

Overview

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Super Team



Super Mario Strikers,

Age: 210 (Late 20s in Human Years)

Species: Albatross-B Type

**Homeland: Golf Area,
Modern-Day
MozambiOque**

Likes: Golf, Talent

Hates: Beastfolk

Friends: Tennis for Two,

**Enemies: Sushi Cat,
Dragon Chan, Gwen**

Dual:

Sushi Cat

2005

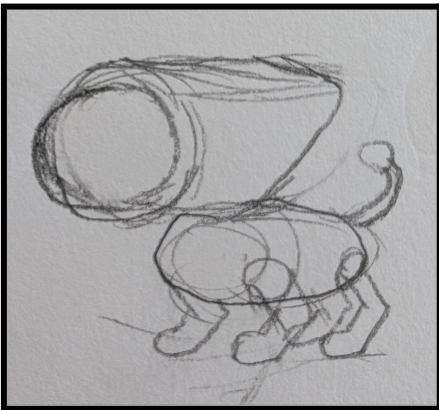
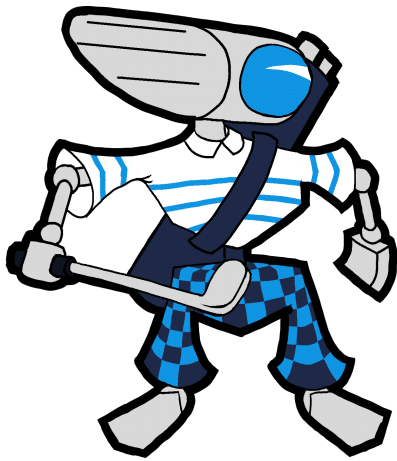
CONTEXT

Albatross 2000 is one of the, if not the, best golf players in Zeras. He's harnessed the craft for all his life, and is so good a lot of robots can't beat him. This talent has gotten to the point where he thinks he's the best golfer on the planet, and that because of that beastfolk cannot compare to the skill of metalfolk.

This feeling of supremacy has carried onto ZERASMASH, where he seeks to "prove the supremacy of metalfolk." He'll be performing this with his expert golf skills, even though the Patron has different ideas for him.

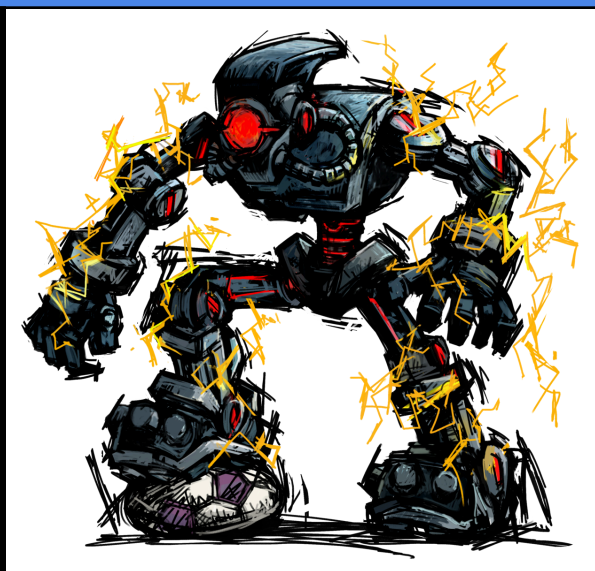
Super Team: "What are you talking about? I'm the best around."

APPEARANCE



Super Team has a classic golfer outfit, with a golf bag on him to change his clubs. He dons very striking and unique pants for his default outfit and alts. He also has a robot dog beside him, who is in fact his caddy. His name is Bogey, and is a DogBot.

Super Team's Outfit C is a bit more terrifying, in which he loses his clothing, and becomes dark grey and red.



ANIMATION

Super Teams swings around his golf club as a weapon. Super Team, while a little inexperienced fighting, is still skilled with swinging around a club anyway. He also attacks with his legs, showing slightly less experience.

Super Team: “I don’t know how to describe it... Feet are still weapons.”

Super Team is voiced by **Alex Le**, who gives him a calm, sophisticated, and refined voice.

GAMEPLAY

Super Team is a **Zoner** with a unique **Stance** mechanic. He may want to keep away his opponents with his club and golfing expertise, but he also has to switch between his three clubs for different clubs. Putter for combos, Iron for zoning, and Driver for kill power. He'll also be finding the perfect golfing angles to properly dispatch and annoy his opponents.

In gameplan, Super Team spaces from his opponent. Sometimes, he'll want to combo them with a little better pressure from his putter. Or he'll be more bait-and-punish oriented with his driver. But for the most part, his Iron will have the best shield safety. Once his opponents are on the ledge, he can start throwing golf balls at them. This makes him great at edgeguarding and ledgetrapping, since he can set up golf balls for deadly setups.

Super Team: "Just so you know, I do have 'tipper mechanics'. The Putter's handle is better for combos than the head, the Driver's head is very strong, and the Iron's head is very good for spacing and shield safety. Use each wisely and for their respective roles."

SPECIAL MECHANIC

Clubs

With his Down Special, Super Team can swap between three clubs: the **Putter**, which never kills but has the best combo potential and speed, the **Driver**, a slow but powerful club with the greatest range, and the **Iron**, which has mediocre speed and power, but has the best zoning when it comes to projectiles.

PLAYSTYLE

Zoner/Spacing/Stance



15% Offense
75% Defense
10% Reaction

Uzh Reliance:



Low-Medium

Difficulty:



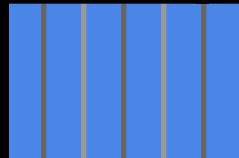
Easy

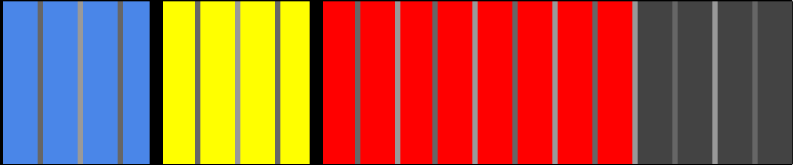
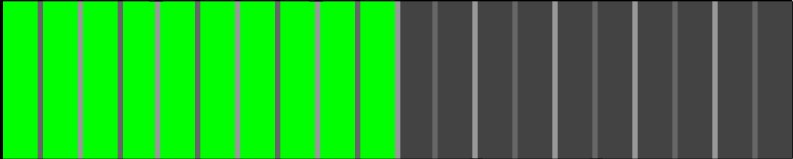
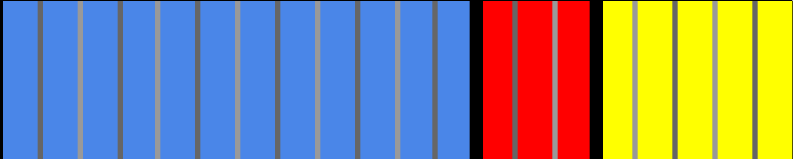

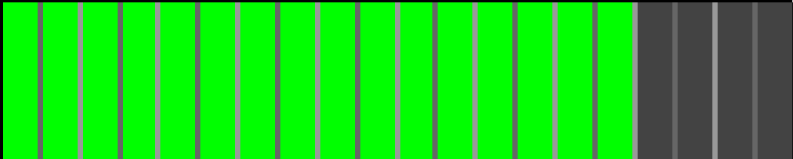
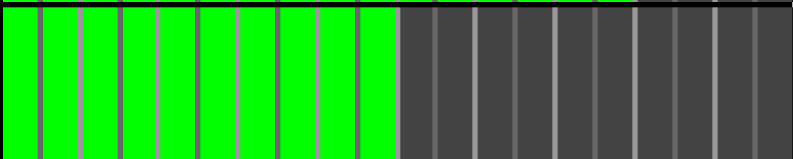
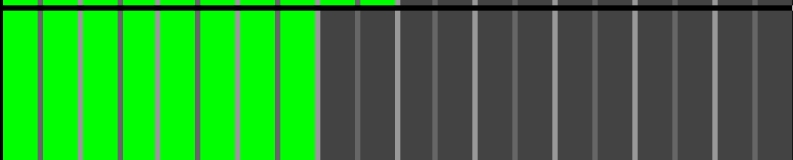
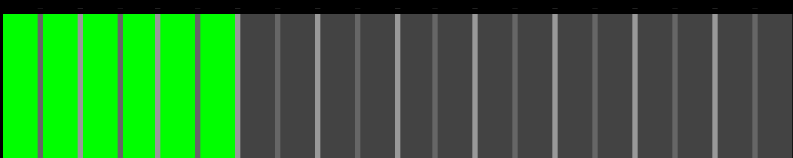
STATS

[Link to Definitions](#)

Blue Indicates Putter, Red the Driver, and Yellow the Iron

Abstract Stats

Size			6
Frame Data	  		2-7
Damage	  		2-6
Combos	  		1-5

KO Power		2-8
Recovery		5
Range		6-10
Ground Stats		
Weight		4
Walk Speed		8
Initial Dash		5
Run Speed		4
Jump Stats		
Short Hop		3

[illegible]

Can Crawl	Can Wall Jump	Mid Air Jumps
No	No	1

Reasons to Play/Not Play

- + **Great Projectile:** Golf balls are obviously a great and versatile projectile, making them useful for just spamming at basically any time.
- + **Varied Abilities:** Super Team's stance mechanic allows him to fill a wide variety of roles, from combos to zoning to kill power.
- + **Edgeguard/Ledge Trapping:** These golf balls are great for setting up traps that lock off stage or ledgebound opponents in place, leading to combos and even kill confirms.

- **Mobility:** Super Team has subpar mobility, forcing a defensive playstyle.
- **Anti-Camping:** As stated, if you don't hit an opponent or a shield (or get hit) for a while, your Uzh meter will deplete until you do so. Projectiles do not count toward hitting an opponent, so Super Team has to play a little more aggressively than he'd like to at times. But hey, sometimes that's for a putter combo, it's for the better.

Characters like Super Team

Samus (Smash Series), Guile (Street Fighter), Sagat (Street Fighter)

Attacks

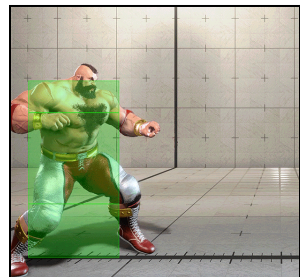
NORMAL MOVES

Ground Attacks

Neutral Strike Sneaky Stomp

Super Team stomps the ground with his left foot twice.

Super Team: "This technique isn't really much - you just stomp twice. It's just there to prevent people from getting to you."



Dashing Strike Wayward Knee

Super Team jumps forward as he holds his left knee forward.

Super Team: "Much like the Strike, there's not much to it. Also meant as a way to kick people out from mid-range."



Forward Strike Pro Stab

Super Team stabs forward with his club, then slashes it away.

Super Team: "A refined technique of a sword-like swipe. This move can be angled, but is mostly used to keep distance from the opponent."



Back Strike Handle Strike

Super Team slams down the end of his club, knocking opponents to the ground.

Super Team: "This may be on the slower side for this kind of move, but it does knock down opponents in front of me."



Up Strike Half-Circle Slash

Super Team swipes his club in a one-handed arcing motion.

Super Team: "This is an anti-air at any club, and serves its respective purpose."



Down Strike Downward Stomp

Super Team shoves his leg forward in a kicking motion.

Super Team: "Hey, not much to this. It's just a mediocre combo tool due to its fine knockback."



Thrusts

Side Thrust Swinging Kendo

Super swings his club in a horizontal motion with both his hands. Can be angled.

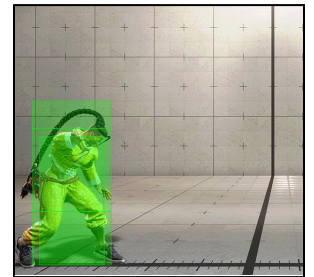
Super Team: "A swing of the club like a katana. The club has greater strength and shield pushback than the handle."



Side Thrust Dual Cycle Kicks

Super jumps forward as he performs two cycling ax kicks downward.

Super Team: "While I don't advance in this move, I do have two hits on this move. Each reflect, and knock my golf balls far."



Up Thrust Jumping Slash

Super jumps into the air as he swings his club with both his hands.

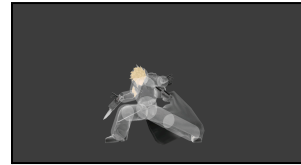
Super Team: "A jumping swiping technique in an arcing motion. This has great range, but is mostly used as an out-of-shield option or a way to catch landings and ledges."



Down Thrust Double Thrust

Super Team crouches to the ground and thrusts his clubs, first to the front and then to the back of him.

Super Team: "A technique where I go low to the ground and shift the clubs to the club and them to the end. Covers both sides, but the back hit is the most safe and powerful."

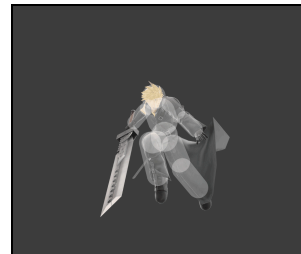


Aerials

Neutral Aerial Cycling Club

Super Team swings his club in a circular motion.

Super Team: "This move always covers a great range, and is fast to come out as well."



Front Aerial Skyward Smack

Whacks his opponent with a one-handed horizontal swing.

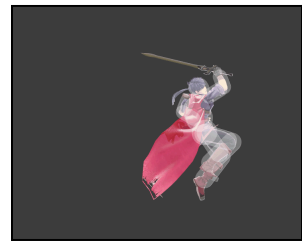


Super Team: "This move is a fast way to keep combos going, space people out, or just straight up kill."

Back Aerial Spinning Skies

Whacks in a horizontal swing.

Super Team: "This backward swing is very useful. It's the best for combos with the Putter, the best for killing with the Driver, and



Up Aerial Aerial Near-Circle

Super Team swings upward in an arcing swing, using both his hands to do so.



Down Aerial Super Kick

Super Team performs a downward dive kick, recovering into a standing slide that also does damage.

Super Team: “My pants will never touch the ground while using this move. Anyway, it’s mostly used as a way to escape disadvantage or be pressure on the very last hit of the spike.”



Grab & Launches

Grab Super Grab

Super Team grabs forward with his free hand.

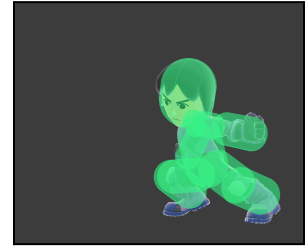
Super Team: “Why would I grab my opponent? These throws are only really useful for positioning.”

Pound Super Knee

Super Team knees his opponent.

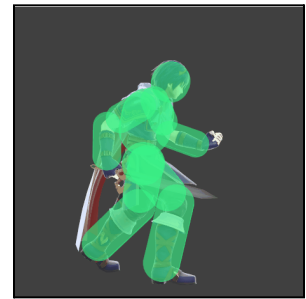
Front Throw Pro Roundhouse

Super Team roundhouses his opponent.



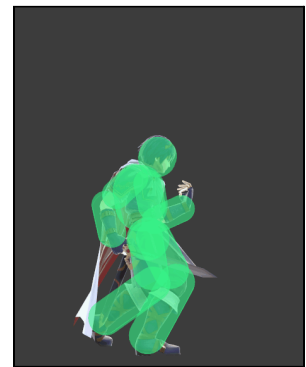
Back Throw Calm Dismiss

Super Team sets his opponent behind him, tripping them for a weak attack.



Up Throw Straight Launch

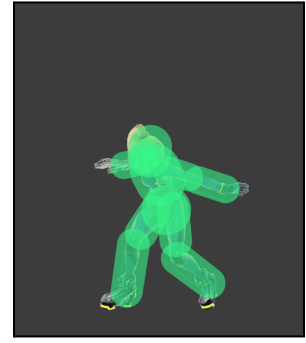
Super Team throws his opponent into the air.



Down Throw Cycling Stomp

Super Team sets down his opponent as he kicks them.

Super Team: "This ax kick can be a combo throw for the putter and iron."



ARTS

Neutral Art Golf Ball

Super Team throws up a golf ball. It can be knocked around with attacks, and disappears once either it hits a player or stays on the ground for 15 frames.

Super Team: "Ah, the Golf Ball. Used by many to express their true spirit. Their soul. It can be used for zoning with the Iron, but it can



also be used for setplay with the Putter. Or for kill confirms with the Driver. Offstage, it can be very annoying. Same for ledgetrapping due to its setplay.”

Uzh Art

Super Team gets out a gold golf ball that bounces around twice, leading to extra combos.

Tempest: “Not much can be said about this ball. It is just better.”

Side Art Club Charge

Swings his club in a classic forward arcing motion. This not only reflects projectiles, but can be charged into five stages: Charon (Bogey, 12-25 or >60 frames), Beethoven (Par, 25-40 frames), Apollyon (Hole-in-three, 41-54 frames), Saturn (Hole-in-two, 55-59 frames) and Phoenix (Hole-in-one, frame 60). Charon isn't that strong, Saturn is very strong, and Phoenix is something that can kill very early. If you hit a ball with this, he can angle the ball. Performing side then up makes it straight up, while side to down makes it straight.



Super Team: “Many a pro knows that you can’t go for a Phoenix every time. You might need a Charon for a combo, or use Beethoven on a ball when the opponent is close to you. Every strength has its purpose.”

Uzh Art

This move is a lot stronger, Saturn levels of power, and it doesn’t need charge. It also immediately directs itself to an opponent. However, this only applies to the head of the club. Otherwise, it is extremely weak.

Super Team: “Be sure to space it well, since with the Driver it is extremely deadly.”

Up Art Spinning Kick

Super Team sweeps into the air with a jumping flip kick.

Super Team: “This spinning bicycle kick technique is a fine out-of-shield.”



Uzh Art

Super Team goes higher, and spins around for a bit, letting him drift for a bit.

Down Art

Swap Club

Super Team changes the club he is using.

Putter: No KO power, but fine combos and speed. His side special animation changes to be a putting animation, more appropriate for combos.

Driver: Great KO power and best range, but has no speed.

Iron: Fine KO power, fine damage, and best shield safety.

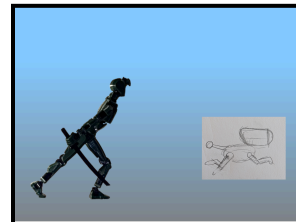


Guard Art

DogBot Caddy

Super Team gets out his robotic dog, who runs forward until they go off the ledge, in which they disappear.

Super Team: "Aw, cute doggy! This dog cannot be hurt, because how dare you. However, it can be reflected back to me. If they're near an opponent, they will lunge at them. It will also catch my balls to create a shockwave that blows away opponents."



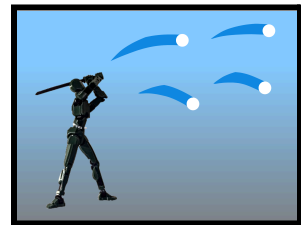
Uzh Art

The dog will now stand there. If anyone goes near them, they will bark, paralyzing opponents. The dog will also bark if Super Team's projectiles pass near. They will stay on stage for 10 seconds, and then disappear.

Uzh Finale Driving Range

Super Team gets out a tee and starts throwing a rapid volley of 12 golf balls. He can angle where they go.

Super Team: "Huzzah! Witness the peak of zoning and edgeguarding!"



ZERA SMASH

Full Driver

Super Team gets out a driver as he clubs forward. Anyone hit by it will be stuck in a slow close up of Super Team excitedly hitting them with a club as they get flung away, Super Team looking at his masterwork in accomplishment.



Aesthetics

THE OTHER STUFF

Entrances

Cinematic Entrance

Super Team walks forward, looks to the camera, then stops to look at his opponent.



Regular Entrance

Super Team rides down from a hovering golf cart, then gets off of it.

Idling

Stance

Super Team holds his club with one hand.

Stance Animation 1

Super Team leans on his club.

Stance Animation 2

Super Team puts his club on his shoulder.

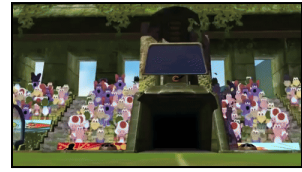
Run Animation

Super Team runs forward while holding his club with two hands.

Gestures

Up Taunt

Super Team as he curves back and throws his hands back like Dio.



Front Taunt

Super Team's DogBot appears beside him as he pats its head.

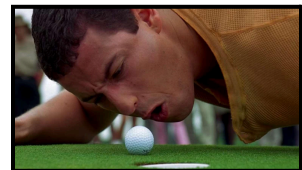
Back Taunt

A fusion of two references to his home series, Seper Team kneels to the ground, holds his golf club behind him and puts an L to his chin in celebration.



Down Taunt

Super Team gets on the ground and crawls, looking at an imaginary ball.



Winning Animation

Super Team puts back his club in his golf bag. Bogey comes in to check on him, and Super Team pats him, the camera cutting to a view below him as he performs his Spinning Kick Up Art, one of his feet nearly touching it.

STORY

Prologue

Super Team is in the sunny driver's range of Golf. He is swinging his balls forward with a driver, each with near-perfect strength and posing. His robot dog, Bogey, is getting out balls out the basket and setting them on the green for Super Team to hit. However, as they are doing this, Super Team is complaining about beasts. Again. He says that society has become too accepting to them recently, and they need to go back to hating them. After all,

they're weaker, dumber, and not as refined as metalfolk! How can they be trusted?

As he is doing this, Bogey gets frustrated, and decides to walk inside the establishment to get something. When Super Team notices that he has no ball, he looks around for Bogey, only for the dog to come back with a holographic poster for ZERASMASH.

Super Team thinks about this, a little skeptical, but ultimately decides to join it. He decides to leave all the balls away, take up his golf bag, and bring Bogey with him as they take on ZERASMASH.

Duel

After the fight in Super Team's Golf, Sushi Cat and Super Team stand each other up. They stare each other deep in the eye, with serious expression on their face. Suddenly, Sushi Cat powerfully stomps the ground, throwing Super Team high into the air. He goes so high that he sees a small bird fly behind him, only to fall straight to the ground...

Only to be caught by Sushi Cat. Sushi Cat sets Super Team down, as the latter takes some process. Sushi Cat tells Super Team that while beastfolk may not be as strong as metalfolk, they are still able to be strong. Plus, they have magic. Super Team looks at Sushi Cat, and doesn't know what to say about this.

Pre-Final Boss

Super Team fights Verev. He sees him as a rival now, one to be better than.

Epilogue

Verev tells Super Team the skills of beastfolk. He still thinks metalfolk are better than beastfolk... but maybe they're not that bad.

DIALOGUE

Fighter	Dialogue
Sukapon	<i>"You really think that putting stuff into your database can immediately make you a pro?"</i>
Tuniko	<i>"Trying to manipulate the winds is cheating, beast."</i>

Angel and Devil	<i>“You think that implants can counter your weak frame?”</i>
Tempest	<i>Your skill cannot distract from your heritage, cyborg.”</i>
Sushi Cat	<i>“Beastly strength can never outmatch the skill of a robot!”</i>
Super Team	<i>“No clone can compare to the real deal?”</i>
Grovetender	<i>“Fear impedes skill, beast.”</i>
Thief	<i>“Stealing a win? Not on my hands, thief.”</i>
Dragon Chan	<i>“Technique can never outmatch the skill of a robot!”</i>
Tennis for Two	<i>“Just because you’re a Supercomputer doesn’t mean you know everything.”</i>
Ida	<i>“You have much to learn and train for, spirit.”</i>
Blank	<i>“The magic of the sea brought you back to life? Does that make you part beastfolk and metalfolk?”</i>

Silent Redhood	<i>"Your crystals cannot cover for skill, human."</i>
Aleph	<i>"Your pickaxe is not a distraction from your heritage, prisoner."</i>
Drakobloxxer	<i>"Stop those biting words at me! They aren't a good look for a loser."</i>
Twelve	<i>"Rules guide your every decision? Talk about dedication!"</i>
Hal	<i>"The War of Sorrows was a valiant effort, bird. Don't pretend like it wasn't."</i>
QQQ	<i>"You remember the Uprising? What a valiant memory!"</i>
Gwen	<i>"What's with your time and space nonsense? Move along, girl."</i>
Viego	<i>"Oh, how funny, you think you strength in numbers can conquer me."</i>
Verev	<i>"Your people are inferior to metal folk, and certainly inferior to me."</i>
Nerkev	<i>"It seems we have learned whose skill is stronger."</i>

Dummy

"Your awesome kicks can never bring down a skilled opponent like me."

VERDICT

Super Team is a master of controlling space. His two most important moves are his Neutral Art, Golf Ball, and Down Art, Swap Club. Golf balls can be flung at different angles, especially with Super Team's Side Art. Swap Club lets him freely choose between a Putter, Iron, and Driver. His aerals are free to combo with the Putter, let Super Team space opponents with the Iron, and can easily kill with the Driver. When you need to use each depends on the situation, or your own playstyle.

Overall, Super Team is a sword fighter who can easily control the pace of the match. But what do you think? Let me know! Be sure to check out the other movesets, and, as always....

Get Some Sleep.