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Friv super smash flash 2

Compartilhe É hora de testar sua habilidade em games de luta com Super Smash Flash 3. Esse joguinho de navegador traz personagens queridos de animes e outros jogos de super smash flash 3 para duelarem em embates épicos, assim como no Super Smash Flash 2, onde todos irão usar suas melhores habilidades em busca da vitória. Você precisa ser rápido para escapar dos ataques inimigos e acertá-los na hora certa. Leia mais Esse jogo permite que você desafie outros jogadores online ou, se preferir, pode duelar contra o computador. Para começar, escolha seu personagem preferido; a lista é bem variada e conta com figuras famosas como: Goku Sonic Mario Donkey Kong Zelda Mas essa lista é apenas para exemplificar, já que em Super Smash Flash 3, há muitas outras opções. Depois de escolher a personagem, a luta começa no alto de um grande castelo. As grandes qualidades de Super Smash Flash 3 Por ser um jogo simples que é executado direto no navegador, Super Smash Flash 3 surpreende ao entregar bons gráficos e cores bonitas. As personagens foram bem desenvolvidas, e podemos reconhecer todas as características que nos acostumamos a ver nos animes e em outros jogos online grátis. Cada lutador possui habilidades específicas para usar na hora da batalha. Alguns têm poderes, outros tem armas, e alguns são apenas muito fortes. Depois de dominar os controles e descobrir tudo o que pode fazer, o jogador vai se divertir muito pulando, esquivando-se dos inimigos e planejando golpes certos. Em Super Smash Flash 3 é possível acompanhar sua pontuação e ver se a sua personagem está perdendo força pelos golpes que recebeu. Uma dica para vencer em Super Smash Flash 3 As personagens do jogo são capazes de fazer vários movimentos e usar muitas habilidades, e para conseguir usar todas as funções de Super Smash Flash 3 é preciso dominar vários comandos, por isso é uma boa ideia dar uma rápida olhada nos controles do jogo antes de iniciar. ► Play Game Play Super Smash Flash 2 v0.8 Online Game. One of many Anime Games to play online on your web browser for free at KBH Games. Tagged as 2 Player Games, Action Games, Anime Games, Crossover Games, Fighting Games, and Kirby Games. Upvoted by 18692 players. Other games you might like are Super Smash Flash and Super Hero Girls: Food Fight. No download or installation needed to play this free game. Hope this game brings a little joy into your daily life. Defenda a sua casa do ataque de zombies Não deixe as bolas chegarem ao centro! O mais conhecido jogo iPhone chega ao Windows Um jogo MUGEN com os personagens do Dragon Ball Z Os pássaros mais famosos têm a oportunidade de conhecer o Rio Subway Surfers (Gameloop) Jogue este excitante endless runner no PC também Repare o dano causado por um por um antigo feitiço Super Smash Flash 2 is an ultimate arcade fighting game online, you can play completely for free at Friv! It is an improved multiplayer version of the legendary Super Smash Bros Brawl game originally released on the Nintendo console. Enjoy updated graphics, smoother gameplay and compete against your friends! The game offers many different modes and options, so you will never ever get bored. Become one of your favorite Nintendo heroes like Mario, Naruto, Goku or Pikachu and fight against other heroes. You can compete against a computer or up to 4 other players! Press your space bar to select, press your back button to pause the game. Use your WA,S,D keys to move. Press U to grab, I for shield, O for attack 1, P for attack 2, 1 to taunt. Check the controls for more players in the options menu. You can even customize the controls if you wish. Can you defeat all opponents and become the master of Super Smash Flash 2? ¡Tus personajes famosos favoritos regresan para una batalla aún más épica! Mario, Sonic, Zelda, Donkey Kong, Goku y más están preparados para usar todos sus poderes en los diferentes campos de batalla. ¡Elige a tu personaje favorito e invita hasta a tres amigos mas, para luchar en una gigantesca pelea de 4 jugadores!Jugador 1: utiliza las teclas WASD para moverte y las teclas PO para atacar. Jugador 2: utiliza las flechas del teclado para moverte y los numerales 32 del teclado numérico para atacar. *Para los jugadores 3 y 4, configura el teclado en las opciones del juego.Video Guía ► The most popular Smash fangame on the internet has received its biggest update yet – 3 years in the making! Are you ready to experience... SUPER SMASH FLASH 2 BETA? NOTE: This game is still very much a work in progress. If you'd like to assist with the development, please click here. ...Super Smash what? – Super Smash Flash is back! You do remember us, right? The original Smash Bros fangame, most popular for content and difficulty, rather than gameplay, Super Smash Flash was...well, Super Smash in a Flash. It showed very few similarities to the actual Smash Bros gameplay as it was our first game, yet still somehow attracted large crowds of people. Now, with the knowledge we've picked up along the way, we're striving for the utmost quality this time around. Super Smash Flash 2 is not a game made by one person in a month, like SSF1. Super Smash Flash 2 is a game made by hundreds of people over several years. It will be one of the biggest Smash bros fan-games – no. One of the biggest Flash games, to date. We promise. Is this actually made in Flash? – It is, and one of our major product goals here is to show that Flash is underestimated and underappreciated. If we can make a console-quality game with controller support, online mode, and 10 years worth of custom art, so can you. No other programming interface would allow us the kind of convenience and workflow that we have with Super Smash Flash 2 without custom tools. Flash is incredible for creating video games and animations with a low barrier to entry and an incredibly simple interface. (tl;dr stop calling for Flash to die, jerks) Why does your game have a Wikipedia page? – I have no idea but we're really excited about it. This isn't listed on Twitch! Can I stream/watch SSF2 Beta live? Unfortunately, Twitch does not list us as a game. We suggest using YouTube Gaming! Do you have a Discord? We do! Please note that invitations are not always open, so if the link doesn't work please check back again later. Can I use my gamepad? – If your OS recognizes it, and you've got drivers... yes! Please note, at this time only the downloadable version of the game (to your right) supports gamepads due to shortfalls and discrepancies in support between the browsers. Where's the best place to find matches? – Our partners over at Anther's Ladder run an awesome chat with matchmaking built right in! Check it out here. Can you add [insert character here]? – Unfortunately with a game of this scale, we need to plan things out ahead of time so that we can finish the game at some point. At this time we cannot accept content suggestions for this reason. Sorry! How can I support your development? – We are not accepting any monetary compensation on behalf of Super Smash Flash 2. The best way to support us is to keep playing. It'll make us happy. Hopefully it'll make you happy too. WHERE IS THE FULL VERSION?! – Super Smash Flash 2's Beta release is our final full-featured update to our public release before the full game. We're hard at work and well on our way, and we allow you to experience our progress along the way – that is the point of Super Smash Flash 2's demos. Are there combos in Super Smash Flash 2? – Absolutely. Super Smash Flash 2 has low landing lag, high hitstun, and high gravity, leading to an exhilarating combo game with lots of mixups that will still feel right at home to those coming from any of the official Smash games – even ones where combos don't exist. This is one of our major project goals. Which Smash game is SSF2 based off of? – Ah, I see you noticed that SSF1 was based off of Melee, huh. Well, think of SSF2 as a Frankenstein. We're smashing together a “Greatest Hits” type deal with our engine, feel, and aesthetics, but we're also taking our own creative liberties as well. There's no definite answer to this question! Well, in terms of engine? – SSF2's engine is Frankenstein'd too. At first glance, it's very reminiscent of Smash 4, actually; some of the more obvious engine aspects will make that clear right away (with the low landing lag, high-ish hitstun, high gravity, etc.) But it goes deeper than that, and this will become more apparent as the game matures and we begin activating our other engine aspects. Do characters have complete movesets? – Absolutely. Some characters have placeholder animations at the moment, but they will all be remedied before the full release. Does this work on Mac/Linux? – SSF2 runs better on Mac than on most Windows computers, actually! As far as Linux, you can always play our game using Chrome until we get an executable finished up. Is online mode planned? – It's in!! ☺ What about L-Cancelling or (insert some complicated Smash Bros-related acronym here)? – Probably not included. As far as L-cancelling though, SSF2 has globally reduced landlag (some call this ALR – Aerial Lag Reduction), and instead of being move-specific, it's mostly character specific with a few exceptions, ranging from 3 to 12 frames (at 30 FPS). If we gave you L-cancelling, you probably wouldn't need to use it often.

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