

Hypothetical Super Smash Bros. Ultimate Concept: Tabuu Challenger Pack

Fighter Moveset

Name: Tabuu

Fighter Abilities

Tether

Tabuu possesses a tether grab and attack. It may also be used in mid-air and for recovery.

Dark Cannon Meter

On Tabuu's damage meter is an icon of a Dark Cannon on its side with a straight thick black arrow coming out of it. This can build up through attacking fighters and being attacked himself. When the meter is full, Tabuu's neutral special will be replaced with a different one, called Dark Cannon.

Instead of firing lasers, he brings out a Dark Cannon and shoots a black arrow-shaped beam in a direction influenced by the player. Anyone hit by this somehow unreflective, not absorbable and un-pocketable projectile will be turned into a trophy.

Fighters transformed into trophies are stuck in a condition similar to becoming frozen and therefore have to mash buttons to break free from this immobile form.

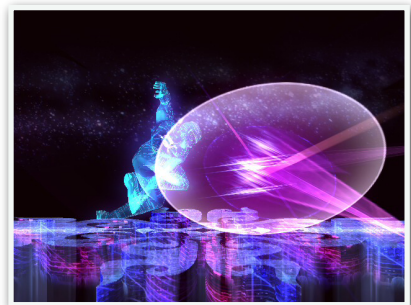
Neutral Attack, Tilts and Dash Attack

Neutral Attack

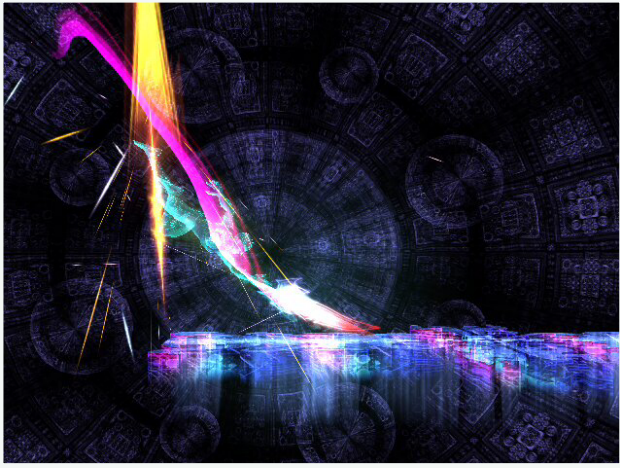
Tabuu chops with his bare hands very rapidly. It is a flurry attack that starts with two regular jabs and ends with a palm strike.



Series: Super Smash Bros.
Debut Game: Super Smash Bros. Brawl (2008)



Tabuu in the middle of rapidly chopping with his hands.



Tabuu's diving slash attack from his original boss fight.

Forward Tilt

Tabuu sweeps the fighter in front of him by performing a backhand slap with his arm.

Up Tilt

Tabuu swings his arm, now replaced with a blade of pure energy, at 180-degree angle around himself.

Down Tilt

Tabuu slams the ground with his fist, creating a shockwave on the floor. The hitbox of the shockwave does not reach behind him.

Dash Attack

Tabuu dives through a set distance as his arm is replaced with a blade made of energy.

Smash Attacks

Forward Smash Attack

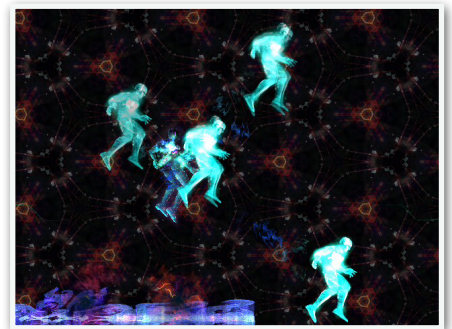
Tabuu slashes in front of himself with both of his hands.

Up Smash Attack

Tabuu points upwards, creating a line of sequenced explosions. If it misses, Tabuu could be easily punished for using a move with high ending lag.

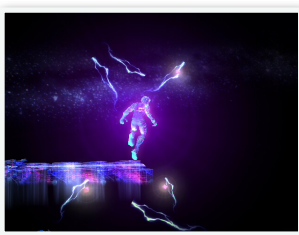
Down Smash Attack

Tabuu emits two explosive projections of himself; one in front and the other behind.



Ghostly projections of Tabuu.

Aerial Attacks



The electric field pulls fighters towards Tabuu.

Neutral Aerial

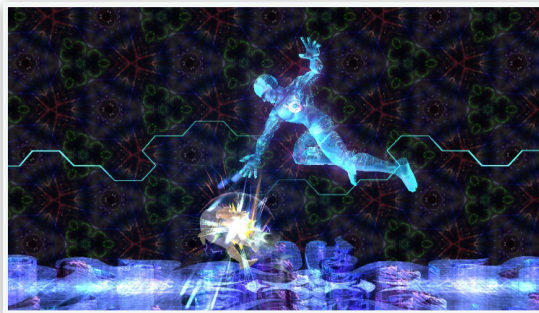
The purple sphere inside Tabuu's body splits into several pieces that move in circles, creating an electric field around himself.

Forward Aerial

Tabuu sprays bullets that can trap fighters with low damage in a barrage of pellets.

Back Aerial

Tabuu turns back to throw a short-ranged energy sphere with a fiery effect. If the projectile hits the ground, an explosion ensues.



Tabuu using his bullet rain attack on Captain Falcon.

Up Aerial

Tabuu whips his chain of light exactly upwards. It requires fairly high accuracy to be able to hit a fighter with this move.

Down Aerial

Tabuu turns his arm into a blade and dives downwards with it. It is a stall-then-fall attack that shouldn't be used off the stage, or else Tabuu may perform a self-destruct.

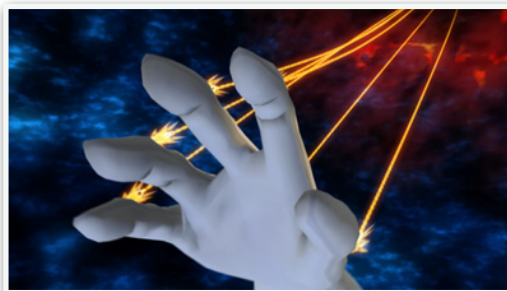
Grab Attacks

Grab (Chain of Light)

Tabuu whips forwards with a golden chain.

Pummel

Tabuu throws a punch at the grabbed fighter, particularly at their head.



Tabuu uses multiple chains of light to puppeteer Master Hand in the Subspace Emissary.

Forward Throw

Tabuu swings the fighter around with the chain of light before smashing them onto the ground.

Back Throw

Tabuu swings the opponent with the golden chain and releases them into the air.

Up Throw

Tabuu tosses the fighter upwards and finishes by lashing them with the chain of light.



Tabuu as two "golden brackets" in his original boss battle.

Down Throw

Tabuu teleports off the screen, then slams the fighter into the ground as two golden sparkling brackets.

Floor Attacks & Edge Attack

Front

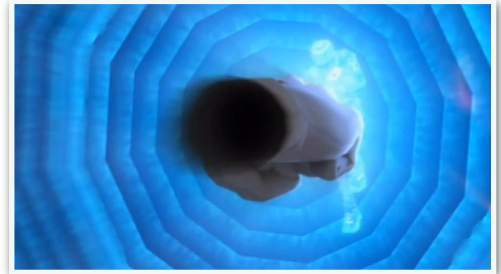
Tabuu sweeps fighters around him with his arm, now a blade made of pure energy.

Back

Similar to his front floor attack, Tabuu sweeps fighters around him with his arm - now a blade made of pure energy.

Trip

Tabuu briefly activates his shield, only smaller, to get rid of fighters surrounding him.

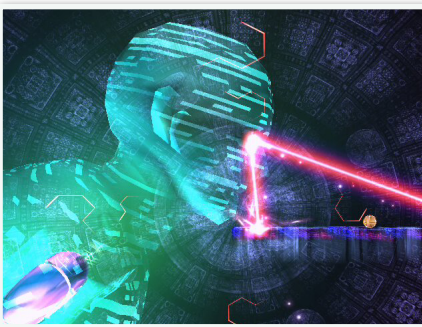


Tabuu's shield in the cutscene, "The Crushing, Ruinous Defeat".

Edge Attack

Tabuu climbs up the edge and does a karate chop forward.

Special Attacks



Thankfully, Tabuu won't grow to a large size when he uses this move!

Neutral Special (Eye Lasers)

Tabuu fires lasers from both of his eyes at a reticle shaped like The Subspace Emissary logo.

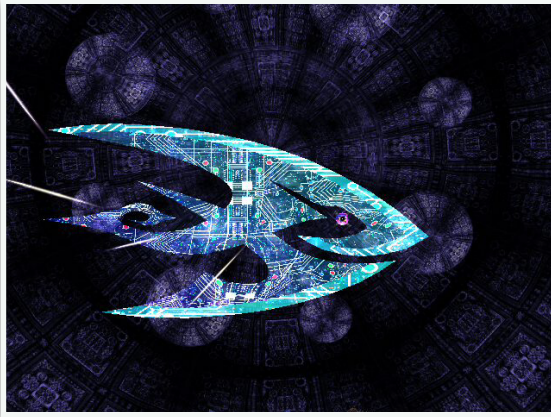
While the B button is being held, the player may also use the left analog stick to move the location of the reticle and therefore choose where Tabuu's lasers shoot. His eye lasers will automatically deactivate after 1 second.

Side Special (Shuriken Boomerang)

Tabuu throws an elaborately-designed, three-pointed shuriken that spins and covers up a long distance before returning back to him.



Tabuu's projectile that functions like a boomerang.



Tabuu as a shark-shaped blade.

Up Special (Shark Blade)

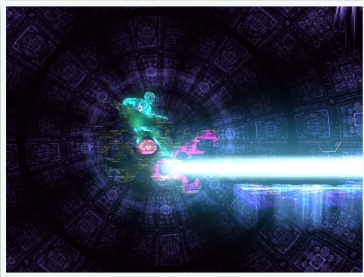
Tabuu transforms into what seems to be a shark-shaped blade and propels himself in the direction the player inputs.

Down Special (Explosive Teleport)

Tabuu simply vanishes, leaving an explosion behind. During his disappearance, the player can use the left analog stick to determine where Tabuu will reappear.

Final Smash (Off Waves)

Tabuu first generates a dragon head that fires a concentrated laser of azure, glowing light. If it hits any fighters, a short cinematic will play where Tabuu will grow large butterfly wings and release three bursts of energy in the direction of the affected fighters.



The dragon head resembles the Dark Cannon, a device used to transform fighters into trophies.

After the cinematic is finished, Tabuu will return to the stage, with any affected fighter turned into a trophy.



Tabuu's wings signify that he will use his infamous "Off Waves" attack.

Visuals

On-Screen Appearance

Tabuu emerges from a small Subspace explosion, which contradicts the idea that Tabuu cannot leave Subspace.

Taunts

Up Taunt: Tabuu poses with his wings while facing front.

Side Taunt: Tabuu spins around his chain of light in the air several times.

Down Taunt: Tabuu disappears off the screen by teleporting, before reappearing again.

Idle Animations

- Tabuu sways his chain of light from a short distance, then returns it.
- Tabuu cracks his neck in both directions.

Victory Poses

Tabuu's victory flourish is an orchestral fanfare based on an excerpt of the main theme of Super Smash Bros. Brawl. The standard results screen music is replaced with the one originating from said game.

Left: Tabuu swings his golden chain in circles. When the results screen shows the other fighters in panes, Tabuu returns his chain of light to him.

Up: Tabuu flies high with his wings, then performs his Off Waves attack continuously.

Down: Two R.O.B.s detonate a Subspace Bomb that completely covers the results screen setting in Subspace. Then, the camera zooms up to Tabuu - crossing his shoulders as he appears in cutscenes and gameplay.

Alternate Costumes

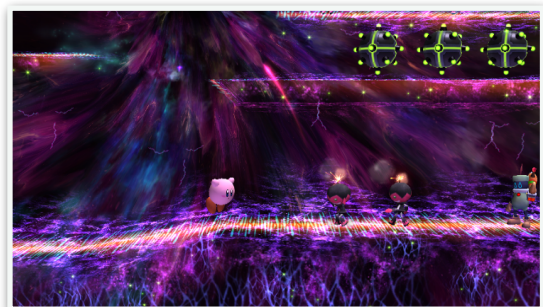
Color	Description
Default	Tabuu's default coloration.
Red	Likely inspired by a glitch that would occur if Tabuu is defeated while he is using his eye lasers attack, causing a red light to appear over his head.
Green	An original color scheme.
Blue	An original color scheme.
Yellow	Resembles the color of Tabuu's chain of light and golden brackets attack.
White	Resembles the color scheme of Galeem and possibly the clones created by him.
Purple	Resembles Shadow Bugs, but more importantly, the different Shadow Bug clones from the Subspace Emissary.
Black	Resembles Swarm, the material that makes up the different forms of Master Core from Super Smash Bros. for 3DS / Wii U

Stage Details

Name: Subspace

Series: Super Smash Bros.

Debut Game: Super Smash Bros. Brawl (2008)



Crate Type: Futuristic

Music:

Main: Main Theme - Super Smash Bros. Brawl

Alternate: Step: The Plain

Super Smash Bros. Series Music

Overview

The stage is set in Subspace, which looks like a deep purple void. The main platform is made of the terrain of Subspace and reaches all the way down the screen.

Initially, there are three soft platforms evenly spaced from each other, with the right-sided one slightly raised from its alignment with the others - resembling the unique stage where Mario's subspacial clone is fought in The Great Maze.

After a period of time, the platforms move in different directions off the screen before disappearing into the blast line. Meanwhile, a new set of platforms will scroll into the screen. These new soft platforms can be laid out in a variety of ways including:

- Two platforms at a distance from each other, angled away from each other
- Three platforms positioned at the same height as each other
- Three platforms with one on the left and two on the right as a column
- Three platforms with the two outer ones spaced very far from the center so that they reach over the surface of the stage
- Four platforms arranged in a similar way to the boss battles against Galeem, Dharkon and both of them
- Six platforms laid out in a 2x3 grid at the center of the stage
- No platforms at all

Several enemies that make up the Subspace Army, including Shadow Bug clones, make cameos on the stage when Shadow Bugs arrive to the screen and take the shape of these troops, which consist of:

- Primids, including their metal and giant variants
- Armanks, who target the foreground and attack with their vehicle's crane-like arm
- Buckots that appear in the foreground and drop hot chunks of metal at fighters
- Gamygas that rise out of the ground and fire lasers. However they are susceptible to being attacked and defeated by players
- Mites in their three different colors, walking around in the background without interfering with the battle
- Roaders that appear on the main ground and run over fighters in one go before falling from the stage.
- Duon, who either blasts with its cannons at the foreground or slashes with its bladed arms around itself
- Shadow Bug clones of Peach and Zelda (based off of her design from The Legend of Zelda: Twilight Princess)

After some time, these characters will dissolve into Shadow Bugs and drift away into the background.

Unlike the Battlefield, Big Battlefield, Small Battlefield and Final Destination, The Great Maze cannot play music from other series, only being confined to music from the Super Smash Bros. series.

Ω Form and Battlefield Form

The Battlefield and Ω Form versions of Subspace are identical to the appearance of the original stage in its native form, but constrained to the proportions of Battlefield or Final Destination. The three soft platforms of the Battlefield form also resemble the soft platforms of the stage's normal form.

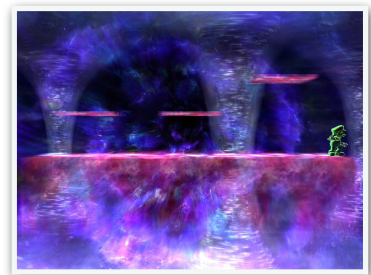
Hazards Off

With hazards off, the stage never transforms into its different layouts and only stays in its initial form.

Origin

Subspace is a prominent location in Super Smash Bros. Brawl's Adventure Mode: The Subspace Emissary. It is the home location of Tabuu, who cannot leave this realm and desires to engulf the World of Trophies in Subspace by forming the Subspace Army.

The form of the stage itself is, however, based on the small rooms in The Great Maze where sub-spacial clones of Super Smash Bros. Brawl's roster must be fought to progress through the level. These take place in a deep-purple landscape resembling Subspace and are accompanied with a random layout of platforms.



The stage where the player must fight against a sub-spacial clone of Mario.

Track List

Main Theme - Super Smash Bros. Brawl (Remix)

Composition: New Remix

Source: Super Smash Bros. Brawl

How to Play - Super Smash Bros. Melee (Brawl)

Composition: Brawl Remix

Source: Super Smash Bros. Melee

Step: The Plain (Remix)

Composition: New Remix

Source: Super Smash Bros. Brawl

Step: The Cave

Composition: Original

Source: Super Smash Bros. Brawl

Step: Subspace Ver. 2

Composition: Original

Source: Super Smash Bros. Brawl

Coin Launcher (Remix)

Composition: New Remix

Source: Super Smash Bros. Brawl

Opening - Super Smash Bros.

Composition: Original

Source: Super Smash Bros.

Bonus Game - Super Smash Bros. (Remix)

Composition: New Remix

Source: Super Smash Bros.

Trophies (Remix)

Composition: New Remix

Source: Super Smash Bros. Melee

Main Theme - Super Smash Bros. for Nintendo 3DS / Wii U

Composition: Original

Source: Super Smash Bros. for Nintendo 3DS / Wii U

Lifelight (E3 2018 Ver.)

Composition: Original

Source: Super Smash Bros. Ultimate

Additionally, the following tracks earn playability on the Super Smash Bros. Series stages:

- Step: The Plain (Original)
- Step: Subspace

Classic Mode: **Brawl or Nothing**

Tabuu's route references Brawl's Adventure Mode: The Subspace Emissary by recreating events from that game mode (specifically the battles against actual fighters). The title of this Classic Mode route is a mix of the phrase "all in all" which means "having no middle position or compromise at all" and "Brawl" which is short for "Super Smash Bros. Brawl", the game where Tabuu first debuted in the Super Smash Bros. series.

Round	Opponent	Stage	Music	Notes
1	Mario, Kirby	Pokémon Stadium (No Hazards)	Menu - Super Smash Bros. Melee	References the events of the Midair Stadium level from The Subspace Emissary.
2	Link, Yoshi	Battlefield	Battlefield - Super Smash Bros. Brawl	Link uses his teal alternate costume to reference that his design in Brawl was based on his appearance in The Legend of Zelda: Twilight Princess. References the events of the Lake Shore level from The Subspace Emissary.
3	Wario	Temple (Ω Form)	Airship Theme - Super Mario Bros. 3	References the events of The Path to the Ruins level from The Subspace Emissary.
4	Charizard	The Great Cave Offensive (Ω Form)	Victory Road - Pokémon Ruby / Pokémon Sapphire	References the events of The Ruins level from The Subspace Emissary. Pokémon Trainer is absent from the battle.
5	Meta Knight, Lucario	Summit (Battlefield Form)	Battle! (Team Galactic)	References the events of The Glacial Peak level from The Subspace Emissary.


Round	Opponent	Stage	Music	Notes
6	Peach, Zelda	Halberd (Omega Form)	Castle / Fortress Boss - Super Mario World / SMB 3	Zelda uses her P7 alternate color to reference that her design in Brawl was based on her appearance on The Legend of Zelda: Twilight Princess. References the events of the Battleship Halberd Interior level from The Subspace Emissary
Bonus	N/A	Bonus Stage	Classic Mode: Bonus Stage	N/A
Final	Master Hand	Final Destination	Final Destination - Super Smash Bros. Brawl	On a difficulty of 7.0 or higher, Crazy Hand will fight alongside Master Hand.

Except for the first and final round, all of the rounds take place on either an Ω-form or Battlefield-form stage. Tabuu's credits are accompanied with the music track 'Main Theme - Super Smash Bros. Brawl (Remix)'.

Spirits

Tabuu's Fighter Spirit can be obtained from completing his Classic Mode route. A selection of both new and existing spirits from the Super Smash Bros series can be found on an exclusive Spirit Board, where 'Adventure Map' plays in the background.





Fighter Spirit

Name	Image	Series
Tabuu		Super Smash Bros. Series


Some spirits featured on Tabuu's spirit board already exist in the base game. They are:

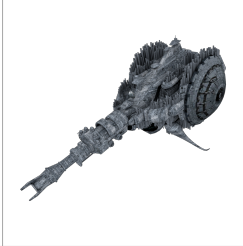
- Duon
- Primid
- Mites
- Bytans
- Shadow Bug
- Ancient Minister

Primary Spirits

Name	Image	Type	Class	Slot	Ability	Series
Glice, Glire, & Glunder		Neutral	Novice	3	No Effect	Super Smash Bros. Series
Greap		Attack	Ace	2	Weight ↑	Super Smash Bros. Series
R.O.B Squad		Grab	Advanced	1	Shooting Items Power ↑	Super Smash Bros. Series
Armark		Shield	Ace	1	Strong Throw	Super Smash Bros. Series

Support Spirits

Name	Image	Class	Slot	Ability	Series
Borboras		Advanced	1	Strong-Wind Resist	Super Smash Bros. Series
Roader		Novice	1	Impact Run	Super Smash Bros. Series

Name	Image	Class	Slot	Ability	Series
Subspace Gunship		Legend	3	Critical Enemy Slowdown (Causes opponents to slow down when badly damaged.)	Super Smash. Bros Series

Spirit Battles

Puppet fighters whose names are written in **bold** are the main fighter in their respective spirit battle.

Name	Enemies	Type	Power	Stage	Rules	Conditions	Music
Glice, Glire, & Glunder	Kirby Team (x2 Blue , x2 Red, x2 Yellow)	Neutral	1,900	The Great Cave Offensive (Battlefield Form)	N/A	Defeat an army of fighters The enemy doesn't like to jump The enemy starts the battle with a Freezie	Step: The Cave
Greap	Giant Morton	Attack	9,200	Skyworld	N/A	The enemy is giant The enemy has super armor and is hard to launch or make flinch The enemy starts the battle with a Death's Scythe	Skyworld
Borboras	Luigi	Grab	3,800	Gaur Plain (Ω Form)	Hazard: Heavy Wind	Dangerously high winds are in effect The enemy starts the battle with a Gust Bellows	Step: The Plain (Remix)
Roader	Wario (x2)	Attack	2,100	Castle Siege (No Hazards)	N/A	The enemy can deal damage by dashing into you The enemy's side special has increased power The enemy prefers side specials	Preparing to Advance

Name	Enemies	Type	Power	Stage	Rules	Conditions	Music
R.O.B. Squad	R.O.B. (Tan, Grey, Green)	Grab	4,100	Shadow Moses Island	Item: Bomber	The enemy prefers neutral specials	Opening/ Menu - Metroid Prime
Armark	Giant Kirby	Shield	9,600	Mushroomy Kingdom (Ω Form)	Assist Trophy Enemies (Chain Chomp) Temporary Invincibility	The enemy has super armor but moves slower Hostile assist trophies will appear after a little while The enemy will occasionally be invincible	With Mila's Divine Protection (Cecila Map 1)
Subspace Gunship	Ganondorf (Grey), Bowser	Attack	13,700	Halberd	Bob-omb Festival	Bob-ombs will rain from the sky Timed Battle The enemy gets a major stat boost when badly damaged	Main Theme - Super Smash Bros. Brawl (Remix)

Inspirations

Spirit	Inspiration
Glice, Glire, & Glunder	<p>The puppet fighters represent the round appearances of the Glice, Glire and Glunder enemies.</p> <p>The chosen stage and music track represents The Cave, a level in the Subspace Emissary that features the Glire enemy.</p> <p>The puppet fighters' reluctance to jump reference the three enemies' behavior in which they cannot jump - only being able to roll on the surface of platforms.</p> <p>The puppet fighters and the items they hold at the start of the battle represent each enemy's elemental property: the blue Kirby holds a Freezie to represent the Glice's freezing ability, the red Kirby holds a Fire Flower to represent the Glire's burning attack and the yellow Kirby is equipped with a Screw Attack to represent the Glunder's electric attack.</p>
Greap	<p>Morton and the Greap are both dark-colored characters who ride in pot-shaped vehicles.</p> <p>The spirit's weight increase effect and the puppet fighter having super armor replicates the defensive properties of the Greap as uneasy to be launched or stunned.</p> <p>The puppet fighter wielding a Death's Scythe references the Greap having scythe-shaped arms.</p> <p>The spirit's attack typing references the immense damage the Greap can do in one attack.</p>

Spirit	Inspiration
Borboras	<p data-bbox="464 226 1289 255">Luigi references the Borboras' skimny body and green color scheme.</p> <p data-bbox="344 293 1409 353">The spirit batle rules and conditions, as well as the spirit's effect, represent the Borboras' ability to produce strong winds from its open snout.</p> <p data-bbox="360 387 1393 448">The stage and music choice reference The Plain, a location in The Subspace Emissary where the Borboras is first encountered.</p>
Roader	<p data-bbox="352 472 1401 501">Wario's side special, the Wario Bike, resembles the Roader as it resembles a motorbike.</p> <p data-bbox="328 539 1425 600">The spirit's impact run effect and the puppet fighter's ability to deal damage by running into the player reference the Roader's main form of attack, which is by running over fighters.</p> <p data-bbox="336 633 1417 694">The stage and music choice reference The Battlefield Fortress, a location in The Subspace Emissary hame mode where the Roader is first encountered.</p>
R.O.B Squad	<p data-bbox="331 719 1425 808">The three alternate colors R.O.B. appears as in the spirit battle represent the three R.O.B. variant enemies from The Subapafe Emissary: tan for the R.O.B. Sentry, grey for the R.O.B. Blaster and green for the R.O.B. Launcher.</p> <p data-bbox="328 842 1425 902">The Bomber item rule references Subspace Bombs, explosive devices with very destructive capabilities that R.O.B. units operate.</p> <p data-bbox="336 936 1417 1025">The enemy preferring neutral specials only applies to the grey R.O.B. puppet fighters who, with the spirit's shooting items power increase, represent the R.O.B. Blasters' ability to shoot lasers.</p> <p data-bbox="344 1059 1409 1120">The stage choice represents The Research Facility, a location in The Subspace Emissary where the R.O.B. Squad are first encountered.</p> <p data-bbox="376 1153 1377 1182">The chosen track references its past use as music in the first Research Facility level.</p> <p data-bbox="448 1216 1305 1245">The spirit's grab type references the R.O.B. units' robotic appearances.</p>
Armark	<p data-bbox="336 1279 1417 1339">Kirby's green alternate costume references the Armark being made of a small green blob-like creature controlling the tank.</p> <p data-bbox="328 1373 1425 1433">The super armor rule references the Armark's defensive properties as being very uneasy to be launched or stunned.</p> <p data-bbox="328 1467 1425 1556">The assist trophy enemy, Chain Chomp, represents the excavator-shaped arm on top of the Armark that extends out of the tank occasionally, hence the assist trophy's frequent comebacks.</p> <p data-bbox="360 1590 1393 1650">The temporary invincibility rule references how the Armark's health becomes virtually impossible to deplete when the pilot retracts back into the tank.</p> <p data-bbox="352 1684 1401 1744">The stage and music choice reference The Wilds, a location in The Subspace Emissary where the Armark is girst encountered.</p>

Spirit	Inspiration
Subspace Gunship	<p data-bbox="338 226 1412 286">Ganondorf and Bowser reference how they were both standing on the Subspace Gunship when it appeared in 'The Great Invasion' cutscene.</p> <p data-bbox="338 322 1412 383">Ganondorf uses his eighth alternate color to reference how his design in Brawl was based on his design in The Legend of Zelda: Twilight Princess.</p> <p data-bbox="338 418 1412 479">The stage choice references how the Halberd was controlled by the Smashers to approach the Subspace Gunship.</p> <p data-bbox="338 515 1412 575">The Bob-omb Festival rule represents how badly damaged the Halberd was left as when it was shot by a laser fired by the Subspace Gunship's cannons.</p> <p data-bbox="354 611 1396 640">The chosen track references its past use as music in the cutscene 'The Great Invasion'.</p> <p data-bbox="338 676 1412 768">The spirit's effect when used references the Subspace Gunship's ability to tear holes in the World of Trophies with Subspace, which has been shown by explosions to be fatal to living people.</p> <p data-bbox="338 804 1412 864">The spirit battle's attack typing references how the Subspace Gunship is a weapon that can destroy the World of Trophies.</p>