

Similarities to Kirby Super Star and other Kirby games

Because the *Kirby* and *Super Smash Bros.* games were both developed by HAL Laboratory, *The Subspace Emissary* contains gameplay elements similar to the sub-games of *Kirby Super Star* and other elements from Kirby games. One should keep in mind that the *Kirby* series and *Smash Bros.* franchise are two different things.

- The Halberd plays a very strong role in both games, and in both, it's destroyed and crashes in the ocean.
- The beginning of the [Ruined Zoo](#) (more specifically the boss battle against the [Pig King Statue](#) and [Porky Minch](#)) is similar to the Heavy Lobster battle in "Revenge of Meta Knight": The player is chased by the boss, who remains invincible for this duration and plows through anything in its path. Following the chase, the boss becomes vulnerable and attacks the player head-on.
- Both feature [cart rides](#) and [special devices](#) that propel characters forwards. The latter's design and function comes directly from KSS. Additionally the slide launchers puts characters in a shield position, just like in KSS.
- The [Space Jump](#) is just like how P2 from Super Star comes back to P1.
- The final boss ([Tabuu](#)) teleports around the stage repeatedly (a common feature in most final bosses in Kirby games, such as [Marx](#) and [Nightmare](#)).
- Bosses from the Kirby games, such as [Dyna Blade](#) and Marx, have similar moves to bosses in *Brawl*, such as Ridley and Tabuu.
- The Subspace Emissary has a map that allows the player to re-enter a stage anytime they want, much like [Milky Way Wishes](#).
- Golden boxes are inspired by the treasure chests from [Great Cave Offensive](#); in both games, when the player takes the prizes, it will not appear again.
- Bosses do not flinch.
- Enemies cannot survive underwater; they will be KO'd immediately upon touching it.
- [Jyks](#) are similar to Kirby's [Gordos](#); they sit or move in a repeated pattern, are invincible, and have spikes.
- The planet [Floria](#) in Milky Way Wishes has a similar concept to the [day-changing doors](#), except that it has four rooms and they are based on seasons instead of day and night.
- King Dedede first appears to be evil but later turns out to have good intentions in most Kirby games.

Taken from ssbwiki.com (an excerpt):

[http://www.ssbwiki.com/Adventure Mode: The Subspace Emissary](http://www.ssbwiki.com/Adventure_Mode:_The_Subspace_Emissary) Under CC

Attribution-Share Alike 3.0 Unported. <http://creativecommons.org/licenses/by-sa/3.0/legalcode>

I do not own this material.