

My Opinions: Super Smash Bros. Brawl

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It's more than a month now. Do I still think it's the best game? Review inside!

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1 - My Opinions: Super Smash Bros. Brawl

Well I guess I won't go into too much about how great this game is. Every Wii owner should get this game regardless of what kind of games you like. So to kick off this Brawl madness I had a party when I got the game, which this game is largely made for. We had a blast! It was the funnest 4 hours of my life! We were laughing every 5 seconds! I can't tell you how addicting this game is. I'm playing online and single player mainly right now. Gameplay- Basically the same as Melees. Most characters have their moves back. Some moves from a few characters are either replaced or switched around for different buttons, like Mario's down B is now the F.L.U.U.D. gun, which I thought was kind of useless but it's cool I guess. And his Melee down B is used with down A while falling. The final smash attacks I think are a great addition to this game, and each of the smashes are pretty cool. All characters have their regular smash attacks. Some characters have extra smash attacks besides using tap A. The Gamecube controller is obviously the way to go, every other controller excluding the Classic sucks, especially the Wiimote+Numchuck mode. Also I would like to complain that some characters are a bit too slow. Most characters are at least slightly slower than Melee. Online- Glad Nintendo didn't screw this up. Glad that severe problem was fixed. Most fights do run smoothly, but do have a couple lags. Some can be really slow so I have to quit. Searching on With Anyone mode takes usually 2-5min. Every time I find people. I have not tried any matches with friends yet, I plan to soon (my friend code is on my profile). Speculator mode seems neat since you can win money by betting as much \$ as you want. But what annoys me the most is that you can't use your text messages on With Anyone mode. Graphics- Best on the Wii so far. But Mario Galaxy is pretty close. Lots of new and cool effects and stuff. When I first saw the Poke'mon and Assist trophies on Brawl's website, I thought they looked N64-ish. But when I played the game, they actually weren't too bad. Characters- pretty pleased with the final roster. Lots of new cool characters like Sonic, Snake, Ike, and Meta Knight. But it was way too small. They should have added more new characters or bring back the Melee characters that were booted off Brawl. Adventure Mode- finally a story mode has been added to Brawl. It's actually really fun and challenging. The cutscenes are great. The story plot I thought wasn't too original and some parts just seemed random. But overall Nintendo did a great job with this and I hope for a sequel the next Smash Bros. Collectables- Wow, this game probably has more stuff to collect than any other game in history. There's trophies, stickers, and CDs. Also you can customize your trophy and sticker galleries. Music- there must be hundreds of tracks to listen to. Most music arrangements are pretty good, best of any game I've played. The menu theme is great! Stage Creator- This I was looking forward the most for this game. When I first saw the amount of objects I was like "Are you kidding me?!?" There's a pretty low amount. But oh well, it is a stage creator and you can make some pretty cool and wacky stages. Plus you can send these to your friends. Other stuff- pretty much all the features from Melee are back. There's also much more to do with the new features like virtual console demos, watch and make movies, organize your trophy and sticker galleries, and much more. SCORES-Gameplay-9.4Graphics-9.5 Online-9.6 Collectables-10 Characters-9.0 Stage Creator-9.8 Replay value-8.5 Party factor-10 Single player-10 Features-10 FINAL-9.6 Conclusion- this pretty much is really all I have to say. Brawl is almost perfect, but there are a few minor problems. It may not be the highest reviewed game for the Wii, but still the best I think, yes better than Galaxy. This game will probably last you for years and will take at least 30 hours to unlock everything. My original final score was 9.8, but I've just seem to have got bored of it a little. It was just so quick to unlock the main things, it made the replay value go low, and it didn't feel as rewarding. There should have been more characters, that's the biggest problem. But it's not going to make me trade this in of course that would

retarded! This game is still pretty fun when I ever play it, espicially with friends! I'll be waiting to fight you online *evil laugh* (FC on my profile) Thanks for reading!!!