SUPER SMASH BROS. ULTIMATE is a crossover fighting game where familiar characters from Nintendo games and other third-party franchises try to knock each other out of an arena. The game features a wide range of game modes, including solo play or multiplayer versus modes where up to eight players can join a match, over 100 stage arenas, and over 75 character options. Post-release expansion packs allow for the addition of new characters and stages.

**AGE:** 12+ YEARS  
**DEVICE/PLATFORM:** NINTENDO SWITCH  
**LINKS/RESOURCES:** SMASHBROS.NET

---

**THEMES**

**CUSTOMIZATION**  
Players can adjust the rules of the game and save them as presets for future matches. A gameplay experience can be created that invites spontaneity with features like Stage Morph and challenge with modes like Century Smash and Smashdown.

**HERO’S JOURNEY**  
World of Light asks the player to explore a vast map and battle possessed Spirits of Nintendo characters to awaken them to have them join their side. When a Spirit is defeated, they are added to the player’s collection, enhancing their ability to take on tougher foes.

**COOPERATION**  
Squad Strike is a mode that features battles between teams of three or teams of five. This mode requires team members to think strategically about how to defeat the opposing team and how to tap into the strengths of their teams’ characters.

---

**DISCUSSION PROMPTS**

What are your favorite Smash modes, stages, and characters? Why?  
Have you played World of Light (Adventure Mode)? What about it did you find the most challenging?  
If you were creating a three-person and five-person team in Squad Strike out of your friends and family, who would you choose? Why do you think they’d work well together?  
If you could create a World of Light in real life, what would you do to bring more light and love into the world?

---

Super Smash Bros. Ultimate is a registered mark of Nintendo. The content of this guide was created by iThrive Games.

iTHRIVEGAMES.ORG