

What if Sam & Max were in Smash Bros.?



Properties:

Sam & Max would be a heavyweight fighter duo, having slow movement, but being difficult to launch off the stage. Their movement speed would be on par with Robin, with a slow walk and a low-to-average dash speed. They would have two jumps and no additional movement options. The player would predominantly control Sam, with Max riding on his shoulders, similar to the videogames in which the player controls Sam, and uses Max to solve puzzles. Therefore, Max would be instrumental to several of Sam's attacks *a la* Banjo and Kazooie.

Standard Attacks:

A (Jab) - Basic combo. Press once for a short jab punch. Press twice for another jab. On the third press, Sam will pull out his revolver and fire his gun in front of him. Mash the button and Sam will fire repeatedly to rack up multiple hits, similar to the multiple jabs of characters like Young Link, Little Mac or Meta Knight. Each fire will trigger a very small explosion at the barrel of the gun, directly in front of Sam, damaging an enemy caught in it.

A (Side) - Sam will swing a golf club (the Gator Golf club from *Sam & Max Hit the Road*) in front of him from low to high. Hit the enemy with the club head to sweet-spot and deal extra damage and knockback. It will also launch a fish in a short projectile arc in front of him. If this fish hits the enemy they will flinch and take minor damage.

A (Down) - Sam will kneel down and make a sweeping kick around him (the same kick he performs in the gladiator fight in Episode 303 *They Stole Max's Brain*).

A (Up) - Sam swings Max, attached to the rope from *Sam and Max Hit the Road*. Max serves as a disjointed hitbox, damaging any enemy he collides with.

A (Dash) - Sam, holding Max by the legs, jabs forward with him like a sword, while Max bites the air with his teeth.

Aerial Attacks:

A (neutral aerial) - Sam grabs Max by the ears and spins him around him in a vertical circle.

A (forward aerial) - Sam shoots the rat cannon from Episode 105 *Reality 2.0*. A rat fires out from the cannon in a line in front of Sam, dealing damage and knockback to anyone it hits.

A (back aerial) - Max jabs behind the pair with a wooden stake (the same one used in Episode 203 *Night of the Raving Dead*).

A (down aerial) - Sam jabs below him with the brain screw from Episode 303 *They Stole Max's Brain*. Hit the enemy with the tip to spike them directly downwards.

A (up aerial) Max swings the twisted wrench from *Sam & Max Hit the Road* above him.

Grabs and throws:

Sam & Max would have a buffed grab. In addition to reaching out directly in front of them, the point and click cursor from the video games would appear directly ahead of them and make a fist. Anyone caught in this is also locked into a grab, giving the pair a far reaching disjointed hitbox. Sam & Max's whole gameplay loop is about picking up whatever they find, they should have excellent grab game.

Pummel: Sam grabs Max by the legs and uses him to smack the enemy over the head like a club.

Forward throw: Sam lobbs the enemy away with one hand, a visual reference to throwing Max out of the window during the intro of *Sam & Max Hit the Road*.

Back Throw: Sam throws the enemy over his shoulder, and Max punches them with the boxing glove seen in *Sam & Max Save the World*, knocking them away. This deals the most knock back out of all of Sam & Max's throws.

Down Throw: Sam throws the enemy to the ground, and he and Max simultaneously shoot the enemy with their guns. This deals the most damage out of Sam & Max's throws.

Up Throw: Sam slaps the enemy upwards, much like how he smacks Max out of the way in the Telltale Games.

Smash Attacks:

Smash (Side) - Max winds up his arm to charge before punching in front of the duo with the boxing glove from Episode 101 *Culture Shock*. This deals high damage and knockback.

Smash (Down) - Max climbs down Sam's legs and bites twice, once behind Sam, once in front (with an animation of Sam hopping on the spot to avoid being bitten himself).

Smash (Up) - Max fires three shots of his Luger in a horizontal arc above Sam (similar to Samus' upward smash). The final shot deals major damage and knockback).

Specials:

Special (Neutral) - Inventory:

Sam & Max's signature gimmick. Holding down B opens a menu (similar to Shulk's Monado Arts) displaying four items. Select one by moving the control stick up, down, left or right then releasing the B button. These items are chosen at random from one of ten items, (much like the randomly selected commands of Hero's down special) each one is an item used in one of the *Sam & Max* point and click games. Once selected this item will stay in Sam's hand, and can be used by pressing B again. If the item is unused for 10 seconds, it will vanish, and you will have to select a different item.

These are the items that can appear:

-*Bug*: First seen in Episode 103 *The Mole, The Mob and the Meatball*. Use in the path of an enemy projectile, and the bug will cancel out the attack and mimic it, sending it back towards the enemy.

-*Bomb*: Featured in the Car Bomb minigame from *Sam & Max Hit the Road*. Press B and Sam will wind up to throw it. Hold the directional stick in one of four directions and Sam will throw the bomb that way. If it makes contact with an enemy mid throw, it will explode and deal high damage and knockback.

-*Laser Gun*: Seen during the shooting minigame in *Sam & Max: This Time It's Virtual*. Press B to fire a laser in front of Sam. Anyone hit by the laser will take damage and be

immobilised for a moment, (similar to Zero Suit Samus' neutral special). Hold it down to charge. A charge shot will deal more damage and the stun will last longer.

-Retriever + Hand: Sam will extend the retriever from *Sam & Max Hit the Road* with Jesse James' severed hand curled in a fist in front of him. The fist serves as the attack's sweet-spot, so hitting an enemy with that will deal the most damage and knockback.

-Mole Man Powder: Sam opens up a cloud of the Mole Man powder owned by Shuv-Oohl in *Sam & Max Hit the Road*. Anyone who walks into the cloud will take damage over time (similar to being hit by the Flower item) and their movement inputs will be inverted. This lasts for 3 seconds,

-Lou the Bowling Ball: First seen in Episode 101 *Culture Shock*. If used on the ground, Sam will roll the ball across the ground, damaging multiple enemies who enter it's path. When used in the air, Sam will drop it directly below him, where it is capable of damaging multiple targets on the way down.

-+2 Sword: This originally appeared in Episode 105 *Reality 2.0*. Provides Sam & Max with a counter attack similar to Marth, Ike or the Mii Swordfighter. Press B and Sam will hold the sword outwards. If an enemy attack hits the sword, Sam will counter-attack by swinging the sword in front of him.

-Boxing Betty: An item from Episode 201 *Ice Station Santa*. Press B and Sam will throw this in an arc in front of him. If it hits an enemy mid throw, the Boxing Betty will combo the target with a string of punches.

-Bone Saw: In reference to Episode 205: *What's New, Beelzebub?* Using this will cause Sam to swing the saw in a vertical arc in front of him. If the attack lands, Sam will grab the enemy and pin them to the ground before sawing them multiple times (it wouldn't be Sam & Max without gratuitous violence!) This deals extremely high damage but little to no knockback.

-Corn Dog: A recurring item in both Episode 305 *The City that Dares Not Sleep* and *Sam & Max: This Time it's Virtual*. Using it will cause Sam to eat it and recover approximately 15% of damage.

The rest of Sam & Max's specials would revolve around the Toys of Power, seen in *Sam & Max: The Devil's Playhouse*, which grant Max various psychic abilities.

Special (Side): Cthonic Destroyer: Seen during Episode 304: *Beyond the Alley of the*

Dolls, Sam holds Max outwards while Max uses the toy and fires out a powerful laser with short range, but heavy damage and knockback.

Special (Down): Can O Nuts: Appearing in Episode 302: *The Tomb of Sammun-Mak*. Sam & Max shrink down into the Can O'Nuts, becoming invulnerable for 3 seconds. After 3 seconds elapse, or sooner by pressing B, the pair will burst out of the can and return to normal size, damaging anyone who comes into contact with them as they do so. This move cannot be used again for 10 seconds after being activated once.

Special (Up): Teleportation: An ability first used in Episode 301 *The Penal Zone*. Max throws a cellphone (specifically Girl Stinky's cellphone as seen in *Sam & Max: The Devil's Playhouse*) directly upwards. Pressing Up B, the two will use their toy phone to teleport to wherever the cellphone happens to be. When this happens, the phone will blow up, damaging anyone who makes contact with the short-range blast.

Final Smash: Surfin' the Highway:

Sam opens the snowglobe containing the Mystery Vortex from *Sam & Max Hit the Road* which sucks in nearby opponents. Anyone caught in the vortex will be pulled into a cinematic final smash. Here, Sam & Max, riding on top of their trusty DeSoto, will ram into the target at high speeds. This deals extremely heavy damage and knockback to anyone it hits.

Animations + Other

-Sam & Max's intro animation would see them ride onto the stage in their DeSoto, before hopping out as Max clambers up onto Sam's shoulder.

Taunts:

-Side Taunt: Sam pulls out a fudgy freeze and eats it while Max waves his Luger around.

-Down Taunt: Max hops down from Sam's shoulders and Sam places his hand on Max's head while saying "You crack me up, little buddy!"

-Up Taunt: Max jumps up, pushing down on Sam's head saying "Death from above!" before Sam gently cuffs him back into place.

Victory animations:

-Sam is seen speaking on the phone, holding Max at arm's length by the ears as he scrambles to reach it.

-Sam & Max jump inside the DeSoto and drive off to the right. The whole image is composed of black silhouettes against an orange background (much like the opening credits of *Sam & Max: Beyond Time and Space*). Much like Joker's victory screen, this is not a still image and will keep scrolling indefinitely.

-Sam & Max shoot the background behind them, causing it to shatter and reveal a city skyline with 'Sam & Max' blown up in massive letters behind them. This is in reference to the original announcement trailer for the Telltale *Sam & Max* games.

Colours and costumes

1 - Standard colours

2 - Sam dons a black suit with a red dress shirt underneath, while Max's fur appears yellow. This alludes to Lee-Harvey and Conroy Bumpus respectively, the main antagonists of *Sam & Max Hit the Road*.

3 - Sam wears a yellow suit with a green undershirt while Max's fur is maroon red. This references Bosco and Sybil, two recurring characters from the Telltale trilogy.

4 - Sam's suit becomes white with a rainbow tie while Max is coloured blue. This references Max's sloth vice from Episode 106 *Bright Side of the Moon*, while Sam's outfit homages a scrapped concept for an outfit he would have worn in that same episode.

5 - Sam & Max wear the headpieces of their Toy Mafia disguises from Episode 103 *The Mole, The Mob and the Meatball*.

6 - Sam and Max appear in their red-eyed, green tinged zombie forms from Episode 203: *Night of the Raving Dead*.

7 - Sam and Max wear the outfits of their great-grandfathers, Sameth and Maximus from Episode 302: *The Tomb of Sammun-Mak*.

8 - Sam sheds his jacket and assumes his Noir look from Episode 303: *They Stole Max's Brain*. Max wears a pharaoh outfit in reference to Sammun-Mak's appearance when he stole Max's body in the same episode.