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In: Spirits, Lists, Super Smash Bros. Ultimate Share Spirits in Super Smash Bros. Ultimate are characters who have lost their physical forms, and act as collectible bonuses that can be equipped for fighters to provide them with special abilities in combat. They feature prominently in the game's adventure mode, World of Light, where most of the characters, with the exception of the game fighters themselves, are shown reduced to this form through the breakup of Galeem's attack. The perfumes consist of fictional characters, creatures and objects from Nintendo video games, including those produced internally, and those produced by third parties for Nintendo systems. Thus, they are similar to stickers from Super Smash Bros. Brawl and equipment from Super Smash Bros. to Nintendo 3DS and Super Smash Bros. for the Wii U, and therefore also replace trophies from previous installments. The main method of receiving spirits is spiritual battles, in which players fight with a puppet fighter controlled by a processor containing a certain spirit. The fighting conditions, stage and music track for each spiritual battle, and the fighter (s) fought during a spiritual battle tend to reflect the character of the spirit. Spirits are divided into four classes of strength, each with a stellar rating: Rookie (one star), Advanced (two stars), Ace (three stars) and Legend (four stars). You can get four types of spirits: fighter, main, support and master. Fighter spirits are perfumes that cannot be equipped, but simply serve to represent playable characters, and are obtained either by cleaning the classic mode with them, or by buying perfumes in the Vault store. Alternative costumes of some characters (such as the female Robin) also have separate spirit-fighters, which can only be purchased in the Vault Shop. Primary spirits have one of four types of force: attack, capture, shield, and neutral, with the attack being strong against capture, capture against shield, shield from attack, and neutral, with no advantage or disadvantage against the other three. The spirits of the support are equipped on top of the primary spirits and give the fighter special skills, such as increasing jumps, or equipping them with a certain subject. Many primary spirits also give skills to the fighter, and equipping more than one spirit with the same skill will stack its effect. Masterful spirits are an irrefutable type of spirit that appears in the World of Light. Their power in spiritual battles is always neutral. Once they are defeated, they unlock one of three activities - the Gym (of which there is only one, Doc Louis), Dojo, or Explore - or shop in stores. In the gym, the player can leave up to four basic perfumes so they level overtime. In the Dojo, up to four primary spirits can be left to learn special styles that increase some statistics when others are weakened (in the case of perfumes can forget the styles they have learned). This process can be accelerated by paying Spirit Spirit In Explore, the player can send primary and/or maintain spirits to Ruins, Caves or Jungle in search of treasure. The expedition lasts several hours in real time and can be cancelled at any time. At the end of the expedition, the player receives rewards (including Spirit points, coins and items of inventory), and all the basic spirits sent to the expedition also receive experience points. In shopping, the player can purchase items of inventory, skills and other alcoholic beverages. Each store has a high probability of selling a certain type of alcohol; for example, Anna's store, known as Anna's Emporium, has a better chance of having perfume with equipment. Perfumes are also sometimes sold at a discount. Mario is ready to shoot in Pikachu to get the spirit of Mimikyu Beating the spirit of the battle in adventure mode instantly gifts the spirit of the player. In the Spirit Board, however, after beating the puppet fighter, the next screen shows a fighter under a dark sky stunned and surrounded by a round, rotating shield, where the player has a chance to gain spirit by firing a gun through the shield hole. If the player is correct once shot, the dark sky is cleared and the spirit is acquired. If a player fails to get into any part of the shield, he disconnects and they don't win the spirit, although the damage is transferred to the next battle. The shield rotates faster than the higher the rank of the spirit. If a player fails with has enough Spirit Points, the player can spend a few Spirit points to try again, with more powerful spirits demanding more Spirit points per attempt. Players can use two items to help hit the puppet fighter, both of which can stack: the Spacer Shield and the sluggish shield. Shield Spacer removes part of the shield, while the sluggish shield slightly slows down the shield movement. Spirits have levels that they receive after participating in battles (win or lose) or after being fed with snacks that are obtained by a variety of means, including but not limited to winning a spiritual battle with a weaker spirit than the enemy, or buying them through the shops. After reaching level 99, some perfumes can be upgraded, often making them stronger, such as increasing rank or providing special attributes, but resetting the spirit to Level 1. This is marked by a silver border next to a type icon that turns to gold if the spirit is enhanced. Some spirits can also be obtained by completing in-game problems, or bought in stores (either Vault Shop or one of the five stores unlocked around the world). Already shoe spirit does not prevent him from appearing in Spirit Board or any of the stores. It was suggested that this section be rewritten and expanded to include the missing fighter statuses (such as metal) for some spiritual battles. Additional images for this article were suggested. Delete this only when the image (s) has been uploaded for this article. Features: Crossing Animals: New Испытания Mana, ARMS (DLC), ОСТОПАТН TRAVELLER Числа первичных духов указывают на количество слотов поддержки духа они имеют в наличии, в то время как номера поддержки духов указывают количество слотов они принимают, когда оборудованы для первичных духов. Имена, окрашенные в серый цвет, являются именами духа, используемыми при установке региональных параметров коммутатора в Европе или Австралии. 1-250 редактировать - Название Серии изображений / Игра Тип Класс Сила / эффект (ы) Как получить Дух битвы Противник (ы) Боевые условия Этап Песня 1 Марио Супер Марио Серия Истребитель N / A N / Классический режим, как Марио N / A N / A N / A 2 Builder Марио Супер Марио Maker серии истребитель N / A N / A Vault Shop N / A N / A N / A N / A N / A 3 Марио (Свадьба) Супер Марио серии Истребитель N / A N / A Challenge (Игры и многое другое: Как Лундзи, играть соло All-Star Smash и дело ущерб с насмешкой 3 раза.), амбибо N/A N/A N/A 4 Luigi Super Mario Series Fighter N/A N/A Classic Mode as Luigi N/A N/A N/A 5 Peach Super Mario Series Fighter N/A N/A Classic Mode as Peach N/A N/A N/A N/A 6 Дейзи Супер Марио серии истребитель N / A N / Классический режим, как Дейзи N / A N / A N / A 7 Bowser Super Mario серии истребитель N / A N / Классический режим, как Bowser N / A N / A N / A N / A 8 Б-р Марио д-р Марио д-р Марио серии истребитель N / A N / Классический режим, как д-р Марио N / A N / A N / A 9 Розалина Супер Марио серии Истребитель N / A N / Классический режим, как Розалина и Luma N / A N / N / N / A N / A 10 Боззер младший Super Mario серии истребитель N / A N / Классический режим, как Боззер младший N/A N/A N/A 11 Iggy Super Mario Series Fighter N/A N/A Vault Shop N/A N/A N/A 12 Wendy Super Mario Series Fighter N/A N/A Vault Shop N/A N/A N/A 13 Lemmy Super Mario Series Fighter N/A N/A Vault Shop N/A N/A N/A 14 Roy (Super Mario Bros.) Супер Марио серии истребитель N / A N / A Vault Shop N / A N / A N / A 15 Ларри Супер Марио серии истребитель N / A N / A Vault Shop N / A N / A N / A N / A 16 Людвиг Супер Марио серии истребитель N / A N / A Vault Shop N / A N / A N / A N / A 17 Мортон Супер Марио серии истребитель N / A N / A N/A 18 Super Mushroom Super Mario Series Support (1) Расширенная статистика - после еды Тимми и Томми N/A N/A N/A 19 Fire Flower Super Mario Series Support (1) Новичок Fire Flower Equipped Timmy и Tommy's N/A N/A N/A 20 Super Star Super Mario Series Support (2) Ace First-Strike Дух совета Розалина и Лума Правило: Атака державы (ru): Временная непобедимость: Пункт: Сулер Звезда Враг будет иногда непобедимым, когда враг на высокий урон Все истребители легко запустить FS Meter обвинения противника быстро Персик замок Главная тема - Сулер Марио 64 21 Металл Марио Супер Марио Серии Первоначального общества (1 Ace ShieldWeight - Spirit Board Metal Марио Враг медленный, но усилит оборону и атаку Враг является металлом Great Cave Offensive (Battlefield) Metal 22 Boo Mario Super Mario Series Support (1) Rookie Light Spirit Council Mario Azar: High Gravity; Low GravityRule: Invisibility Enemy Invisible Your Jumping Force Decreases When the Enemy Is on Damage Enemy is less dependent on the gravity of Dracula Castle Castle / Boss Fortress - Super Mario World / SMB 3 23 Rock Mario Super Mario Series Support (1) Advanced Physical Attack - World of Light (Light Realm): Spirit Board Metal Jigglypuff Neutral Special Enemy Increased Power Enemy Favors Neutral Special Is The Enemy metal Mario Galaxy (Battlefield) Melty Monster 24 Gold Mario Super Mario Series Support (3) Legend of Super Armor Called with Mario Metal, Super Mushroom, and Fire Flower Core N/A N/A N/A 25 Fox Luigi Super Mario Series Support (1) Ace Easier Dodging Spirit Board Luigi Danger: Strong Wind Dangerously Strong Winds in reality Mushroom Kingdom U Ground Theme - Super Mario Bros. 3 26 Flying Squirrel Toad Super Mario Series Support (1) Advanced Throw and Meteor Spirit Board Tail Mii Swordfighter Enemy Performs Down Special in Air Enemy Increased Jump Power Mushroom Kingdom U (Q) Land Theme - New Super Mario Bros. U 27 Baby Peach Super Mario Series Support (1) Advanced Air Defense, Mario Defeat main fighter to win the enemy favors dash attacks Enemy increased the speed of movement Peach Castle Land Theme - Super Mario Bros. (Melee) 28 Cat Princess Peach Super Mario Primary Series (3) Ace ShieldWeight Called with Rover and Baby Peach Core N/A N/A N/A 29 Peach (Wedding) Super Mario Series Support (2) Super Mario Series Support (2) amiibo Peach, Mario Rule: Flower Defeat of the main fighter to win You constantly take minor damage Enemy seeks to avoid the conflict of New Donk Town Hall Break Free (Leading Way) 30 Bowser (Wedding) Super Mario Series Primary (2) Ace Grab World of Light (Final Battle); Spiritual rule: amiibo Bowser You lose if your ally processor Ko'd (Peach) Enemy favors dash attack Enemy increased the force of the attack New Donk Town Hall Underground Lunar Caves 31 Toad Super Mario Series Primary (3) Advanced GrabCan to be promoted to Captain Toad on Lv. 99 Spirit Council: amiibo Mii Brawler Rule: Item: Mushrooms Enemy favors the side of special Princess Peach Castle Plucky Pass Beginning 32 Captain Toad Captain Toad: Treasures Tracker Series Primary (3) Ace GrabItem Gravity Extended from Toad N/A N/A 33 Toadette Captain Toad: Treasures Tracker Master Series ♡ (Getty) on Elements of the Great Cave Offensive (Battlefield) Plucky Pass Start 34 Toadsworth Super Mario Series Support (1) Rookie Ramblin' Evil Mushroom Equipped Spirit Council Mario Rule: Item: Mushrooms Take the Strongest Team in This No-No Fight Princess Peach Castle Ricco Harbor 35 Waluigi Super amiibo Luigi Rule: Help Trophy Enemies (Waluigi) Hostile Help To Help Trophy Series Primary (2) Rookie NeutralFoot Attack - World of Light (Light Kingdom); Spiritual rule: amiibo Tiny Donkey Kong x5 Defeat army of Mushroom Kingdom (Battlefield) Ground Theme - Super Mario Bros. 37 Coup Троопа Super Mario Series Support (1) Rookie Green Shell Equipped Spirit Council; amiibo Sqritle Rule: Defense ; Tidal Wave point; Item: Green Shell Enemy increased defenses after a while Some items will appear in large numbers Enemy easily distracted by items Golden Plains Home theme - New Super Mario Bros. 38 Hammer Bro Super Mario Primary Series (1) Advanced GrabJump - Spirit Council Yoshi Rule: Help Trophy Enemies (Hammer Bro) Hostile help trophies appear, When enemy on High Damage Enemy stands for Special Golden Plains (Battlefield) Land Theme - Super Mario Bros. 3 39 Lakitu Spirit Of Iggy Council, Tiny Bowser x8 Defeat Army Fighters Mushroom Kingdom Land Theme - Super Mario Bros. 40 Blooper Super Mario Primary Series (1) Rookie Base Shield - World of Light (Light Realm); Spirit Board Tiny Inking (ε.) x3 Danger: Low Gravity Timed Battle Gravity Reduces Enemy Seeks to Avoid Conflict Delfino Plaza (Battlefield) Underwater Theme - Super Mario Bros. 41 Bullet Bill Super Mario Series Primary (1) Rookie AttackCan be promoted to Banzai Bill on Lv. 99 World of Light (Light Realm); Spirit board Captain Falcon x4 Rule: Tidal Wave Point; Item: Bullet Bill Some elements will appear in large numbers enemy easily distracted by elements of Mushroom Kingdom Airship Theme - Super Mario Bros. 3 42 Banzai Bill Super Mario Series Original (1) Advanced AttackImpact Run Advanced from Bullet Bill N/A N/A N/A 43 Shy Guy Super Mario Primary Series (2) Neutral Mii Swordfighter, Mii Gunner Rule: Item: Throwing Types of Enemy favors neutral special opponent easily distracted by items Mushroom Kingdom II (Battlefield) Ground theme - Super Mario Bros. 2 44 Pidgit Super Mario Series Support (1) Advanced Air Strike - World of Light (Mysterious Dimension); Spirit Board Peach Enemy begins battle with Rocket Belt Enemy Boosted Jump Power Mushroom Kingdom II Earth Theme - Super Mario Bros. 2 45 Birdo Super Mario Primary Series (2) Ace Grab Called with T-Rex and Star Core N/A N/A N/A 46 Mouser Super Mario Primary Series (1) Rookie Grab World of Light (Getty) Spirit of The Pikachu Council Rule: Item: Bob-Omb Enemy is easily distracted by







Land Gourmet Race (64) 336 Nago Kirby Primary Series (2) RooKie Grab World of Light (Mysterious Dimension); Spirit Council IsabeL Rule: Item: Football Ball Enemy has an extra jump in the air Green Greens (Battlefield) Forest / Nature Area 337 Pich Kirby Series Support (1) RooKie Unira Equipped Beadle Tent; Spirit Board Jigglypuff Green Green Green Forest Stage 338 ChuChu Kirby Series Support (1) RooKie Super Leaf Equipped World of Light (Light Realm); Spirit Board Jigglypuff Danger: Sticky Floor Dream Land Planet Popstar 339 Whispy Woods Kirby Primary Series (1) Ace ShieldFire Weakness World of Light (Mysterious Dimension); Kirby Council Spirit x5 Danger: Strong Winds Dangerously Strong Winds in reality reinforcements will appear after the enemy Ko'D Green Green Boss Theme Medley - Kirby Series 340 Krakco Kirby Series Original (3) Advanced GrabElectric Attack World of Light (Dark Kingdom); Spirit Council King Dedede, Pikachu x2 Defeat of the Main Fighter to Win Skyworld (Cloud Platform Only) Boss Theme Medley - Kirby Series 341 Nightmare Power Orb Kirby Primary Series (2) Extended GrabCan to be expanded to Nightmare Wizard on Lv. 99 Spirit Board Giant Kirby Rule: Help Trophy Enemies (Nightmare) Hostiles Marx 342 Nightmare Wizard of Kirby Series Original (2) Legend grabJam FS Charge Advanced from Nighmare's Power Orb N/A N/A N/A 343 Dark Matter Kirby Series Original (3) Legend of Attack world of Light (Mysterious Dimension); Spirit Board Meta Knight, King Dedede Rule: Help Trophy Enemies (Nightmare) Enemy Close Arms Increased Power Enemy Can Unleash Powerful Critical Hits on Random Stamina Battle Halberd (02) 02 Battle 344 Gyll Kirby Primary Series (1) RooKie Grab World of Light (Light Realm); Spirit Board Jigglypuff Rule: Item: Warp Star Enemy is easily distracted by elements of Green Greens (Battlefield) Green Greens (Melee) 345 Dina Blade Kirby Primary Series (2) Legend of ShieldJump - Called with a Super Star, Beat, Cucco, and Shield-type kernel N/A N/A N/A 346 heavy lobster Kirby Series Primary (1) Extended Shield Spirit Council Lemmy Rule: Item: Fire Flower Enemy begins battle with Flower Halberd Meta Knight Revenge 347 Marks Kirby Primary Series (3) Advanced GrabCan be promoted to Marx Max Squad in This No-Frills Battle - Vs. Marx 348 Marx (True Form) Kirby Primary Series (3) Legend of GrabMagic Attack - Improved from Marx N/A N/A N/A 349 Mole Kirby Series Support (1) RooKie Drill Equipped World of Light (Forest Hill); Spirit Board Giant Pikachu Rule: Item: Trap of the Great Cave Offensive (Battlefield) Squeak Squax Squead Theme 350 Dark Mind Kirby Series Support (2) Ace Franklin Icon Equipped World of Light (Final Battle); Spirit of The Reflection Board Ganondorf Rule: Curry-filled enemy repelled enemy blast shells and fire attack increased the power enemy breathes fire after a while Kalos Pokemon League (Battlefield) 02 Battle 351 Dorcoach Kirby Series Primary (3) Ace AttackCan be upgraded to Dark Daroach on lv. 99 Called with Count Cannoli and Mouser Core and Mouser Core and Mouser Core A N/A N/A 352 Dark Daroach Kirby Primary Series (3) Legend of AttackFire A 353 Mask Dedede Kirby Primary Series (2) Ace Attack Called with a Reporter and Hammer Bro Basic N/A N/A N/A 354 Galuga Knight Kirby Primary Series (0) Legend Of The Shield Attack, Knight and Meta-Knights Core N/A N/A N/A 355 Magolor Kirby Series Primary (3) Ace Attack World of Light (Light Realm); Spirit of Advice Robin (♠) Danger: Screen Flip Screen suddenly flip magical enemy attacks increased the power of Halberd CROWNED 356 Landia Kirby Series Primary (3) Advanced AttackJump - World of Light (Sacred Land); Called with Nibbles and Fortitude Core; Spirit of charizard council x5 Enemy explosion and fiery attacks increased the power of Stamina Battle Reinforcement will appear after as The Enemy Ko'D Find Mi Dangerous Dinner 357 the queen of sectoria Kirby series Primary (2) Ace Grab Called with Singer and Princess Shroob Core N/A N/A N/A 358 Susie Kirby Series Support (1) Advanced Beam Sword Spirit Board Isabelle, Metal Meta Knight Halberd Pink Balloon Activated! 359 Support for Kirby's Three Sisters (1) Extended Beating Items - World of Light (Mysterious Dimension); Spirit Council Robin (♠) x3 Special Enemy Moves increased the power of Dream Land (Battlefield) Battle of Friends and Bonds 2 360 Waddle Di Kirby Primary Series (3) Advanced Neutral Can Be promoted to Bandana Waddle Dee at Lv. 99 World of Light (Gourmet Race); Spiritual rule: amibo Pikachu x4 Take the strongest team in this no-nonsense battle Dream Land GB Green Green 361 Bandana Waddle Di Kirby Series Primary (3) Ace Neutral/Battering Elements - Improved from Wad Deedle N/A N/A 362 Waddle Doo Kirby Series Original Society (1) RooKie Attack World of Light (Mysterious Dimension); Spirit Council Jr. Jigglypuff x3 Danger: The zap floor electrified enemy begins the battle with the Super Scope Dream Land Butler Building (for 3DS/Wii U) 363 Bronto Burt Kirby Series Support Series (1) RooKie Flooting Jumping World of Light (Forest Spirit Board Peter Pete x4 Enemy favors a party special in the air dream Land Green Greens 364 Poppy Bros. Jr. Kirby Primary Series (1) RooKie Grab World of Light (Light Realm); Spirit Council Young Link x2 Rule: Item: Bob-Omb Down Special Power Increased Power Enemy Stands Down Special in the Air Yoshi's Island Green Greens (for 3DS/Wii U) 365 Proud Kirby Primary Series (0) Extended Shield Spirit Board Clear King Dedede x3 Enemy's special side special increased power enemy favors the enemy specials Enemy Invisible Green Castle Lololo 366 Scarfy Kirby Series Primary (1) RooKie Shield can be upgraded to Angry Scarfy at Lv. 99 World of Light (Mysterious Dimension); Kirby Council's spirit x4 reinforcements will appear after as Enemy Ko'D Dream Land Green Greens (Melee) 367 Angry Scarfy Kirby Series Primary (1) Advanced ShieldUnflinching Charged Smashes Advanced from Scarfy N/A N/A N/A 368 Rocky Kirby Series Support (2) RooKie Instadrop Spirit Council Metal Kirby Timed Stamina Battle Enemy Opposes Offensive (Battlefield) Great Cave Offensive 369 Wheelie Kirby Series Support (1) Advanced Dash Attack - Funky Kong Shack Nhack / A N/A N/A N/A 370 Bomber Kirby Series Support (1) Advanced Bomber Equipped Spirit Council Kirby Rule: Item: Bomber Enemy Begins Battle with Bomber Dream Land GB Oil Construction (Brawl) 371 Bugzzy Kirby Spirit Council Ridley Rule: Point: Beetle side of the enemy special increased power enemy increased the force of attack Green Green Forest / Nature Area 372 Bonkers Kirby series Primary (1) Ace Attack Spirit Council Donkey Kong Enemy begins the battle with Hammer enemy can swing Hammer for a long time Kongjo Jungle Forest stage 373 Mr. Frosty Kirby Series Support Series (1) RooKie Spirit Board Ice of Clmbers Dangers: Ice Floor Frozen Enemy Ice and Water Attacks Increased The Power of Stamina Battle Dream Land Ice Cream Island 374 Meta-Knights Kirby Primary Series (3) Ace NeutralSword Attack - World of Light (Dark Kingdom); Spirit board Of Meta Knight x4 Stamina Battle Reinforcements will appear during Battle of the Enemy begins battle with Murder Edge Halberd (Bridge) Revenge of The Meta Knight 375 Mr. Shine and Mr. Bright Kirby Series Primary (3) Advanced Neutral Fire Attack - Called with Baxter and Fortington and Slugger - Green Glove Core N/A N/A N/A 376 Plasma Wisp Kirby Series Support (2) RooKie Hothead Equipped Spirit Council Robin (♠) Danger: Zap Floor Rule: Item: Hothead Paul Electrified Enemy Performs Neutral Special Prism Tower (Battlefield) City Trial 377 Tac Kirby Series Support (1) Advanced Gravity Point World of Light (Sacred Land); Spirit Council Villager (♠) x4 TImed enemy battle can wreak havoc on the dashing enemy in you increased the speed of moving the Great Cave Great Cave Offensive 378 Chef Kawasaki Kirby Series Support (2) Ace Stata After Eating World of Light (Gourmet Race); Spirit Council PAC-MAN Rule: Help trophy enemies (Chef Kawasaki); Item: Food Foe Relief Trophies Will Appear Enemy Became More Powerful After Eating Enemy Easily Distracted by Elements of Green Green Gourmet Race (Brawl) 379 Joe Kirby Primary Series (1) Ace AttackFist Attack - World of Light (Dracula Castle); Spirit of the Ryu Rule: Help Trophy Enemies (Knuckle Joe) Enemy punches and elbows increased the power of kicking the enemy and knee blows increased the power of physical enemy attacks increased the power of Find Mi (0) Oil Building (Brawl) 380 Prince Fluff Kirby in Epic Primary Yarn (z RooKie GrabWeigh - Spirit Board Kirby Throws Opponent Increased Enemy Power Stands for Captures and Throws Super Happy Tree Green Greens (for 3DS/Wii U) 381 Elynn Kirby Support Series (1) Advanced Fairy Bottle Equipped World of Light (Light Realm); Called with Smeargle and Wanda Core Tiny Palutena Rule: Item: Balls Take the Strongest Team in This No-No Fight Rainbow Cruise Oil Building (Brawl) 382 Fox McCloud Star Fox Series Fighter N/A N/Classic Mode like Fox N/A N/A N/A 383 Falco Lombardi Star Series Fighter N/N/Classic Mode as Falco N/A N/A N/A N/A 384 Wolf O'Donnell Star Fox Series Fighter N/A N/Classic Mode as Wolf N/A N/A N/A 385 Slippy Tard Star Fox Series Support (1) Ace of the Metal World light (power plant); Called with Link, Winky, neutral type, and support of the main Greninja, Fog Defeat the main fighter to win the TImed Battle enemy seeks to avoid the conflict frigate Orpheon Corneria - Star Fox 386 Peppr Hare Star Fox Series Master (A Air StyleIncrease: Air Power, JumpDecrease: Ground Force, Moving Speed World of Light (Light Realm) Bunny King Dine, Wx, Falco Defeat Main Fighter to Win Reinforcement Will Appear During Battle Of Venom Home Theme - Star Fox 64 (Melee) 387 Crystal Star Fox Primary Series (2) Legend of Neutral Reactive Attack - World of Light (Mysterious Dimension); Spirit Board Fox, Falco Rule: Help Trophy Enemies (Crystal) Hostie help trophies will appear Corneria Theme from zone 6 / Rocket Slipstream 388 ROB 64 Star Fox Series Support (1) Advanced Shooting Elements - World of Light (Base); Spirit Board R.O.B., Falco, Fog Defeat main fighter to win Stamina Battle Reinforcement will appear during Battle of Corneria (Battlefield) Area 6 - Fox Star 64 389 James McCloud Star Fox Series Primary (3) Legend shield World of Light (Light Realm); Spirit Board Fox Rule: Moving Speed; Defense: Power Attack - Enemy increased the force of attack when the enemy on high damage Enemy increased defenses when the enemy at high damage enemy increased the speed когда враг на высокий уровень Star Fox Medley 390 Arwing Star Fox Series Support (2) Ace Gravity-Change Immunity Шелдона Местрo N/A N/A N/A N/A Great Fox Star Fox Series Support (1) Legend Metal Killer, designed with landmaster, Arwing, neutral type and support core N/A N/A 392 Landmaster Star Fox Series Support (2) Advanced Scope Super Equipped World of Light (Dark Realm); Spirit Board Giant R.O.B. Neutral Special Enemy Increased Power Enemy Giant Venom (2) Space Battleground 393 Walker Star Fox Series Support (1) Advanced Rav Gun Equipped Sheldon Place N/A N/A 394 Gyroving Star Fox Series Support (1) RooKie Rocket Belt Equipped World of Light (Light Realm); The spirit of the Fox Enemy board begins the battle with the Plotlings Rocket Belt Sector 2 395 Leon Powlaski Star of Fox Series Primary (2) Advanced Attack Spirit Of Yoshi Council, Wolf You Lose If Your Ally Processor Ko'D (Falco) Venom (0) Wolf Star Theme / Sector No (for 3DS/Wii U) 396 Pigma Dengar Star Fox Series Support (1) Advanced Shooting Attack x World of Light (Final Battle); Spirit Board Wario, Wolf Rule: Moving Speed - Defeat of the main fighter, to win the enemy increased the speed of movement when the enemy on high damage Enemy seeks to avoid the conflict Lyat Cruise (Battlefield) Star Wolf (Brawl) 397 Andrew Olkonny Star Fox Series Primary (1) RooKie Grab Spirit Council Diddy Kong Rule: Attack Power - Enemy increased the force of attack when the enemy on the high damage Of Corneria Star Wolf (Brawl) 398 Panther Caroso Star Fox Series Spirit board Wolf Enemy increased the speed of movement of Corneria Star Wolf 399 Wollfen Star Fox Series Support (1) Ace Shield Damage - World of Light (Light Realm); Spirit board Wolf FS Meter Enemy Charges Fast Enemy Increased Enemy Attack Force Increased Speed Moving Venom (Battlefield) Star Wolf (Brawl) 400 Andross Star Wolf Series Primary (2) Advanced Grab Called with Porygon and Commander Core N/A N/A N/A 401 Andross (Star Fox 64 3D) Fox Series Primary (2) Ace GrabCan to be expanded to Andross (True Form) on Lv. 99 World of Light (Mysterious Dimension); Spirit of The Ganondorf Rule Board: Help Trophy Enemies (Andross) Danger: Low Gravity Gravity Reduces Hostile Relief Trophies Help Will Appear Venom Sector 0 402 Andross (True Form) Star Fox Series Primary (2) Legend of GrabCritical-Health Stats - Improved from Andross (Star Fox 64 3D) N/A N/A N/A 403 Aparoid Star Fox Series Support (2) Advanced Irreversible Controls World of Light (Light Realm); Spirit Board Metal Ridley Danger: High Gravity Your Force Jumps Decreases Enemy Metal Enemy Increased Jump Power Venom Space Battleground 404 General Pepper Star Fox Series Support (1) Advanced Rear Shield Equipped World of Light (Final Battle); Called with Roy Campbell and Labrador Reaver Core Fox Rule: Sudden Final Smash Enemy Suddenly Will Have The Final Smash Aura While Corneria Home Theme - Fox 405 Star Fox Series Primary (1) RooKie ShieldWeight - World of Light (Forest Hill); Spirit Board Yoshi Rule: Earthquake Возмущение землетрясения будут трясать этапе Сад надежды (Battlefield) Перемены в Звезде леда 406 TИре Боумен Звезда кул 407 ТИре Боумен Звезда кул 408 ТИре Боумен Звезда кул 409 ТИре Боумен Звезда кул 410 ТИре Боумен Звезда кул 411 ТИре Боумен Звезда кул 412 ТИре Боумен Звезда кул 413 ТИре Боумен Звезда кул 414 ТИре Боумен Звезда кул 415 ТИре Боумен Звезда кул 416 ТИре Боумен 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AttackWeapon Attack - Speed of Movement - Improved from scratch (zero Buster) N/A N/A N/A 909 Axel Mega Man X Series Support (1) Advanced Ray Gun Equipped World of Light (Dark Realm); Spirit board Mega Man Stamina Battle Enemy Shooting Elements Increased Power Enemy Begins Battle with Ray Gun Midgar (Q) Opening Stage 910 Sigma Mega Man X Series Original (3) Ace Attack World of Light (Light Realm); The spirit board of the Ganondorf melee enemy weapons increased the power of Stamina Battle Midgar (Battlefield) X vs. zero 911 Mega Man Voltnut Mega Man Legends Series Primary (3) Ace Grab World of Light (Dark Kingdom); Spirit Board Mega Man x3 Danger; High GravityRule: Item: Explosion Types Timed Uub Your Force Jumping Reduces Great Cave Offensive Light Plane 912 Rolf Caskett Mega Man Legends Series Support (1) Advanced Shooting Attack - World of Light (Light Realm); Spirit Board Isabelle, Diddy Kong Rule: Item: Hocatebe Bomb Take the Strongest Team in this no-nonsense battle of piloting light aircraft (for 3DS/Wii U) 913 Throne Bonn Mega Man Legends Series Primary (3) Advanced Grab World of Light (Light Realm); Spirit Of advice Wendy's, R.O.B. x2 Take the strongest team in this no-nonsense battle of Wuhu Island мии роботы (Джок Wii Уран 2) 914 Mega Man.EXE Mega Man Battle Network Series Primary (3) (3) Capture the world of light (Dark Kingdom); Spirit board Mega Man x3 Danger; The zap floor floor electrified reinforcements will appear after the enemy KO'd Hanenbow (Battlefield) Shooting Star 915 ProtoMan.EXE Mega Man Battle Network Primary Series (2) Ace ShieldSword Attack - Light Realm Spirit of advice Shulk Rule: Swords of the Enemy increased melee weapons damage and speed Movement Mute City NESX (Battlefield) zero (Theme zero (from Mega Man X)) 916 Geo Stellar and Omega-Xis Mega Man Star Force Series Primary (3) Advanced Neutral Can be extended to Star Force Mega Man on Lv. 99 Challenge (Adventure: Awakening 25 Fighters) Wolf Dancer; Zap Floor Moray Towers Shooting Star 917 Star Power Mega Man Mega Man Star Power Series Original (3) Ace Neutral Shooting Elements - Improved by Geo Stellar and Omega-Xis N/A N/A 918 Mega Man zero Man zero Series (2) Ace AttackS Attack of the Spirit - Spirit Board zero Suit Samus Rule: Help Trophy Enemies (zero) Stamina Battle Hostile to help trophies appear Enemy begins the battle with Beam Sword Midgar zero (Theme zero (from Mega Man X)) 919 Model X Mega Man X Series Primary (3) Rookie GrabCan to be expanded to model. 99 World of Light (Light Kingdom); Spirit Board Mega Man x4 Enemy Gets ready for Smash Attack Moray Towers Opening Stage 920 Model NoX Mega Man X Series Original (3) Advanced GrabTransformation Duration - Enhanced from Model X N/A N/A N/A 921 Wii Fit Trainer (Female) Wii Fit Fighter N/A/A Classic Mode, as Wii Fit Trainer n/A N/A N/A 922 Wii Fit Trainer (male) Wii Fit Fighter n/A N/A Vault Shop n/A N/A N/A 923 Wii Balance Board Wii Fit Series Master \* (Dojo) n/A LightweightStyIincrease: Move Speed, Jump Moving Speed - All fighters easily run after a while All fighters increased the speed of movement after a while Wii Fit Studio Wii Fit Trainer (\*) x4 Enemy stands for Neutral Air Attack Wii Fit Studio Super Hoot 926 Deep Breath Wii Fit Series Support (1) Ace Down Special World of Light (Light Realm); Spirit Board Wii Fit Trainer (\*) x4 Rule: Defense - Battle enemy increased enemy defense heels one time Wii Fit Studio Yoga 927 Sun Salutation Wii Fit Series Support (2) Ace Ice-Floor Immunity Spirit Board Wii Fit Trainer (\*) x4 Hazard: Lava Floor The floor is lava The enemy favors a neutral special offer Defeat Airy fighters Wii Fit Studio Yogi 928 Tree Wii Fit Series Support (2) Ace Unflinching Charged Smashes Summoned with the Whispy Woods and Sudowoodo core N/A N/A N/A 929 Dancer/King of the Dance Wii Fit Series Support (1) Новичок Легкий Дух Совета Wii Fit Trainer (\*) x4 Поражение главного бойца бойца Timed Battle Reinforcement will appear during the Battle of The Wii Fit Studio Yoga 930 Warrior Wii Fit Series Support (1) Advanced Physical Attack - Called with Seliph and Hercules Core N/A N/A N/A 931 Arm and Leg Lift Wii Fit Series Support (1) Advanced Immunity Board Wii Fit Trainer x4 Enemy Punches and Elbows increased the power of enemy kicks and knees increased the power enemy favors down to smash attack Wii Fit Studio Advanced Step 932 Little Mac Punch-Out!! Series Fighter N/A/N/Classic Mode like Little Mac N/A N/A N/A 933 Giga Mac Punch-Out Series Primary (3) Legend of The Attack - World of Light (Final Battle); Spirit board Giant Little Mac Enemy super armor and hard to run or make a flinch of Stamina fight Enemy Giant Boxing Ring Title Theme - Punch-Out!! (Wii) 934 Doc Louis Punch-Out!! Series Master (Gym) N/A Gymncrease: Get Experience World of Light (Light Realm) Little Mac Rule: Attack Power : Defense; Moving Speed and Stamina Fight Enemy increased the speed of moving enemy increased defenses after a while Boxing Ring Jogging / Countdown 935 Glass Joe Punch-Out!! Series Primary (2) Rookie NeutralInitial Damage 30% Spirit Board Luigi Stamina Fight Enemy likes to tease boxing ring Small Circuit (original) 936 Bald Bul Punch-Out!! Series Support (1) Advanced Trade-Off Defense - Spirit Board Giant Little Mac Dash Attack Enemy increased enemy power super armor, but moves slower Stamina bot boxing ring jogging / Countdown 937 Mr. Sandman Punch-Out!! Series Primary (2) Ace AttackFist Attack - World of Light (Light Kingdom); Spirit board Donkey Kong Danger: Slumber floor in a dream-inducing enemy smash attack increased the power of the Stamina Fight Boxing Ring Small Chain (original) 938 Bear Huggie Punch-Out!! Series Primary (2) Advanced GrabSpeed and Challenge (Smash: Like a Little Mac, hit an opponent with KO Uppercut in the boxing ring); Spirit board King K. Rool throws opponent increased the power of Stamina fight Boxing Ring Circuit Theme 939 Great Tiger Punch-Out!! Series Primary (2) Advanced ShieldFist Attack - Spirit Board Incineroar x3 Defeat of the main fighter to win the Stamina Battle Reinforcement will appear during the Fight Ring Boxing Small Circuit (original) 940 Super Mach Punch-Out Man! Series Primary (3) Legend of GrabFist Attack - Called with Machamp, Balrog, Urban Fighter Champion, and Attack Type Core N/A N/A N/A 941 Von Kaiser Punch-Out!! Series Primary (1) Rookie AttackFist Attack - Spirit of Mario's Advice hits the enemy and elbow punches increased the power of the Stamina fight enemy favored by the side to smash the attack boxing ring Small Chain (original) 942 Don Flamenco Punch-Out!! Series Primary (2) Advanced AttackWeight - Ken's Spirit Of The Enemy's Board before special increased power Stamina fight Enemy stands for special boxing rings Vega Stage 943 Hippo Punch-Out!! Series support (1) Ace Ace Longevity - World of Light (Light Kingdom); Spirit Board Giant King K. Ruhl Stamina Fight Enemy Giant Boxing Ring Small Chain 944 Soda Popinski Punch-Out!! Series Support (1) Ace Side Special - Spirit Council Waro Rule: Point Tidal Wave (Soda) Stamina Fight Enemy Becomes More Powerful After Eating some Items Will Appear in Plenty boxing Ring Circuit Theme 945 Piston Honda Punch-Out!! Support Series (1) Beginner's Fist Attack - World of Light (Light Kingdom); Spirit board Giant Little Mac Stamina Fight Enemy performs smash attack Enemy giant boxing ring jogging / Countdown 946 PAC-MAN PAC-MAN series fighter N/A / Classic mode, as PAC-MAN N/A N/A N/A 947 Mottoro Fairy PAC-MAN Series Support (2) Ace Critical-Health Stats Called with The Great Fairy and Fairy Battle Core N/A N/A N/A 948 Ghosts PAC-MAN Series Primary (3) Extended Shield Spirit Council Kirby, PAC-MAN, Squirtle, Jigglypuff Rule: Help Trophy Enemies (Ghosts) Hostile Ad Trophies Will Appear Pac-Land (Battlefield) PAC-MAN 949 TURN-TO-BLUE PAC-MAN Series Support (1) Rookie Trade-x Off Speed - Spirit Council Mr. Game Spirit Board PAC-MAN x2 Timed Fight Enemy stands for Neutral Special Pac-Land (Q) PAC-MAN 951 Shulk Xenoblade Chronicles Series Fighter N/A N/Classic Mode as Shulk N/A N/A N/A 952 Fiora Xenoblade Chronicles Series Support (1) Ace Made of Metal World of Light (Light Realm); Spirit of Lucina's Board, Shulk Rule: Defense - You've cut back on defense after a while Gaur Plain (Battlefield) Title to fight - Xenoblade Chronicles 953 Mecha-Fiora Xenoblaid Chronicles Series Primary (3) Legend NeutralJump - World of Light (Sacred Land); Spirit Council Corrine (\*), Shulk Rule: Help Trophy Enemies (Ricky) Hostile Help Trophies Will Appear Dropping Bomb Forest You'll know Our Names 954 Rhine Xenoblade Chronicles Primary Series (1) Extended Grab World of Light (Light Realm); Spirit board Ryu Enemy has super armor, but moves slower Timed Stamina battle enemy likes to tease Gaur Plain (Battlefield) Time to fight!! - Xenoblade Chronicles 955 Charles Xenoblade Chronicles Series Support (1) Advanced Ray Gun Equipped Spirit Council zero suit Samus Rule: Item: Ray Gun Shooting Elements Enemy Increased Enemy Power Begins Battle with Ray Gun Gaur Plain Gaur Plain 956 Dunban Xenoblade Chronicles Of Primary Series (2) Ace Shield Shield Shulk Rule: Sudden Final Smash Defeat of the Main Fighter to Win Enemy Suddenly will have the Ultimate Smash Melee Weapon Enemy increased power Gaur Plain You'll know our names 957 Melia Xenoblade Chronicles Series Primary (3) Extended NeutralMagic Attack Spirit board Paluten, Shulk Danger: Poisonous Floor The floor is poisonous Enemy Magic Attacks increased the power of Gaur Plain (Battlefield) Time to fight! - Xenoblade Chronicles 958 Ricky (Xenoblade Chronicles) Xenoblade Chronicles Series Master (Dojo) N / Strategist StyIincrease: Special Moving PowerDecrease: Attack Power, Throw Power, Point Attack World of Light (Light Realm) Ryo, Shulk Rule: Earthquake; Floral; Assist Trophy Enemies (Ricky) Special enemy moves increased the power of Hostile Relief Trophies will appear You constantly take minor damage after a while Gaur Plain (Q) Gaur Plain 959 Mumkhar Xenoblade Chronicles Of Primary Series (1) Extended AttackCan be promoted to Metal Face on Lv. 99 World of Light (Final Battle); Wolf Council Spirit Rule: Metal Change; Giant Enemy will occasionally turn metal when the enemy on the high-damage Stamina Battle of Gaur Plain You will know our names 960 Metal Faces Xenoblade Chronicles Series Primary (1) Legend Of AttackMetal and Giant Advanced from Mumkhar N/A N/A 961 Elm xenoblade Chronicles Series Primary (2) Ace Attack Challenge (Adventure: Awakenings 50 Fighters); Spirit of the Council Bayonetta Rule: Temporary Invincibility Enemy will be sometimes invincible after some time melee enemy weapons increased the power of the Enemy begins the battle with Murder Edge Gaur Plain (Q) Xenoblade Chronicles 962 Medley 962 Lun Xenoblade Chronicles Series Support (1) Rookie Enemy-Shot Resist R.O.B. Defeat main fighter, To win the enemy begins the battle with the drill Shadow Moses Island Xenoblade Chronicles Medley 963 Lao Xenoblade Chronicles series Primary (1) Rookie Grab Spirit board Snake enemy shooting elements increased the power of the Enemy begins the battle with the headquarters of Kongo Jungle (Battlefield) Xenoblade Chronicles Medley 964 Tatsu Xenoblade Support Series (1) 1 Rookie Enemy-Shot x Attack Rule: Assist Trophy Enemies (Ricky) Hostile Help Trophies Will Appear Gaur Plain (Battlefield) Gaur Plain 965 Formula Xenoblade Chronicles Series Support (2) Advanced Super Scope Equipped With Firer and Robotot Armor Core N/A N/A N/A 966 Rex Xenoblade Chronicles Series Primary (3) Ace Shield of Light (Sacred Land) Lucina Dangers: Lava floor lava floor Stamina Battle Enemy begins battle with fire Bar Congo Falls (Q) Battlie!! - Xenoblade Chronicles 2 967 Pyra Xenoblade Chronicles Series Support (1) Legend Help Killer Aura Emporium; Spirit Board Lucina, Curry Shulk Rule: Item: Fire BarHazard; Lava Floor Lava Melee Enemy Weapon increased Power Halberd (Battlefield) Still, Move Forward! 968 Myhra Xenoblade Chronicles Series Support (2) Legend Critical Hit World of Light (Final Battle); Spirit of Corinne's Board, Shulk Enemy will charge the powerful Final Smash Enemy begins the battle with the extended Beam Sword Gaur Plain (Battlefield) Still moving forward! 969 N/A Xenoble Chronicles Series (2) Ace ShieldWater Attack - Spirit Board Mii Brawler, Incineroar Stamina Battle Enemy Heals Over Time Gaur Plain Battle! - Xenoblade Chronicles 2 970 Toru Xenoblade Chronicles Series Original (3) Advanced Shield World of Light (Mysterious Dimension); Spirit board Jigglypuff, Daisy Stamina battle shield opponent has extra strength Grab plain battle! - Xenoblade Chronicles 2 971 Poppi a Xenoblade Chronicles Series Support Series (1) Advanced Shooting Attack Called with Thor and Flare Core N/A N/A N/A 972 Medaya Xenoblade Chronicles Of Primary Series (1) Rookie AttackFire Attack - World of Light (Light Realm); Spirit board Lucina, Palutena Danger: lava Floor Defeat main fighter to win lava floor Gaur Plain (Battlefield) Battle! - Xenoblade Chronicles 2 973 Zick Xenoblade Chronicles Series Primary (1) Rookie Attack Spirit Council Cloud, Medaya Xenoblade Chronicles Of Primary Series (1) Rookie Survive Before The Time Goes Out of the Fire Electrified Enemy Suddenly Final Smash After A While Kong Falls (Battlefield) Those Stand Against Our Way - Xenoblade Chronicles 2 974 Duck HuntDuck Hunt Duo Castered to appear N/A N/Classic Mode as Duck Hunt N/A N/A N/A 975 Duck Hunt Duo Castered to appear N/A N/Classic Mode as Duck Hunt N/A N/A N/A 976 Duck Hunt Duo Castered to appear N/A N/Classic Mode as Duck Hunt N/A N/A N/A 977 Duck Hunt Duo Castered to appear N/A N/Classic Mode as Duck Hunt N/A N/A N/A 978 Duck Hunt Duo Castered to appear N/A N/Classic Mode as Duck Hunt N/A N/A N/A 979 Duck Hunt Duo Castered to appear N/A N/Classic Mode as Duck Hunt N/A 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(Andross)Danger: Lava Floor Floor Lava Hostile Relief Trophies Will Appear Enemy Advocates Neutral Air Attacks Norf Glideair 1437 Piglin Minecraft Series Support (1) Advanced Weapon Attack - DLC Spirits (Steve) Golden Alex x7 Timed Battle Reinforcement Will Appear After as enemy KO'd Enemy begins the battle with Murder Edge Dropping Bomb Forest (Forest) Cave 1438 Ender Dragon Minecraft Series Support (3) Legend Of Roth Curry (Steve) Ridley, Enderman x2 Rule: Health Recovery Defeat of the main fighter to win the battle of Stamina Enemy healed significantly when the enemy in high damage Find Mii Arch-llager Notes (edited) - Only appears on the call list as soon as the player has summoned Mr. Saturn's spirit - Earned as a bonus to defeat the Great Spirit of Mario's Napashi! Spirit Event, which took place from December 28, 2018 to January 1, 2019 - Originally exclusive to Nintendo Labo: Smash Kit event, which ran from April 26, 2019 to April 30, 2019 - Originally exclusive for the Super Smash Sisters event, which ran from May 31, 2019 to June 4, 2019 - Originally exclusive to return to Koholint event, which took place from June 14, 2019 to June 18, 2019 - exclusive to Arsenal at The Ready! DAEMON X MACHINA event, which took place from September 27, 2019 to October 1, 2019 - Originally originally at the Attack of Tritriminos event!, Which ran from October 25, From 2019 to October 29, 2019 - Originally exclusive event New Galar region Pokemon opened!, which ran from November 22, 2019 to November 26, 2019 - Originally exclusive event Oust the Resident Evil! which took place from November 29, 2019 to December 3, 2019 - Originally exclusive event Oust the Resident Evil! (Off the Chain in English) event, which took place from January 17, 2020 to January 21, 2020 - Originally exclusive event River City Smash, which took place from January 24, 2020 to January 28, 2020. Although it works until the release of Challenger Pack 5, the spirits of the first pomerania after the last on the spiritual list. - Originally exclusive for Ready? Wallop! The event, which took place from February 14, 2020 to February 18, 2020 - Originally exclusive event Spirits in Black, which took place from February 28, 2020 to March 3, 2020 - Exclusive Event Spirits Fit for Combat, which took place from March 13, 2020 to March 17, 2020 - Exclusive for the Spirit of The Crossing! Yes, yes! The event, which ran from April 3, 2020 to April 7, 2020 - Exclusive for Perfume Mana Event, which took place from April 24, 2020 to April 28, 2020 - Exclusive for OCTOPATH TRAVELER 2nd Anniversary Event, which took place from July 10, 2020 to July 14, 2020 - Exclusive to Paper Mario: The King of Origami event, which took place from August 28, 2020 - Exclusive to Mario Paper: The King of Origami event, which took place from August 28, 2020 - Exclusive to Mario Paper: The King of Origami event, which took place from August 28, 2020 - Exclusive to Mario Paper: The King of Origami event, which took place from August 28, 2020 - Exclusive to Mario Paper: The King of Origami event, which took place from August 28, 2020, from 2020 to September 1, 2020 - originally named Dimitri before Challenger Pack 5 - originally named Hilda before The Challenger Pack 5 - originally named Ricky before the River City Smash event - if the player purchased a Cuphead suit, Mega Man and song replaced by Mii Gunners wearing a suit and Floral Fury respectively. - Originally call-exclusive to Challenger Pack 6 - If a player purchased a Ninjara costume, Greninja is replaced by a Mii Brawler wearing a suit. - Originally named Slime to Challenger Pack 7 Names in Other Languages (Editing) The name of the language means Japanese くらげ Supirittsu Perfume Spanish Esperitus Spirits French Esprits Spirits German Geister Ghosts Italian Perfume Spiriti Russian Perfume Korean 스피릿Seupirit Spirit Chinese 命魂Mang Hyun Literally Soul Life Trivia Editing in version 1.0.0 Super. Ultimate, the spirit list featured a number of differences from other versions of King Boo, the 49th Spirit was listed as the 121st spirit, next to the rest of the spirits of the Mansion Luigi series. Fishman was named Merman. (It was also the original name for Spirit, as shown in the World of Light trailer.) Kick-out!! Enemy spirits (except Glass Joe) were ordered in different ways (from spiritual numbers 936-945: von Kaiser, King Hippo, Piston Hondo, Bear Hugger, Great Tiger, Don Flamenco, Soda Popinski, Bald Bull, Macho Man, and Mr. Sandman). Super Smash Bros. Melee Event Match Bomb-Fest uses conditions very similar to those used in the Spirit of the Spirit Links to other NIWA wikis: wikis: spirit list smash ultimate 250. complete spirit list smash ultimate. full spirit list smash ultimate. fighter spirit list smash ultimate. super smash bros ultimate spirit list. smash ultimate spirit tier list. super smash ultimate spirit list. smash ultimate spirit list alphabetical

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