controlled quickly by choosing one of four built-in profiles: Community, Tournament, Netplay and Japanese

## Defaults

### Remix Settings

Toggle	Community	Tournament	Netplay	Japanese
Skip Results Screen	Off	Off	On	Off
Hold To Pause	Off	On	On	Off
CSS Panel Menu	On	Off	On	On
Color Overlays	Off	Off	Off	Off
Cinematic Camera	Default	Default	Default	Default
Flash On Z-Cancel	Off	Off	Off	Off
FPS Display *BETA	Off	Off	Off	Off
Model Display	Default	Default	High Poly	Default
Special Model Display	Off	Off	Off	Off
Advanced Hurtbox Display	Off	Off	Off	Off
Hold To Exit Training	Off	On	Off	Off
Improved Combo Meter	On	Off	On	On
Tech Chase Combo Meter	On	Off	On	On
Combo Meter	On	Off	On	On
1v1 Combo Meter Swap	Off	Off	Off	Off
Neutral Spawns	On	On	On	On
Salty Runback	On	Off	On	On
Widescreen	Off	Off	Off	Off
Japanese Sounds	Default	Default	Default	Always
Stereo Fix for Hit SFX	On	On	On	On
Random Select With Variants	Off	Off	Off	Off
Disable HUD	Off	Off	Off	Off
Disable Anti-Aliasing	Off	Off	Off	Off
Always Show Full Results	On	On	On	On
Skip Training Start Cheer	Off	Off	Off	Off
Default CPU LVL (V.S.)	3	3	3	3
Jigglypuff Sing GFX Anims	On	Off	On	On
L Selects Random Character	Off	Off	Off	Off
PK Thunder Reflect Crash Fix	On	On	On	On
Flash Guard	Off	Off	Off	Off
Screenshake	Default	Default	Default	Default

### Gameplay Settings

Toggle	Community	Tournament	Netplay	Japanese
Hitstun	Normal	Normal	Normal	Normal
Hitlag	Normal	Normal	Normal	Japanese
Japanese DI	Off	Off	Off	On
Japanese Sounds	Default	Default	Default	Always
Momentum Slide	Off	Off	Off	On

Toggle	Community	Tournament	Netplay	Japanese
Japanese Shield Stun	Off	Off	Off	On
Z-Cancel	Default	Default	Default	Default
Punish Failed Z-Cancel	Off	Off	Off	Off
Improved AI	On	Off	On	On
Tripping	Off	Off	Off	Off
Footstool Jumping	Off	Off	Off	Off
Air Dodging	Off	Off	Off	Off
Jab Locking	Off	Off	Off	Off
Edge C-Jumping	Off	Off	Off	Off
Perfect Shielding	Off	Off	Off	Off
Spot Dodging	Off	Off	Off	Off
Fast Fall Aerials	Off	Off	Off	Off
Ledge Trumping	Off	Off	Off	Off
Wall Teching	Off	Off	Off	Off
Charged Smash Attacks	Off	Off	Off	Off
Item Containers	Default	Default	Default	Default
Blastzone Warp *BETA	Off	Off	Off	Off

Music Settings

Toggle	Community	Tournament	Netplay	Japanese
Play Music	On	On	On	On
Random Music	Off	Off	On	Off
Salty Runback Preserves Song	Off	Off	Off	Off
Menu Music	DEFAULT	DEFAULT	64	DEFAULT
Music Title at Match Start	On	Off	On	On
Random Toggles for All Tracks	On	On	On	On

Stage Settings

Toggle	Community	Tournament	Netplay	Japanese
Stage Select Layout	NORMAL	TOURNAMENT	NORMAL	NORMAL
Hazard Mode	NORMAL	NORMAL	NORMAL	NORMAL
Whispy Mode	NORMAL	NORMAL	NORMAL	JAPANESE
Saffron Pokemon Rate	NORMAL	NORMAL	NORMAL	NORMAL
Pokemon Announcer	DEFAULT	OFF	DEFAULT	OFF
Dragon King HUD	DEFAULT	OFF	DEFAULT	DEFAULT
Yoshi's Island Cloud Anims	Off	Off	Off	Off
Camera Mode	NORMAL	NORMAL	NORMAL	NORMAL
Random Toggles for All Stages	[Community]	[Tournament]	[Semi-Competitive]	[Community]

These stages are set to On in the Tournament profile:

- Dream Land
- Fray's Stage
- Fray's Stage - Night
- First Destination
- Pokemon Stadium
- Pokemon Stadium 2
- Deku Tree
- Kalos Pokemon League
- Smashville
- Goomba Road
- Gym Leader Castle
- Saffron City DL
- Ganon's Tower
- Glacial River Remix
- Dr. Mario

- Tal Tal Heights (Hazards Off)
- Glacial River
- Melrode
- Yoshi's Story
- Battlefield
- Gerudo Valley
- WarioWare, Inc.
- Delfino Plaza
- Castle Siege
- Spiral Mountain
- Smashville Remix
- Yoshi's Island DL
- Yoshi's Island II
- Planet Clancer
- Fountain of Dreams
- Final Destination
- Glacial River
- Big Boo's Haunt
- Green Hill Zone
- New Pork City
- Bowser's Keep
- dataDyne Central (Movement Off)
- Peach's Castle DL (Hazards Off)
- Congo Jungle DL (Hazards Off)
- Hyrule Castle DL (Hazards Off)
- Zebes DL (Hazards Off)
- Mushroom Kingdom DL (Hazards Off)
- Duel Zone DL
- Yoshi's Island DL (Hazards Off)
- Dream Land (Hazards Off)
- Sector Z DL (Hazards Off)
- Saffron City DL (Hazards Off)
- Final Destination DL
- Meta Crysal DL
- Mute City DL
- Winter Dream Land
- Deku Tree DL
- Crateria DL
- Battlefield DL

These stages are set to On in the Semi-Competitive profile:

- Congo Jungle
- Dream Land
- Hyrule Castle
- Meta Crystal
- Peach's Castle
- Saffron City
- Mini Yoshi's Island
- First Destination
- Ganon's Tower
- Gym Leader Castle
- Pokemon Stadium
- Tal Tal Heights
- Glacial River
- WarioWare, Inc.
- Battlefield
- Dr. Mario
- Dragon King
- Fray's Stage
- Tower of Heaven
- Fountain of Dreams
- Muda Kingdom
- Mementos
- Sprial Mountain
- Mute City DL
- Mad Monster Mansion
- Bowser's Stadium
- Delfino Plaza



- Corneria
- Kitchen Island
- Smashville
- New Pork City
- Norfair
- Corneria City
- Congo Falls
- Yoshi's Story
- Gerudo Valley
- Fray's Stage Night
- Goomba Road
- Saffron City DL
- Yoshi's Island DL
- Bowser's Keep
- Windy
- dataDyne Central
- Planet Clancer
- Castle Siege
- Yoshi's Island II
- Cool Cool Mountain SR
- Cool Cool Mountain DL
- Mute City
- Mushroom Kingdom SR
- Green Hill Zone
- Subcon
- Pirate Land
- Casino Night Zone
- Metallic Madness
- Pokemon Stadium 2
- Norfair Remix
- Tal Tal Heights Remix
- Winter Dream Land
- Glacial River Remix
- Crateria DL
- Twilight City
- Melrode
- Grim Reaper's Cavern
- Scuttle Town
- Big Boo's Haunt
- Dinosaur Land
- Spawned Fear
- Smashville Remix
- Big Snowman