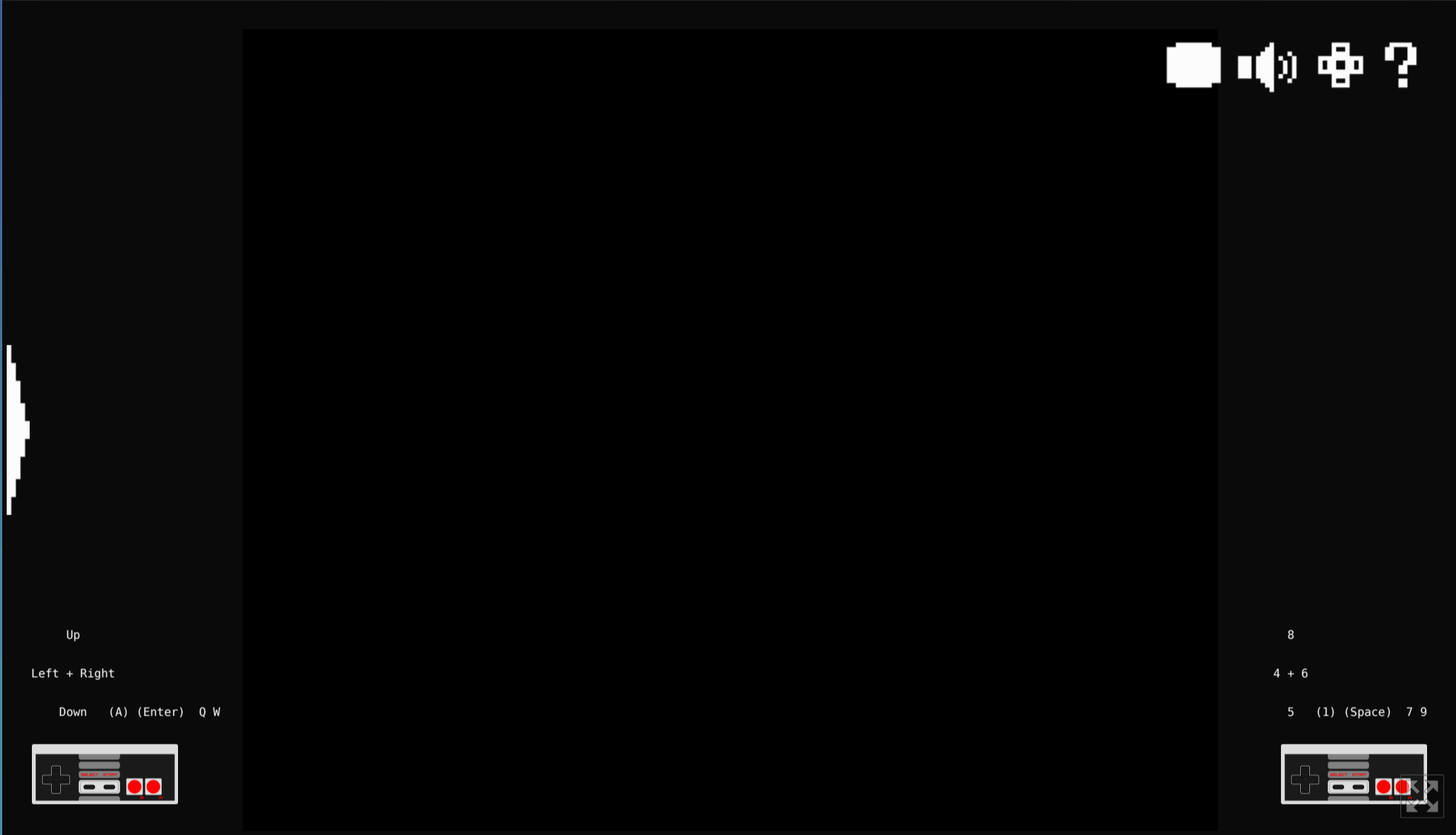


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Super Tilt Bro is a demake of the **Super Smash Bros.** series compatible with the good old **Nintendo Entertainment System** from the 1980s. Featuring **online play**, thanks to a **Wi-Fi chip** in the cartridge!

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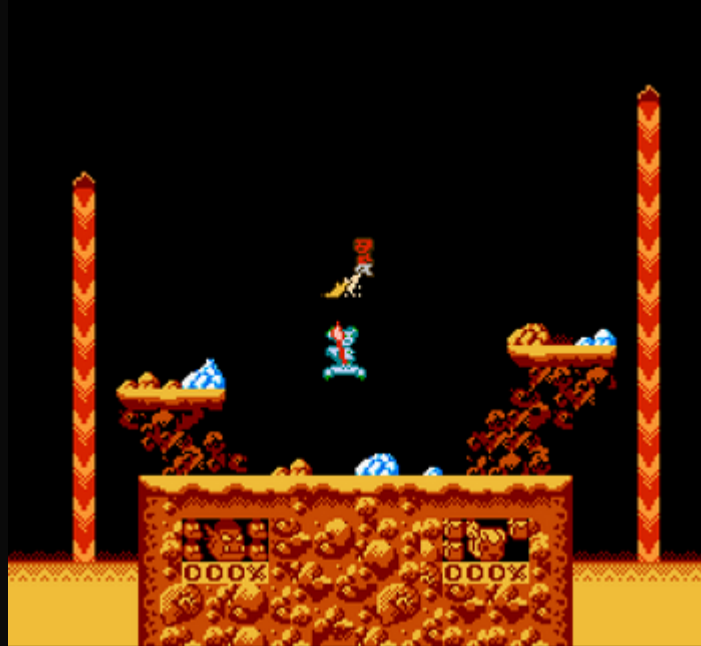
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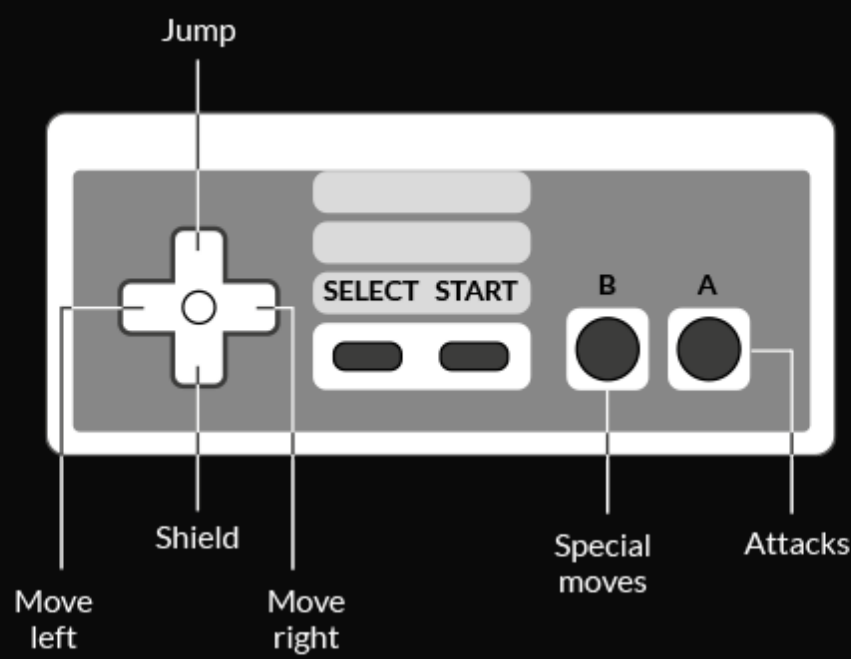
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Thank you for your interest <3

Controls





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You can use different moves by holding a direction when pressing the attack or special move button.

Version 2.1 released!

Changelog:

Gold!

- Physical release approaching
 - The production started with this version!
- Hardware
 - Fixed glitchy sprites on some NTSC revisions
 - Fixed rescue mode on NTSC
- Game
 - Fixed Sinbad's side-tilt on NTSC
 - Fixed small visual glitch at the end of platforming stages
 - Improved contrast on story's retry screen

Previous release: 2.0

The all mighty 2.0!

- Dropping the Release Candidate status
 - Baring big surprise, this version should end in the cartridges
- Last polish of Wi-Fi menus
 - Improved Wi-Fi connection screen
 - Improved online menu's reactivity on poor Wi-Fi conditions
- Story mode
 - Fixed screen shake on the last cutscene
 - Updated Toolassistium medal time: you need to beat 01:15:00 to get it
- Kiki
 - New skins matching community designs
- Sinbad
 - Reduced damage on aerial neutral special attack

[More information](#) ▾

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Click download now to get access to the following files:

[Super_Tilt_Bro_\(E\).nes](#) 512 kB

[super-tilt-bro-linux64.tar.gz](#) 3.1 MB

[super-tilt-bro-macos12.zip](#) 77 MB

[super-tilt-bro-windows.zip](#) 9.1 MB

[STB Supporter Pack.zip](#) 86 MB

if you pay \$15 USD or more

Development log

[Digital supporter pack](#) Aug 06, 2024

[Super Tilt Bro. 2.1: NTSC fixes for the gold!](#) Jun 05, 2024

[Modern cryptography on the NES](#) May 11, 2024

[Super Tilt Bro. 2.0: The one!](#) May 08, 2024

[Super Tilt Bro. 2.0-rc4: Buff the outsiders!](#) Apr 03, 2024

[Super Tilt Bro. 2.0-rc3: Sinbad's patch](#) Feb 01, 2024

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 [Akemi98](#) 117 days ago

hi sgadrat! i playing your game on Nestopia emu and i want to know how to patch the emu to play online. you can help me? :3

[Reply](#)



 [Lookitup](#) 134 days ago (+1)

Wow. Just wow. The Ai even knows how to dash-dance.

[Reply](#)




 [Jubjub01](#) 138 days ago (+1)

Amazing!!! Jesus loves you by the way my friend, i hope you have a lovely day today :)

[Reply](#)




 [Naternate85](#) 140 days ago

having so much fun playing online on my nes!! Such a remarkable feat! Good job guys! 😊

[Reply](#)




 [sgadrat](#) 140 days ago

Thank you 😊

Have fun!

[Reply](#)




 [musketeerssb](#) 141 days ago (+2)

this game is super fun to play, even with just a keyboard. maybe thats biased considering that i used to play melee with keyboard, but i still find this incredibly enjoyable. i think that vg sage is by far the best character

[Reply](#)



 [sgadrat](#) 141 days ago (+1)

Thank you for playing, happy to hear you like the game :)

[Reply](#)




 [razorleafattack](#) 142 days ago (+1)

Just got my Kickstarter cart today. Woo! Still getting used to the moves but have been enjoying VG Sage. Especially love his animations.

It's pretty wild being able to play an online multiplayer game on the NES!

[Reply](#)




 [sgadrat](#) 142 days ago

Have fun ♥

[Reply](#)



 [manadream](#) 146 days ago (+1)

Very cool that you've made this! I appreciate extending the life of older technology like this game does.

That said, I'm having trouble with running it on my everdrive. I just get a gray screen. Am I missing something?

Thanks!

[Reply](#)

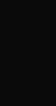



 [sgadrat](#) 146 days ago (+1)

If you took the Super_Tilt_Bro_(E).nes from this page, it is a "mapper 30" ROM (also named UNROM-512 sometimes.) You may have to update your everdrive's firmware to run it. Obviously, you won't have online functionality since the everdrive does not have an embedded wi-fi chip.

If you took the .nes from the Linux/Windows/MacOS version, it is incompatible with the everdrive


[Reply](#)




 [manadream](#) 145 days ago (+1)

Thank you for the information! I updated my N8's firmware and that did the trick :) much appreciated.

[Reply](#)

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 [MEISPABLO](#) 157 days ago (1 edit)


good game but the final battle for story mode sucks because most deaths are just falling off the stage because its harder to recover from that distance.

[Reply](#)

 [viemoo](#) 188 days ago

Amazing! I hope I can donate soon. Also, do you plan on having any grapplers? Keep the good work :)

[Reply](#)

 [sgadrat](#) 188 days ago (+1)

Thanks.

There is no clear plan to add a grappler soon but the needed mechanics are coming so it will be a possibility. Projectiles will come first with next planned characters 😊

[Reply](#)

 [Jiffylust](#) 171 days ago

How are updates handled on physical cart? (can updates be downloaded via wifi and stored on cart?)


[Reply](#)

 [sgadrat](#) 171 days ago

In the online menu, the "Settings" section has an "Update" entry. It is deactivated on emulator but will download the latest version and reprogram your cart with it on physical version.

In case something would go wrong, you will have the option to reset to the factory version.

[Reply](#)

 [Goofygoober21000](#) 206 days ago

can you nerf sinbad a bit lol bc all you need to do to win is forward Q and up W


[Reply](#)

 [sgadrat](#) 206 days ago (1 edit)

Yes, it is planned. I need a way to make it unsafe on shield without modifying the move too much.

Meanwhile, the best counter is to jump over forward-special and punish its end-lag or the whiffed up-w.

[Reply](#)

 [BrainSlugs83](#) 252 days ago

Why in the heck would you configure the defaults Q and W instead of Z and X?


😊

[Reply](#)

 [purrpgoddpeebles](#) 279 days ago


this is very cool you said this was a hack of super Mario Bros. for the nes?

[Reply](#)

 [sgadrat](#) 279 days ago

Thanks. It is 100% original code though, not a hack of any existing game.

[Reply](#)

 [Caiuz](#) 289 days ago

Hi,

following this example :

<https://smash-crusade.itch.io/crusade>

do you have plans to add more characters ?

In that case it is a well done game ,condensed into a nes game .

Congratulations !

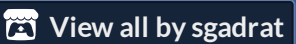
[Reply](#)

 [sgadrat](#) 289 days ago

Yes, we have more characters planned. At least two from the console homebrew community are next :)

But we'll be nowhere near Crusade's gigantic roster. I hope to be able to put 8 characters in the cart before facing storage space issues.

And thanks for the kind words ♥

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 [Smiley09](#) 305 days ago (1 edit) (+1)

Sinbad Side Tilt got a buff yay

Now it no longer whiffs its early hitbox when approaching grounded opponents at the cost of no more high reaching hitbox and longer startup.

It also doesn't chain into itself and applies better shield pressure.

Overall, very good change

[Reply](#)

 [lamWiivnye](#) 315 days ago

noth


[Reply](#)

 [Smiley09](#) 319 days ago

(maybe) new tech just dropped, at least for me.

Using D-tilt or D-special during a shield ignores the shield release animation, meaning combo starters like Pepper's D-tilt can be used almost immediately without problem. As a Pepper main, I am very happy about this.

[Reply](#)

 [sgadrat](#) 319 days ago (1 edit)

Yes, it's by design down tilts and special are out of shield moves. Also Pepper is the only char who can start a combo on an opponent on her back while she's in shield (down-spe into foward-tilt.)

Also, a jump can cancel the end of the shield vanishing animation, but unlike down attacks, it does not skip the entire animation.


[Reply](#)

 [Smiley09](#) 318 days ago (2 edits)

VGSage gets an out-of-shield kill option with D-tilt that KO's at about 20% from the ledge so thats kinda strong


But Pepper can use Down Special at the ledge out of shield and then Side Tilt for a (probably) true combo that kills at almost any%

[Reply](#)

 [Smiley09](#) 320 days ago

After over a year of procrastination, Project Igbik is semi-complete, as my computer isnt able to run the game on download so i have no way of testing it or knowing whether it works, but theoretically it is complete

[Reply](#)

 [Smiley09](#) 320 days ago

<https://smiley09.itch.io/project-igbik> is the link to the .JSON because i have no idea how modding works tbh

[Reply](#)

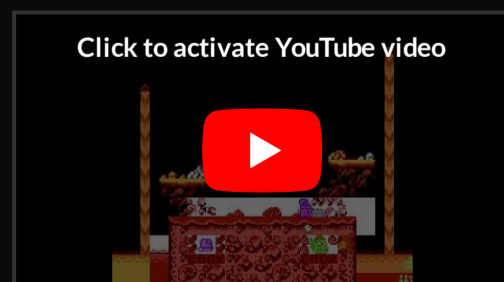
 [sgadrat](#) 320 days ago

I love your animations! The character is really nice! 😊

After a year, it still hard to build the game. No worries, I got you covered :)


The character exceeded the 16 KB size limit, so I had to butcher your animations to remove frames for shrinking it into a ROM. Anyway it still look great!

The ROM with Igbik is here, it whould work on any NES emulator (even web-based or on phone): https://super-tilt-bro.com/shares/stb_igbik.nes



Certainly not what you had in mind movement wise, but these thing require tuning and being able to build the game to test changes. I have plans to make it easier, but priorities shifted, so it will not happen in near future. It is impressive you got that far without being able to test your mod!


Last but not least, your mod with changes required for it to build the ROM above: <https://super-tilt-bro.com/shares/igbik.json>

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[Reply](#)

  [Smiley09](#) 319 days ago (+1)



Thank you :)

[Reply](#)

  [Spechtor](#) 291 days ago



This character is really cool, except whenever I use side b the character flys erractically off the stage and destroys himself. Laughs. Not sure what the glitch is but just wanted to let someone know :)

[Reply](#)

  Deleted account 1 year ago


Deleted post

[Reply](#)

  [sgadrat](#) 1 year ago



Thanks 😊

[Reply](#)

  [EJ4O1](#) 1 year ago

just did a match a vsage that lasted 9 seconds

[Reply](#)

  [EJ4O1](#) 1 year ago (1 edit)

For the best moves in the game the best down tilt is the Vsage because he is easily able to kill at ledge.The best up b side b and jab its keke.the best forward air is pepper and she also takes Nb and also the worsed down air and makes up for it because of Nair. finally sanbad has easily the best recovery to the side because of his side b but lacks hight in his up b

[Reply](#)

  [EJ4O1](#) 1 year ago

also if i made a tier list it would be Vsage S kekeS pepper a and sanbad b.

[Reply](#)

  [EJ4O1](#) 1 year ago


if you are coming from smash bros then pepper is like sheik.keke is steve(kind).Vsage is just broken,and sanbad i think is just a swordy idk i dont really like him.

[Reply](#)

  [sniperArchery](#) 1 year ago

Kiki is steve with a spear and no elytra, anvils, or minecarts

[Reply](#)

  [EJ4O1](#) 1 year ago



true

[Reply](#)

  [sniperArchery](#) 1 year ago

I've noticed 2 characters that vg sage derives his moveset from, being palutena for his d-tilt, nair, and staff, and Bowser for his up and down specials. He also gets his neutal special from falcon and ganon, and his side special from the star fox gang

[Reply](#)

  [Smiley09](#) 313 days ago

Pepper has an arguably stronger down tilt due to its sheer combo potential, though it does require a lot more skill and precision to utilize fully. The main uses of it are to a) combo into side air, which spikes and leads into another down tilt, and so on, and b) to combo very easily into neutral air, which, as you mentioned is very good, especially when killing at the ledge.

[Reply](#)

  [EJ4O1](#) 1 year ago

I hope they nerf kiki shes op literally steve

[Reply](#)

  Deleted post 1 year ago

Deleted 305 days ago

[Reply](#)

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 [Nuke12379](#) 1 year ago

bad because i need friends to play


[Reply](#)

 [sgadrat](#) 1 year ago

Come to the Discord to make cool friends who play the coolest game in the universe.


Or you can also try the Arcade mode ;)

[Reply](#)

 [Nuke12379](#) 1 year ago


I not allowed discord

[Reply](#)

 [Malkofuwye](#) 1 year ago (+1)

Best game, Pepper main here! (Just playing in school), (BORA BRASILLLLLL)


[Reply](#)

 [sgadrat](#) 1 year ago

Haha! Thanks ♥

(Pepper mains are the bests!)

[Reply](#)

 [Smiley09](#) 313 days ago

Same bro

[Reply](#)


 [humbertoMHC](#) 1 year ago

Hi, I hope you're doing well!

I work on a product to make therapy for children and youth more engaging by integrating games and other fun activities.

Would you have some time to chat about a partnership/integration?

[Reply](#)


 [sgadrat](#) 1 year ago

Hit me up on Twitter or Discord DM

Twitter: @RogerBidon


Discord: <https://discord.gg/qkxHkfx>

[Reply](#)

 [Will](#) 1 year ago (+1)

excellent game! impressive to see the mechanics of platform fighters translated to nes so well

[Reply](#)

 [sgadrat](#) 1 year ago


Thank you 😊

[Reply](#)

 [Eduardo Santini](#) 1 year ago


bRO HOW CAN WE SPEAK ABOUT DEV A GAME, I M LOOKING FOR SOMEONE THAT DO GAMES FOR NES OU SNESS. I HAVE THE PROJECT ALREADY DONE ON PAPER AND DESIGN, WITH YOU ARE INTERESTED IN KNOWING MORE. PLEASE IM READY TO MAKE IT HAPPEN AND WILL BLOW PEOPLE'S MINDS!! HIT ME UP ON INSTAGRAM @DUNGEONSOFKARDS

[Reply](#)

 [Ice Emperor](#) 1 year ago (+1)

It's a great game, for me the best available for the NES. I play almost every day with my brother. But unfortunately I can't play online using an emulator on my laptop (Windows 32bit). Could someone please help me?

[Reply](#)

 [sgadrat](#) 1 year ago (+1)

Hello! Happy to hear that you like the game!

Can you try this version of the emulator? <https://super-tilt-bro.com/tmp/fceux-win32.zip>

View all by sgadrat

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You will need to download the normal windows version (super-tilt-bro-windows.zip) to get the ".nes" file from its "rom" folder. Then open the .nes with the emulator above. It should work, and you should be able to go online.

If it works, I'll find a way to include it in next release so you don't have to care about 32/64 bits emulators.

Reply

 [Ice Emperor](#) 1 year ago

Thank you very much, Sgadrat! Now I can play Super Tilt Bro online, it's good that in the future maybe it will be possible to play Super Tilt Bro without an emulator. I'm glad to know that you answered me quickly.


Reply

 [sgadrat](#) 1 year ago

Begining with today's release (2.0-beta7) You should be able to play with the Windows version available on itch.io


Please tell me if there is any problem.

Reply

 [oxskr](#) 1 year ago (+1)

Me encanta este juego es como renacer en la nes apoyo el proyecto espero mi cartucho más adelante

Reply

 [Tester5656](#) 1 year ago (+1)

Great game!!


I just wish there were more characters.

Reply

 [wuXan](#) 1 year ago (+1)


I love this old style. What I liked the most was that I can play it without downloading it, but download it, because it's worth it.

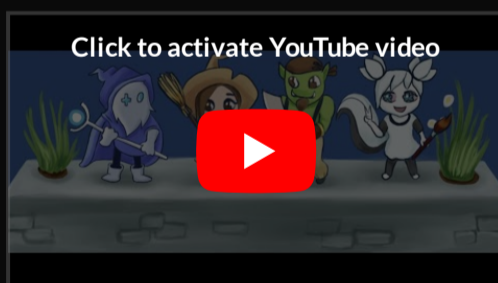
Reply

 [EV4DE Bacon](#) 1 year ago (+1)

im back to play this game a year and a half later..


Reply

 [ezez_game](#) 1 year ago (+1)






Reply

 [Smiley09](#) 1 year ago (+1)

Pepper's new win/loss animations are great!


Reply

 [sgadrat](#) 1 year ago

Haha, and did you see that "special thanks" section in the credits? Freakin awesome ;)


Thank you ♥

Reply

 [Smiley09](#) 1 year ago

Why does Sinbad look so much more polished in the trailer, and will that design be added to the base game?

Reply

 [sgadrat](#) 1 year ago

yes, he is like that on the development version. So next update he will look like that ;)

Reply

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 [Smiley09](#) 1 year ago (1 edit)

I made a small animation mod for Pepper that changes her victory, defeat, and shield animations. It will be in my profile later today. (I have no prior experience placing files on my profile so I have no idea wheter this will work, but live and learn, I guess.)


[Reply](#)

 [sgadrat](#) 1 year ago

Nice!

Looking forward to see that 🙏

[Reply](#)

 [Smiley09](#) 1 year ago (1 edit)

'Tis here! This is the link. [Pepper's Animation Mod](#)

[Reply](#)

 [sgadrat](#) 1 year ago


Here is your ROM:

[http://supertiltbro.wontfix.it/files/tmp/smiley09/tilt_no_network_unrom_\(E\).nes](http://supertiltbro.wontfix.it/files/tmp/smiley09/tilt_no_network_unrom_(E).nes)

I just had to change the last frame's duration of the defeat animation. Max value is 255.

I love it. May I reuse some parts in the official game? Notably Pepper's victory/defeat animations 😊

[Reply](#)

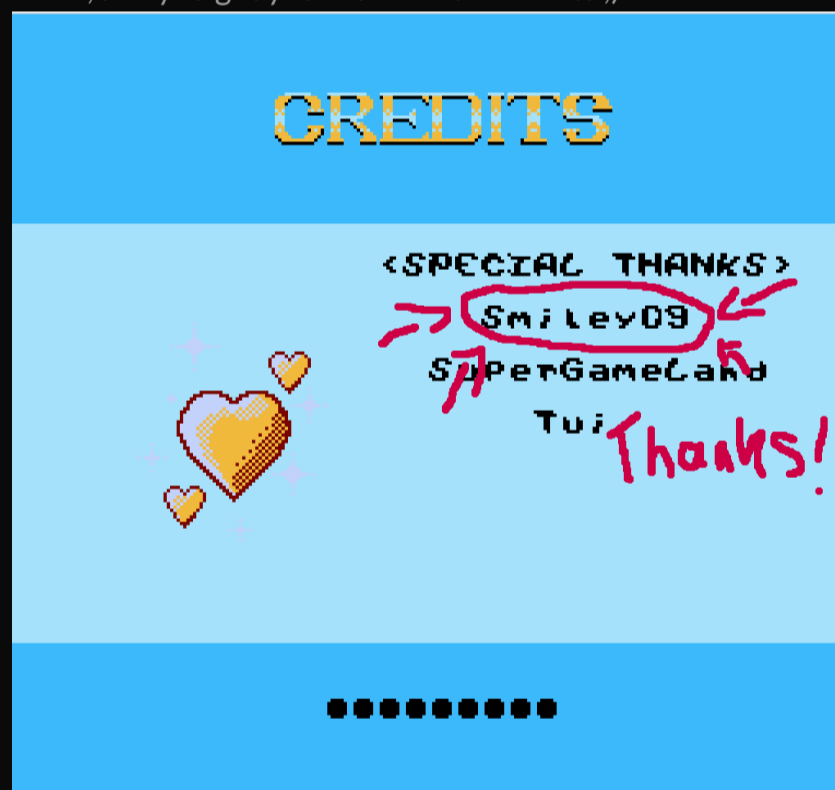
 [Smiley09](#) 1 year ago (+1)

Certainly! It would be really fun to see them in the base game. Thanks for fixing the problem with the defeat animation, too. Much appreciated.


[Reply](#)

 [sgadrat](#) 1 year ago

Done, and you got your name in the credits ;)




[Reply](#)

 [Smiley09](#) 1 year ago (2 edits)

The AI can be cheated by Sinbad by standing slightly to the side of the spawn platform and timing Neutral Special correctly, then landing Side Tilt and using Aerial Neutral Special to confirm the KO if Side Tilt didn't finish the job. (This works for any difficulty)

I believe this can be mitigated by having the AI leave the platform almost immediately, among the most basic solutions.

[Reply](#)

 [Smiley09](#) 1 year ago

WWWHOHOOOOOHOHOHOHOOOOOOOOOOO KICKSTARTER IS
HEEEERRRRREEEE Congratulations sgadrat



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(wait do I need an NES to run the game cartridge?)

[Reply](#)


 **sgadrat** 1 year ago

Thanks!

Yes you need a nes to run the physical game. We put a cheaper reward with only digital OST and a comic with a small story featuring the game characters if you really want to help but don't need the cart ♥

(The game here will stay free and kept up to date. We really sell the carts.)

[Reply](#)

 **Smiley09** 1 year ago (1 edit)

Do mods work with the cartridge? I dont plan on getting one (just the Digital Tilt Bro Pack if I can, but I probably won't get it before the goal is reached) but want to see if someone else might.


[Reply](#)

 **sgadrat** 1 year ago

once again, the answer is "technically yes, but that is hard to setup"

I think I'll add a ticket "make the mods downloadable ingame" to my TODO-list. That would be super cool and make mods work anywhere easily 🔥

[Reply](#)

 **Smiley09** 1 year ago

... I can't run game files on my computer (chromebook). Therefore, I can't playtest my OWN MOD. hm. hmm. hhhhmmmm. ANYwho, Igbik is getting a good amount of progress, and will (hopefully be out somewhere in May.


[Reply](#)

 **sgadrat** 1 year ago

if you can hop on discord and send me the .json file, I can build a private version for you.

(I really should add a button to do that automatically on the web editor.)

[Reply](#)

 **Smiley09** 1 year ago (1 edit)

No worries, I'm working on a workaround. (I can't use Discord either) I plan on using a different computer to download it.

[Reply](#)

 **sgadrat** 1 year ago

Anyway, you will need to recompile the game. Wich is not trivial to setup.

Any other way to contact me in private? By email maybe: sgadrat@gmail.com


[Reply](#)

 **LooGa** 1 year ago (1 edit) (+1)

I tried to plug 2 controllers to my laptop to play with my friend but it only let the 1st player play with a controller and forced the 2nd player to use the key bored is there a way to fix that


edit- Never mind i figured it out

[Reply](#)

 [sgadrat](#) 1 year ago

Haha, glad you got it solved. I would have been of little help I fear 😊


[Reply](#)

 [Smiley09](#) 1 year ago (+1)

I want this game to get popular because, well, it's a great game, but at the same time I don't because then I'll lose my title as one of the best Super Tilt Bro. players in the world

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