

### ***Reveal Trailer (A Courageous Hero Takes Off!):***

The usual Smash slice intro is shown.

Sonic, Bayonetta, Joker, and the Akira Assist Trophy fight each other on Battlefield, while cuts of an entirely different area are shown in the First Person View. Someone unknown is taking down a tree with a long nose, a cylinder body, and stumpy octopus-like legs that don't go very far.

However, the view of them is not very good.



(The boss is supposed to be Woodpole from Fantasy Zone II: The Tears Of Opa-Opa (System 16 Ver.))

An array of logs are also shown as the stranger hits the boss's nose, cracking open after multiple shots. Coins then spread out of it as the mysterious being falls and attempts to collect them. Meanwhile on the other side, Joker, Bayonetta, and Akira are taken out in that order, with Sonic being the last one standing. The video cuts back once again to a portal appearing in front of the mysterious fighter. Without hesitation, they enter, and the screen fades to white. The same portal appears on the edge of Battlefield, where Sonic, the last fighter, turns around to check it out. And out of the portal drops Opa-Opa, who looks around before doing a peace sign with his wing towards the screen. It's at this moment where the splash screen appears, and "Opa-Opa Returns To Righteousness!"

After this, various videos of him in action are shown with the "Opa-Opa!" Remix playing in the background. A few examples of these would be showing off the Plaleaf stage included in his Challenger Pack, Opa-Opa's Up Taunt in front of Samus, and Samus using her Up Taunt back. As well as Opa-Opa and his Evil Opa-Opa alt show off his custom Shield before meeting a Giant Opa-Opa, who uses his Down Taunt. Then, a scene that slightly shows off his Item Shop mechanic, and finally Opa-Opa using his Final Smash, Strange Field. When the video of the gameplay ends, the Super Smash Bros. Ultimate logo is built, and moves aside for an x, where spread near that x the Fantasy Zone logo appears. Credit from Fantasy Zone plays when the Fantasy Zone logo drops.



*(Like this.)*

And to end the video, the copyrights are shown in the bottom left corner.

### **Entrance Animation / Idle:**

Opa-Opa flies into sight and drops himself onto the stage. The Shop Balloon also comes in and enters the background.

Opa-Opa then proceeds to stand still, bobbing up and down before jumping and staying in the air as he flaps his wings. He then falls back down and the idle animation begins anew. If Opa-Opa is holding a Primary Weapon, his idle changes to him twirling it with his wing.

### **Melee Moves:**

**Neutral A:** Opa-Opa uses his head to bump the opponent. If close enough to his opponent, the next two movements involve his legs as he begins to kick them.

**Up Smash:** Opa-Opa faces the screen and brings his wings in, then spreads them apart to hit close opponents on both his left and his right.

**Down Smash:** Opa-Opa crouches down, then jumps in the air and crushes his opponent. Can bury, though it only works when extremely close to his opponent and at higher percentages. Otherwise, it pushes them back.

**Side Smash:** Opa-Opa clasps his wings together to hit the opponent in front of him and knock them back.

**Dash Attack:** Opa-Opa charges into his opponent and falls, bringing himself back up with his wings.

**Forward Tilt:** Opa-Opa uses one of his wings to slap an opponent.

**Down Tilt:** Opa-Opa kicks the edge using one of his legs.

**Up Tilt:** Opa-Opa does a frontflip, attacking any opponents above and around him.

**Forward Aerial:** Opa-Opa pushes his legs forward for a kick.

**Backwards Aerial:** Opa-Opa uses his wings to push back opponents. Can be used to keep them from recovering.

**Downward Aerial:** Opa-Opa stomps downward with his legs. Does not Meteor Smash, but can slightly push his opponent down and prevent them from recovering.

**Neutral Aerial:** Opa-Opa spins in the air and shoots in various directions.  
The effect of this attack varies by his currently equipped Primary Weapon.

**Forward Grab:** Opa-Opa swings his opponent around and sends them flying in the current direction he faces.

**Backward Grab:** Opa-Opa brings his opponent into the sky and suplexes them in the opposite direction he faced prior as he keeps them in his grasp with his wings.

**Upward Grab:** Opa-Opa thrusts his opponent into the air.

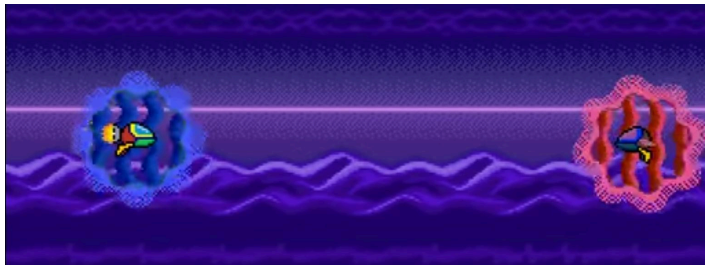
**Downward Grab:** Opa-Opa slams his opponent into the ground with his wings. More likely to bury his opponent at higher percentages.

**Pummel:** Opa-Opa uses his currently equipped weapon up close, doing a hint of damage to them. Said amount varies by equipped weapon.

**Double Jump:** Opa-Opa spreads his wings to gain height. His legs are visible when he jumps, even after coming out of a dash. With the Big Wings Upgrade, he does the same thing with his Triple Jump.

**Walk / Dash:** Opa-Opa uses his legs to walk, as well as stand on the ground. He uses his Engine to propel himself forward in his dash. His legs no longer are visible when he dashes.

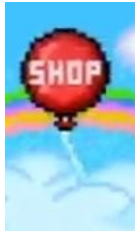
### **Shield:**



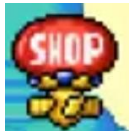
Opa-Opa's Shield would be based on the fields of energy that surround Opa-Opa and the Doppelganger Opa-Opa in the Final Boss of Fantasy Zone II: The Tears of Opa-Opa (System 16 Ver.) The color of the shield would depend on the number the player is. For example, Player 1's would be Red, Player 2's would be Blue, Player 3's would be Yellow and Player 4's would be Green, regardless of their Character Color chosen. If Opa-Opa is on a team, the shield will be the color of said team. Like it does in the original, the shield will flicker when it is close to breaking.

### ***Opa-Opa's Gimmick: Item Shop***

(10 randomized Item Upgrades to buy in battle, in exchange for coins gained from opponents taking damage. Opa-Opa may choose from 3 Primary Weapon (Twin Shot) Upgrades, 2 Secondary Weapon (Bomb) Upgrades, 3 Wing Upgrades, and 2 Special Weapon Upgrades in the random selection. The Item Shop is triggered by Down B when standing in front of it and holding the command. On a common occasion, instead of the regular Shop Balloon, a Secret Parts Shop or a Shop Blimp from Fantasy Zone II System 16 will appear in the match. The only change is its aesthetic looks. Everything else about the Secret Parts Shop and Shop Blimp is the same as the regular Shop Balloon.)



*(Shop Balloon)*



*(Shop Blimp)*



*(Secret Parts Shop)*

***When using the Item Shop, you are invincible. And for the first time in a match, there is a 30 second time limit for buying items. This time limit decreases as the match goes on and the more you enter, with it going down as low as 10 seconds.***

***Though extremely rare and valuable, an extra stock can also be purchased in a match in the place of 1 Special Weapon Upgrade. Drop Tears (Final Smash) can be purchased in a match as well, if items and / or the Final Smash Meter are turned on. The Drop Tears also replace 1 Special Weapon Upgrade when in the selection, and are just as rare to come by as well as slightly more expensive.***

**Guns are limited to 20 Seconds of use before expiration.**

**The prices of Primary Weapons, Secondary Weapons, Special Weapons, Drop Tears, and Extra Lives raise slightly after being bought.**

***Special Weapons such as Heavy Bombs, Smart Bombs, Fire Bombs, Gravity Bombs, Hurricanes, and Thunder Volts are triggered by Down B when purchased. Opa-Opa does not start the match with any Special Weapons.***

**There is a 20 second cooldown before the Item Shop roulette will be refreshed when entered. It can be entered again to swap out as well as buy weapons left in the current**

roulette until the complete 20 seconds have passed, then most if not all of the items will be reshuffled. The Shop Balloon remains in the background and can be moved around with Shield + B. The Item Shop is opened with Down B when close to the Shop Balloon, a bit similar to that of Steve's Crafting Table.

Unlike Steve's Crafting Table, it cannot be broken, and just like it other Opa-Opas in a match can use Shop Balloons besides their own.

*ALL upgrades are lost when you lose a stock. Your money, however, remains.*

***To keep track of Gold, currently equipped Primary and Secondary Weapons, Special Weapon and time remaining of your currently equipped Primary Weapon, a bar such as this sits under Opa-Opa's player render.***



### ***Losing Stock Animation:***



Opa-Opa explodes in a similar fashion to Mega Man.

(Though, it should be the other way around as Fantasy Zone came out in 1986 and Mega Man came out in 1987.)

Miss from Fantasy Zone II: The Tears of Opa-Opa (System 16 Ver.) can be heard in the background after Opa-Opa's stock is taken.

### ***Special Moves:***

***Any of Opa-Opa's Special Moves can be used while moving, including his Special Weapons. However, the action must be stopped if Opa-Opa wants to turn around and then use them. Opa-Opa can jump when using his Neutral B, Side B, and Down B as well.***

**Neutral B:** Primary Weapon / Twin Shot (Can be upgraded to Big Twin Shot, Back Shot, 7-Way Shot, 5-Way Shot, 3-Way Shot, Laser Beam, Wide Shot, Fireball, Cross Rang, or Flash Shot with Item Shop)

**Twin Shot** only shoots forward and is the Standard Weapon. **Big Twin Shot** is an upgrade that does twice as much damage and acts in the same manner, as well as adding enemy knockback.

**Back Shot** is similar to the Twin Shot, but it shoots bullets in both horizontal directions, regardless of which way Opa-Opa faces.

**7-Way Shot**, **5-Way Shot** and **3-Way Shot** shoot forward and can keep opponents in place with their bullets in 7, 5 or 3 front facing angles, and they do .75x damage compared to that of the Twin Shot or Back Shot.

**Laser Beam** shoots forward and traps opponents in its beam. It can build up massive amounts of damage if the opponent stays inside the beam for a long period of time.

**Wide Shot** shoots forward in a curved motion and does 1.5x damage more than the Twin and Back Shots, but it doesn't go out as far. It's a good weapon for when you want to attack an opponent that tends to get up-close.

**Fireball** sends out a giant fireball in the direction Opa-Opa faces and does great damage, though it takes 2 seconds to recharge. It leaves a burn effect on opponents when it hits, and knockback for Opa-Opa.

**Cross Rang** shoots out a singular Shuriken-Like bullet that circles around Opa-Opa and takes in projectiles that attempt to hit him. It disappears shortly after it is shot out. Unless it happens to hit an enemy, then in which case it does its damage, knocking the target back and disappears immediately afterwards. It takes 1 second to recharge.

**The Flash Shot** is a charge weapon, where the damage of the attack increases the longer the button is held, as well as enemy knockback. Just like the rest of the Primary Weapons, it can continue to charge while moving.

*Primary Weapons can be fired as many times and as long as you want (unless stated otherwise) until their expiration. Weapons bought but not currently in use do not expire on their own unless Opa-Opa loses a stock, and can be equipped when Opa-Opa enters the Shop Balloon. Similar to a technique seen in Fantasy Zone II: The Tears of Opa-Opa (System 16 Ver.) A Primary Weapon can be saved from expiration if Opa-Opa jumps into the Shop Balloon right before its timer runs out.*

**Side B:** Secondary Weapon / Bomb (Can be upgraded to Twin Bombs, Triple Bombs, Quartet Missiles, Big Bomb or Big Twin Bombs with Item Shop.)

Bombs can be thrown to do 2x the amount of damage than that of the Double Shot, though they take 1 second to recharge if the number of Bombs usable in the current second is exceeded.

**Big Bomb** and **Twin Big Bombs** do twice as much damage than a regular Bomb and can be used once or twice before recharge. **Twin Bombs** and **Triple Bombs** extend the amount of times that regular Bombs can be thrown without recharge by +1 and +2 respectively.

**Quartet Missiles** shoot out 4 Missiles at a time that lock onto opponents and do the same amount of damage as a regular Bomb. However, they can only be shot out again after all missiles have exploded.

**Up B:** Small Wings (Can be Upgraded To Big Wings, Jet Engine, Turbo Engine, or Rocket Engine in Item Shop.)

*Height And Width Of Recovery Vary By Wings / Engine.*

*Base Speed also increases with Upgrades.*

*Engines and Wings can be interchangeable in the Shop Balloon and do not expire with time.*

**Small Wings** go the Least Distance and lowest Height, and are the Starting Option of Opa-Opa's Up-B. **Big Wings** are an upgrade to Small Wings and recover the highest but lack horizontal distance. When equipped with Wings, Opa-Opa gets another jump, and when his Up-B is triggered he is able to float in the air for 3 seconds. (Similar to Pit's Up-B in Brawl.)

*These bonuses are exclusive to the Small Wings and Big Wings upgrade.*

*Engines make up for their lack of recovered height by their propelled length.*

*Engines can also move slightly upward or downward when the control stick is moved up or down for a bit of extra movement, similar in execution to the controls of Lucario, Greninja, and Diddy Kong's recoveries.*

The **Jet Engine** goes farther than Big Wings, but not as high.

**Turbo Engine** is the middle ground between Rocket and Jet. It goes farther than Jet and is harder to control than the former, but goes slightly less high normally and is a little easier to control than Rocket. If the control stick is tilted, it has a chance of going higher than the Jet Engine.

**Rocket Engine** goes the farthest (and highest when the Control Stick is involved) of all upgrades, but is very hard to control during its course of action.

*When the Up-B action is finished, the Double Jump and Air Dodge can be used to gain extra height for all upgrades, including the starter Small Wings.*

**Down B:** Special Weapon / Bomb (Until a Heavy Bomb, Gravity Bomb, Smart Bomb, Fire Bomb, Hurricane, or Thunder Volt is purchased from the Item Shop, Down B is used to summon Bombs, the same way you would from a Side B.)

*Special Weapons are not limited by number, and remain with you when bought, even when swapped out. The only way you lose them is after you lose a stock.*

The **Heavy Bomb** falls from the top of the screen and is able to Meteor Spike opponents. It also does great damage and can bury when used to hit an opponent on-stage. The **Gravity Bomb** works in the same manner as the Heavy Bomb, except it takes longer to reach the bottom of the screen, and if it hits anybody it does massive damage and does a greater Meteor Spike or Bury compared to the Heavy Bomb. It also costs much more than the former.

The **Smart Bomb** envelops Opa-Opa like a shield, and can stun up-close opponents as well as pull in projectiles. It does not heal damage and does little of its own on the outside layers. If an opponent manages to be inside and close with Opa-Opa before use, it can do as much as 4x the damage of if they were hit by the edge, as well as stay stunned for longer.

The **Fire Bomb** works in the same manner as the Fireball Weapon Upgrade, but it comes from both Opa-Opa's left and right. It does a high amount of damage, though slightly less than the Fireball as a tradeoff for being safer to use.

The **Hurricane** surrounds Opa-Opa with multiple blades of wind, continually going outwards until they reach the ends of the screen, or they connect with something. They do average damage for a Special Weapon, and can push opponents away with a windbox.

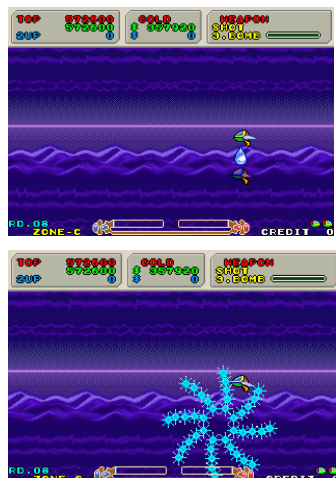


The **Thunder Volt** summons multiple lightning strikes that hit only on the stage. These strikes never hit in the same place twice, and never where Opa-Opa stands when summoned. If hit by one, the opponent is knocked back and left with a hefty amount of damage and a shock effect.

*To prevent spamming after obtaining a Special Weapon, each one has a 5 second recharge time after being used once. The Gravity Bomb is a special case however, needing 10 seconds for a recharge instead of the regular 5.*

*Each shot of the Primary Weapon variations, along with the Secondary and Special Weapon Bombs can be pocketed by Villager & Isabelle and eaten by Kirby. The Heavy Bomb and Gravity Bomb can be reflected by opponents to save themselves from being hurt.*

### **Final Smash (Strange Field / Drop Tear):**



*Volfinia (Zone-C) from Fantasy Zone II: The Tears of Opa-Opa (System 16 Ver.).*

Opa-Opa shoots out a giant laser that is able to pull in at most 7 opponents in a match of 8-Player Smash. If even one opponent is caught in the beam, Opa-Opa's Final Smash is triggered as he takes them to Volfinia, where he uses multiple weapons in his arsenal on them, then rises into the sky above and uses his Drop Tear. The opponent explodes in a similar fashion to the opponent Opa-Opa during the end of Fantasy Zone II System 16, with picture examples above. Drop Tears [Finale] plays in the background shortly after the Final Smash. *Opa-Opa's Final Smash can kill opponents that are at more than or equal to 100% Damage by the time the Final Smash is done. The Final Smash adds 60% to the bars of opponents caught inside. This damage is cut to 40% when triggered from the Final Smash Meter.*

### **Character Summary:**

Opa-Opa is a light character on his own, and is able to be launched easily because of that. With a normal speed and weak attack, he starts off the match as a poor choice of a fighter. But as he earns coins and is able to buy items, customization becomes a factor to the player's will and he gets better to control as the match goes on. Opa-Opa can either be a very light character focused on defensive measures, or a heavy character with many options for offensive attacks.



Due to having such an ability, this character is best played with an open mind as this character highly rewards such gameplay. However, at his core Opa-Opa remains a character who is best played at a distance, as his weapons tend to only help with fighters in the front.

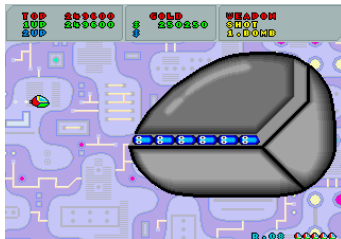
With the large number of weapons at his disposal, Opa-Opa is a fighter that takes time and dedication to completely understand, but can also be a fun and rewarding character to those who choose to roll the dice and build their tactics as they fight on.

### **Alternate Colors:**



### **Harrier Inspired Alternate Color (Color 2)**

(Darker Colored Body with White Lines, Blonde Color Visor, Silver Colored Wings, Grey Legs)



### **O-Papa With Menons Inspired Color Scheme (Color 3)**

(Gray Color Visor, Gray Body, Gray Colored Wings, Blue Primary Line, Black Secondary Line, Blue Legs)



### **Upa-Upa Color Scheme (Color 4)**

(Red Visor, Blue / Green Body, Yellow Primary Line, Cyan Secondary Line)

### **Evil Opa-Opa Color Scheme**

### (Color 5)

(Black Visor, Violet / Light Blue Body, Dark Yellow Primary Line, Dark Blue Secondary Line)



### Alternate Upa-Upa Color Scheme

#### (Color 6)

(Purple Visor, Dark Purple / Green Body, Yellow Primary Line, Orange Secondary Line)



### Halorings [Fantasy Zone II System 16 Ver.] Inspired Color Scheme

#### (Color 7)

(Purple Visor, White / Black Body, Apricot Primary Line, Purple Secondary Line, White Legs)



### Zaxxon Inspired Color Scheme

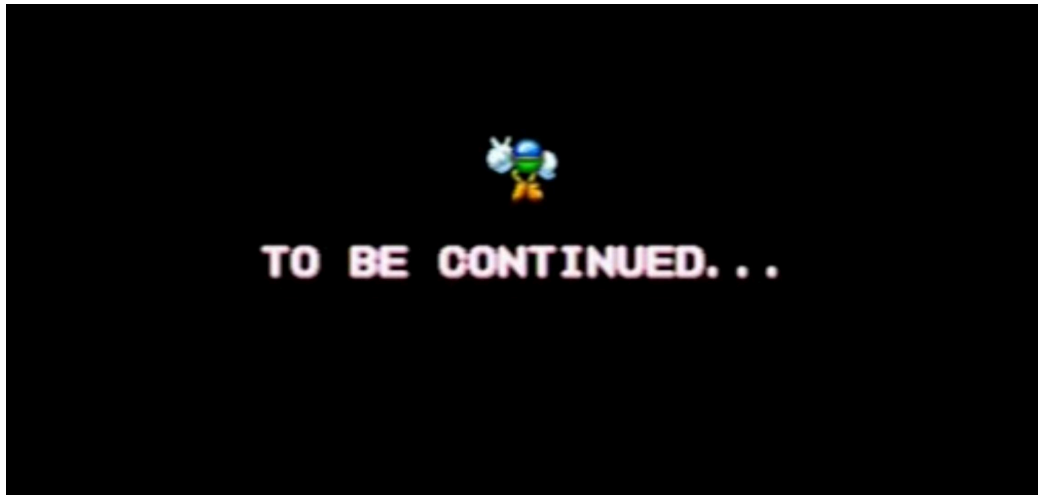
#### (Color 8)

(Light Blue Visor, Orange / Purple Body, Yellow Wings, Purple Primary Line, Red Secondary Line, Purple Legs)

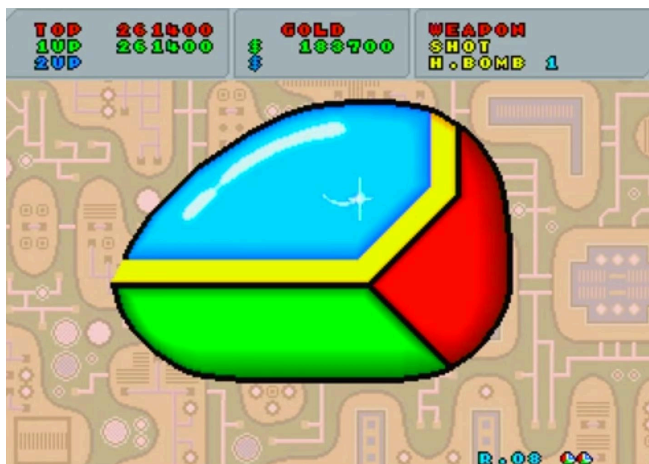
*Shoutout to KneeOfJustice99 on Smashboards for this idea of a color! It's an awesome one!*

### Taunts:

**Up Taunt:** Opa-Opa pulls out a random coin. (Possible Numbers Include 10, 50, 100, 200, 500, 1000, 2000, 5000, 8000, And 10000. Can be used to bring up coin balance.)  
(Not a reference.)



**Side Taunt:** Opa-Opa faces towards the screen and does a Peace Sign with his right wing.  
(Reference to Credits scene in Super Fantasy Zone.)



**Down Taunt:** Opa-Opa's visor reflects a curve and a tear drops under said curve. (Reference to O-Papa crying at the end of Fantasy Zone.)

**Stage:**

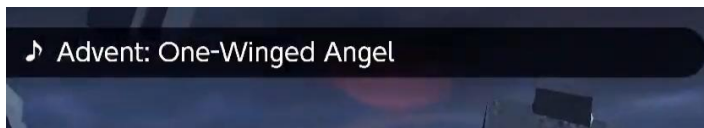


## Plaleaf (Fantasy Zone)

*The stage moves forward, similar to Golden Plains. The tall flowers in the background act as platforms that can reach Bases, and said Bases can be destroyed for Items. At the end of the rotation, Stunpalon, Cobabeach, U.S.B.M.G.S TOT, or DZ DENO ROMA will appear as a Stage Hazard. When destroyed, a multitude of Items and Coins will appear (The Coins are for aesthetic purposes and cannot be picked up. If Opa-Opa is the one to destroy the boss however, he will gain a giant boost in his coin balance.) And the stage will move again. If Stage Hazards are turned off, the stage will only move forward, and no bosses will appear.*

*For Battlefield, the bases make up the design of the platforms. Ω will not have these base designs obviously, and the stage will be a single, green platform high above Plaleaf with a few flowers for decorative design.*

*Being something unique to this stage, instead of the song name showing in white text over a black line.*



*(From this.)*

*The track title is shown in blue, pixelated text over a white line. A music note appears in front of the track title like it normally would, except it becomes yellow and pixelated.*



*(To something similar to this!)*

### **Series Icon:**



A silhouette of the Heavy Bomb.

### **Stock Icon:**



Something similar to the Extra Ship Icon in Fantasy Zone's Item Shop.

### **Boxing Ring Title:**

Rich Savior of The "Fantasy Zone"!

### **Chant:**

For Opa-Opa's chant, those in the background sing his theme, "Opa-Opa!" rather than his name in a similar way to that in Virtua Striker 4.

### **Kirby:**

When Kirby inhales Opa-Opa, he wears a helmet similar to that of the design of Opa-Opa's main body, regardless of the color chosen. Kirby also takes his Neutral B of Twin Shot, however it is not upgradeable.

Like every copy ability, it is removed when Kirby taunts as well as there being an increase in damage.

### ***Sleeping Animation:***

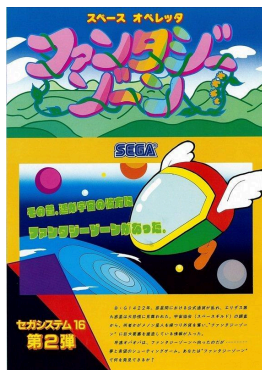
Opa-Opa takes a rest on the ground, his visor reflecting a soft curve to represent a closed eye. He doesn't make any noise throughout the rest. When he wakes, the curve shines bright and disappears as Opa-Opa quickly gets back up.

### ***Voicelines:***

On the topic of voicelines. While Opa-Opa has canonically spoken in the Fantasy Zone games, it would probably be best for him to be silent in the sense of Pac-Man, Mr. Game and Watch, and Steve, in which they have sounds with their weapons and attacks but nothing more.

### ***Design:***

And on the topic of design. This is something I believe I should bring up, because surprisingly Opa-Opa has gone through many different ones over his 35 year legacy. For example, most of them tend to stick with a main color scheme of Red, Green, and Yellow. Some keep him at a relatively small figure, and some make him long.



*(1986 Fantasy Zone Arcade Flyer)*



*(Sonic & Sega All Stars Racing)*

Most of the time, he has a blue line that separates the red and the green besides the yellow outline of his visor. (That is what I like to call the Secondary Line. The Yellow part around his visor is what I refer to as the Primary Line. That's what I meant when I was referring to Primary and Secondary lines on the Alternate Colors section of the document.) One design that does this is the Shooting Game Historica Gashapon Figure, which I believe is what Opa-Opa's Smash design should be based on.



It's the original complete version of Opa-Opa and what he looks like as it was intended in the 1986 Arcade Sprite, and I very much believe it deserves to be the base of his character because of that.

His Heavy Bomb and Gravity Bomb in-game should be modeled after the Heavy Bomb figure that comes with it as well.

### ***Victory Theme:***

☆ DEFEAT ~ ROUND UP [ROUND CLEAR OVERSEAS] (Fantasy Zone)

### ***Victory Screens:***

**Screen #1:** Opa-Opa waves to the screen as he enters a Dark Side portal and disappears.

**Screen #2:** O-Papa gives Opa-Opa a visit.

**Screen #3:** Opa-Opa runs around and collects coins scattered across the floor as if he had finished a boss.

**Second Place / No Contest:** Opa-Opa claps with his wings.

**Team Battle:** Opa-Opa makes a peace sign with one wing, as if he were doing his Side Taunt.

### ***Music Selection:***

☆ = ***New Arrangement***

OPA-OPA! (Fantasy Zone)

☆ Opa-Opa! (Fantasy Zone)

OPA-OPA! -GMT Remix- (Fantasy Zone)

☆ Main Theme of Space Harrier (Space Harrier)

Space Harrier Retro Boss Medley (Includes Squilla, Godarni, Ida, Syura, Valda, Stanray, and Wiwi Jumbo)

☆ Battle Field (Space Harrier)

☆ Haya Oh (Space Harrier SMS)

SHOP [A/B] (Fantasy Zone)

BOSS (Fantasy Zone)

KEEP ON THE BEAT (Fantasy Zone)

SAARI (Fantasy Zone)

PROME (Fantasy Zone)

HOT SNOW (Fantasy Zone)

HOT SNOW [OVERSEAS] (Fantasy Zone)  
DON'T STOP (Fantasy Zone)  
DREAMING TOMORROW (Fantasy Zone)  
YA-DA-YO (Fantasy Zone)  
YA • DA • YO [Reborn] Feat. Keith WildChild Middleton (Maimai)  
☆ Ya-Da-Yo / Victory Way (Fantasy Zone)  
☆ The Subdued Zone [Includes The Unknown Zone] (Fantasy Zone (X68000))  
☆ Hey Hey Why (SEGA AGES: Fantasy Zone) [Sega Saturn]  
SUNSET TEARS (SEGA AGES 2500 Vol. 3: Fantasy Zone)  
HAPPY CHAOS (SEGA AGES 2500 Vol. 3: Fantasy Zone)  
CRYNICAL (SEGA AGES 2500 Vol. 3: Fantasy Zone)  
CORAL SONG (SEGA AGES 2500 Vol. 3: Fantasy Zone)  
UPA-UPA! (3D Fantasy Zone OPA-OPA BROS.)  
☆ Bonus Stage [Includes Top Power] (Fantasy Zone: The Maze)  
START ~ CHOLOCORAY (Fantasy Zone II: The Tears of Opa-Opa (System 16 Ver.))  
SHOP (Fantasy Zone II: The Tears of OPA-OPA) [FM]  
LET'S SHOPPIN' [A/B] (Fantasy Zone II: The Tears of Opa-Opa (System 16 Ver.))  
MYSTERIOUS SHOP (Fantasy Zone II: The Tears of Opa-Opa (System 16 Ver.))  
BOSS ~GUMBATIGHT~ (Fantasy Zone II: The Tears of OPA-OPA) [FM]  
GUMBATIGHT / GUMBATIGHTER (Fantasy Zone II: The Tears of Opa-Opa (System 16 Ver.))  
~OPA-MARIMBA~ (Fantasy Zone II: The Tears of OPA-OPA) [FM]  
ROUND 3 (Fantasy Zone II: The Tears of OPA-OPA) [FM]  
HEATING WAVE (Fantasy Zone II: The Tears of Opa-Opa (System 16 Ver.))  
AQUA QUA (Fantasy Zone II: The Tears of Opa-Opa (System 16 Ver.))  
FLY HIGH (Fantasy Zone II: The Tears of Opa-Opa (System 16 Ver.))  
COSMIC DANCE (Fantasy Zone II: The Tears of Opa-Opa (System 16 Ver.))  
LAST BOSS (Fantasy Zone II: The Tears of OPA-OPA) [FM]  
SU-KI-DA (Fantasy Zone II: The Tears of Opa-Opa (System 16 Ver.))  
STRANGE FIELD (Fantasy Zone II: The Tears of Opa-Opa (System 16 Ver.))  
ENDING (Fantasy Zone II: The Tears of OPA-OPA) [FM]  
☆ Flow My Tears [Includes Hereafter and Fantastic Refrain] ((Fantasy Zone II: The Tears of Opa-Opa) (System 16. Ver))  
ENDLESS LOVE (3D Fantasy Zone II W)  
☆ Endless Love (3D Fantasy Zone II W)  
☆ Galactic Protector Medley (Includes EARTH, SATURN, and JUPITER)  
☆ Fantasy Zone Gear Medley (Includes WOOD STAGE, FIRE STAGE, ICE STAGE, WATER STAGE, CLOUD STAGE, DESERT STAGE, and LAST BOSS)  
PICNIC (Super Fantasy Zone)  
SHOP (Super Fantasy Zone)  
BOSS (Super Fantasy Zone)  
MANGO! (Super Fantasy Zone)  
WATER MELODY (Super Fantasy Zone)  
GOOD EVENING! (Super Fantasy Zone)  
FANCY PROMENARD (Super Fantasy Zone)



VILILY (Super Fantasy Zone)  
FRESH MELON (Super Fantasy Zone)  
YA-DA-NE (Super Fantasy Zone)  
☆ Recollection / Staff Roll (Super Fantasy Zone)  
Hunger Made Them Desperate (Thunder Force III) [From Thunder Force AC]  
His Behaviour Inspired Us With Distrust (Thunder Force III) [From Thunder Force AC]  
Metal Squad (Thunder Force IV)  
☆ Black Rain (Hyper Duel)  
☆ Steel of Destiny (Thunder Force V)  
Outride A Crisis (SUPER HANG-ON)  
Sprinter (SUPER HANG-ON)  
Winning Run (SUPER HANG-ON)  
Hard Road (SUPER HANG-ON)  
Quartet Theme (Quartet)  
FM Funk (Quartet)  
Sky (Quartet)  
System Down (SDI)  
Illusion (SDI)  
An Imminent War (SDI)  
☆ Out Run Medley (Includes MAGICAL SOUND SHOWER, PASSING BREEZE, SPLASH WAVE, and LAST WAVE)  
Cruising Line (3D Out Run)  
Camino a Mi Amor (3D Out Run)  
Rush A Difficulty (Turbo Out Run)  
☆ Power Drift Medley (Includes Poker Face, Side Street, Like THE Wind, Silent Language, ADJustment Mind, Artistic Traps, and Diversity)  
☆ Final Take Off (After Burner II)  
Thunder Blade (Thunder Blade)  
Burning Point (Thunder Blade) [Original & Complete Version]  
Type II (Thunder Blade) [Original & Complete Version]  
Beyond The Galaxy (Galaxy Force II)  
Take Back (Long Version) (Galaxy Force II)  
TRY-Z (Galaxy Force II)  
Racing Hero - Song #1 (Racing Hero)  
Racing Hero - Song #2 (Racing Hero)  
Racing Hero - Song #3 (Racing Hero)  
Racing Hero - Song #4 (Racing Hero)  
☆ Replay (Virtua Racing Deluxe)  
The King Of Speed (Daytona USA)  
Let's Go Away (Daytona USA)  
Sky High (Daytona USA)  
☆ Conditioned Reflex (Sega Rally Championship)  
**New Arrangement Song Number: 20**  
**Original / Extra Versions Song Number: 75**

**Complete Song Number: 95**

**Music Playlist:**

[https://www.youtube.com/playlist?list=PL\\_fP2w\\_LIMQIAOYSp4NMWRjarpPvJ3BJM](https://www.youtube.com/playlist?list=PL_fP2w_LIMQIAOYSp4NMWRjarpPvJ3BJM)

**DLC Spirits and Spirit Board:**



The Spirit Board would replicate that of the Shop from Fantasy Zone. SHOP [A/B] from Fantasy Zone plays on the Board Screen. The spirit descriptions are placed in the boxes where the items go.

**Opa-Opa gets a Fighter Spirit, and therefore does not have a Spirit Battle.**

**Dark Master (☆☆☆☆)**

*Primary Spirit*

*(Attack)*

*[3 Slots]*

**Music:** YA-DA-NE (Super Fantasy Zone)

Fighters: Opa-Opa (Color 3),

Dark Samus (Color 7) [Appears after Opa-Opa is finished]

**Conditions:**

- (Opa-Opa) The enemy is giant
- (Dark Samus) The enemy has increased move speed

**Stage:** Spear Pillar

**Evil Opa-Opa (☆☆☆☆)**

*Support Spirit*

*(Attack)*

*(Double Final Smash) [Takes 2 Slots]*

**Music:** STRANGE FIELD (Fantasy Zone II: The Tears Of OPA-OPA (System 16 Ver.))

**Fighters:** Opa-Opa (Color 5)

**Conditions:**

- Stamina Battle (150 HP)
- Left and right controls will suddenly reverse
- The opponent will suddenly gain a Final Smash

**Stage:** Spear Pillar

**O-Papa** (☆☆☆)

*Support Spirit*

*(Grab)*

*(First Strike Advantage) [Takes 2 Slots]*

**Music:** Ya-Da-Yo / Victory Way (Fantasy Zone) [New Remix]

**Fighters:** Opa-Opa (Color 3), Mii Brawler x6

[Mii Brawler will wear the Menon Hat if purchased.]

**Conditions:**

- Stamina Battle

Mii Brawler (50 HP)

Opa-Opa (150 HP) [Appears after Mii Brawlers are finished.]

- (Opa-Opa) The enemy is giant

- (Mii Brawler) The enemy can deal damage by dashing into you

**Stage:** Shadow Moses Island

**RVR-02 "Vanguard"** (☆☆☆)

*Primary Spirit*

*(Shield)*

*[2 Slots]*

*[Can evolve into RVR-02B "Brigandine" (☆☆☆☆)]*

**Music:** Steel of Destiny (Thunder Force V) [New Remix]

**Fighters:** Dark Samus (Color 3)

**Conditions:**

- The enemy is metal

- The enemy starts the battle with a Hocotate Bomb

**Stage:** Corneria

**Fire-LEO 04 "Rynex"** (☆☆☆) (Attack)

*Support Spirit*

*(Attack)*

*(Zap-Floor Immunity) [Takes 1 Slot]*

**Music:** Metal Squad (Thunder Force IV)

**Fighters:** Samus (Color 4)

**Conditions:**

- The enemy is metal

- The enemy starts the battle with an X Bomb

**Stage:** Venom

**Harrier** (☆☆☆)

*Primary Spirit*

*(Grab)*

*[3 Slots]*

**Music:** Main Theme of Space Harrier (Space Harrier) [New Remix]

**Fighters:** Mii Gunner [With Harrier Mii Costume, if purchased]

Ridley (Color 8)

**Conditions:**

- (Mii) The enemy starts the battle with a Super Scope

- Gravity is reduced

**Stage:** Plaleaf

**Joe Musashi** (☆☆☆)

*Primary Spirit*

*(Attack)*

*[2 Slots]*

**Music:** System Down (SDI)

**Fighters:** Sheik (Color 8)

**Conditions:**

- The enemy starts the battle with a Killing Edge

- The enemy has increased move speed

**Stage:** PAC-LAND

**Fire-LEO 03 "Styx"** (☆☆)

*Support Spirit*

*(Grab)*

*(Gravity-Change Immunity) [Takes 1 Slot]*

**Music:** Hunger Made Them Desperate (Thunder Force III) [From Thunder Force AC]

**Fighters:** Captain Falcon (Color 5)

**Conditions:**

- The enemy is metal

- The enemy starts the battle with a Ray Gun

**Stage:** Lylat Cruise

**Upa-Upa** (☆☆☆)

*Support Spirit*

*(Shield)*

*(Energy Shot Attack / Resistance Up) [Takes 2 Slots]*

**Music:** UPA-UPA! (3D Fantasy Zone OPA-OPA BROS.)

**Fighters:** Opa-Opa (Color 4)

**Conditions:**

- The enemy is very fast and can't stop quickly

- The enemy has increased attack power

- Stamina Battle (1 HP)

**Stage:** Plaleaf

**Alex Kidd** (☆)

*Primary Spirit*

(Attack)

[1 Slot]

**Music:** FM Funk (Quartet)

**Fighters:** Ken (Color 6), Zero Suit Samus (Color 2)

**Conditions:**

- The enemy favors Smash Attacks (Ken)
- Hostile Assist Trophies will appear (Sheriff)

**Stage:** Golden Plains

### ***Extra Mii Fighter Costumes - Round #?:***

Menon (Fantasy Zone) [Hat]

Pengo (Pengo) [Brawler]

Asha (Monster World IV) [Swordfighter]

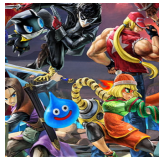
Harrier (Space Harrier) [Gunner]

Mary (Alien Syndrome) [Gunner]

### ***Render / amiibo Pose:***

Opapa's render would be him in the air as if he were sitting on top of something. This would be realized further with his amiibo, as to hold his figure up, he would sit on top of a Shop Balloon.

### ***Ultimate Mural:***



Opapa would be placed right around the middle between Joker and Morgana, Hero and Slime, Min Min, and Terry. A Shop Balloon would make an appearance as well beside him.

### ***Classic Mode: "Back In The Zone"***

**Round 1:** Vs. Giant Bowser

**Stage:** Paleaf

**Song:** START ~ OPA-OPA! [RD.1] (Fantasy Zone)

**Round 2:** Vs. Giant Simon (Color 2)

**Stage:** Bridge of Eldin

**Song:** DON'T STOP THE BEAT [RD.2] (Fantasy Zone)

**Round 3:** Vs. Giant Link (Color 7)

**Stage:** Great Bay

**Song:** SAARI [RD.3] (Fantasy Zone)

**Round 4:** Vs. Giant King K. Rool (Color 3)

**Stage:** Pirate Ship

**Song:** PROME [RD.4] (Fantasy Zone)

**Round 5:** Horde Battle Vs. Ice Climbers (Color 7)

**Stage:** Summit

**Song:** HOT SNOW [RD.5] (Fantasy Zone)

**Round 6:** Vs. Giant Kirby (Color 3)

**Stage:** New Pork City (Ω)

**Song:** DON'T STOP [RD.6] (Fantasy Zone)

**Final Round:** Vs. Giant Opa-Opa (Color 3)

**Stage:** PictoChat 2

**Song:** YA-DA-YO [RD.8 BOSS] (Fantasy Zone)

**Credits Theme:** START ~ OPA-OPA! [RD.1] (Fantasy Zone)

**Credits Picture:**

A family picture of Opa-Opa, Upa-Upa with Opa-Opa's Color 4, O-Papa who uses Opa-Opa's Color 3, their mother who uses Opa-Opa's Color 6, and a smaller Opa-Opa who represents Opa-Opa Jr. Evil Opa-Opa (Opa-Opa Color 5) makes an appearance behind Opa-Opa as well.

**All-Star Smash:**

The original Fantasy Zone was released in arcades on March 28th, 1986. This would place Fantasy Zone's release inbetween The Legend of Zelda and Metroid, which makes Opa-Opa spawn after Zelda and before Samus.

*And so to end it all, I will answer some questions that you'd probably have by the end of reading this document, as well as possible ideas for parts that couldn't quite fit disguised as questions.*

**Why do you want Opa-Opa in Smash?**

Opa-Opa, who is from the Fantasy Zone series (Obviously), is very near and dear to me. The games he comes from are a wonderful collection of shoot 'em ups, and there's absolutely nothing else out there like them.

After all, with its eye-popping visuals, creative names for its characters, designs and planets as well as some super catchy Brazilian-Inspired soundtracks, what's not to love?

If I had to say something however, it *is* a little difficult just like a lot of games from the genre, so that may scare off some people. If you choose to put in some practice however, you can definitely get a lot out of them.

Either way, it's an amazing series in general, and I love it to death.

Really.

*Does it already sound interesting but you have no idea on where to start?  
Check out the next question!*

### **Has Fantasy Zone ever actually been on a Nintendo Console?**

Yep!

Fantasy Zone was ported onto the NES (Though, it was not in any way, shape or form licensed, like a lot of their ports) by Tengen in 1989. Fantasy Zone II: The Tears Of Opa-Opa was also ported to the Famicom (Officially, this time) by SUNSOFT.

Unfortunately, neither ports are really worth your time.

Instead, check out the more recent alternatives to playing these games!

The System 16 Version of Fantasy Zone is on both the Nintendo 3DS and Nintendo Switch thanks to the 3D Classics and SEGA AGES lines respectively, both being done by M2. The 3D Classics version is available on the 3DS eShop for \$5.99, while the SEGA AGES version on the Nintendo Switch eShop is available for \$7.99. 3D Fantasy Zone II W is also available on the Nintendo 3DS, along with the original Fantasy Zone II: The Tears Of Opa-Opa on the Master System AND the Master System version of Fantasy Zone inside Sega 3D Classics Collection for \$19.99. The Master System version of Fantasy Zone was originally an exclusive for having save data of Sega 3D Fukkoku Archives on your 3DS, since Sega 3D Classics Collection is actually Sega 3D Fukkoku Archives Volume 2. However that (NOR Sega 3D Fukkoku Archives Volume 3 for that matter. There was a Miiverse Community page up for something similar, so I speculate that there were plans to bring it west, but it didn't work out somehow) never showed up stateside, so the game is easily unlockable by entering the Bonus menu and tapping on the bottom left corner, beside the Back to Main Menu button. 3D Fantasy Zone II W is the System 16 Version of Fantasy Zone II: The Tears Of Opa-Opa, and along with the Endless game Link Loop Land, it can also be bought on the 3DS as a standalone title for \$5.99.

Space Harrier, which precedes Fantasy Zone and is a game canonically connected to it, is available on both the 3DS and the Nintendo Switch through the same 3D Classics and SEGA AGES line of titles for the same price.

If you're not sure about how you feel buying these games at these prices, why not wait for a sale? They tend to happen somewhat regularly, and the 3DS games go for \$2.99, while Nintendo Switch SEGA AGES titles go for either \$5.99 or \$3.99 depending on how new they are. Sega 3D Classics Collection also goes on sale then for \$9.99.

If you don't have a Nintendo Switch or a 3DS though, fear not! The original System 16 Version of Fantasy Zone, as well as Space Harrier are unlockable games in Sonic's Ultimate Genesis Collection for the Xbox 360 and PlayStation 3. Fantasy Zone and Space Harrier are also playable in Yakuza 0, Yakuza 6: The Song of Life, Judgement, and Yakuza: Like a Dragon. Yakuza 0 and Yakuza: Like a Dragon are available on Xbox One / Xbox Series X, Steam, Windows 10, and PS4 / PS5. Yakuza 6: The Song of Life is only on the PS4 / PS5 at the moment, but it is also slated for release on Xbox One / Xbox Series X, Steam, and Windows 10 on March 25th, 2021. Judgement is on PS4 / PS5, but it has been confirmed that a remastered version will be coming to Google Stadia, Xbox Series X/S, and have an official PS5 upgrade on April 23rd. There are no plans for a Steam release as of this time unfortunately. PS4 users will not be able to get a free upgrade of the PS5 version either.



### **Is Opa-Opa important to Gaming History?**

Of course he is! Without Opa-Opa, Sega, as well as Video Games as a whole would *probably* have gone down a *much* different road than the ones each are at right now.

I add probably in italics because I don't know that for sure.

But to prove my point, Sega is a BIG part of the Video Game Industry, and in his own special way Opa-Opa has helped with that.

After all, their Deluxe Cabinets for games such as Galaxy Force II and Space Harrier were experiences and quite popular in arcades. And Fantasy Zone was also a big hit there, too.

It was more popular in Japan than anywhere else, however.

It's a series virtually unknown in the west and cast aside like a lot of Arcade Games from its era, especially today. But, it was much better received and more known statewide when it came to the Sega Master System / Mark III. Though he may not have become a household name like a lot of Smash's fighters, many that were born in the era of the Master System will probably recognize and remember his simple yet charming design if he were to be put in.

Besides, Fantasy Zone and Space Harrier (I say both since they each take place in the same universe) are the first games ever to have a Boss Rush in their current form, a staple feature used in other important Video Game series such as Mega Man. With its captivating style and charm, and alongside Konami's Twinbee, Fantasy Zone even coined its own Side-Genre of Cute 'Em Ups, which are Shoot 'Em' Ups but with a cutesy aesthetic. Parodius and Game Tengoku (The Game Paradise) are good examples of games that followed in this Side-Genre of gaming. (It's also technically the first game series to have its protagonist suffer from PTSD in the story as well as start the trend of protagonists facing an evil version of themselves, definitely making games that were ahead of their time in terms of storytelling. But I don't know if it was the series that paved the way for such, so it's hard to really count it. Still a very interesting fact, regardless I think.)

And, not only that, but Opa-Opa was the first Official Mascot of Sega to have come from their own Video Game! He was quickly replaced, though, as they wanted someone that could represent SEGA better. The job was given to Alex Kidd until the arrival of Sonic the Hedgehog, who has stayed in the position ever since.

Opa-Opa is still pretty prominent today too, however! With there being plenty of references to him and his source material.

"Opa-Opa!" Fantasy Zone's first stage song, has been featured and remixed in plenty of different heavy name rhythm games as well such as Sega's own Maimai, Bandai Namco's Taiko No Tatsujin, D4DJ Groovy Mix, and Groove Coaster.

The now defunct Sonic Runners also had a collaboration event with Fantasy Zone before it was shut down, involving Opa-Opa, O-Papa, and Heavy Bomb buddies that played Fantasy Zone songs when used. In case you're curious, the songs were "Opa-Opa!", "Ya-Da-Yo", and "OPA-OPA! -GMT Remix-" respectively.

Opa-Opa is even seen in plenty of Sega games too, such as the giant ships in SGGG and Opa-Opa Board in Sonic Riders. Opa-Opa is also an unlockable character in the original Sonic & Sega All-Stars Racing.

Opa-Opa and Harrier make an appearance in Taito's DARIUSBURST Chronicle Saviours as paid DLC, too!

An interesting thing to note as well is that out of all of the Sega 3D Classics, Space Harrier and Fantasy Zone were the only ones to get their own official themes for the Nintendo 3DS Theme Shop. And Fantasy Zone seems to have inspired the newest Touhou game too, with both having vibrant colors and a mechanic involving collecting gold from enemies to use towards an Item Shop where you can buy available power-ups.

Sega is a very huge developer and publisher of games with a MUCH HEAVIER library of them under its belt than you probably knew before checking this document.

And who would be better to show off in Smash those classic games of theirs than their first ever and second most influential video game mascot, Opa-Opa?

Fantasy Zone's 35th Anniversary was this year, too. And a great way to celebrate that would be him joining in with the best of the best in gaming!

A Fantasy Zone Complete Collection release and Fantasy Zone III for modern platforms would be nice as well.

*Please, Sega.*



### **Would Opa-Opa be fun to play?**

I don't know! After all, the meaning of fun is subjective. However, I do think that he definitely has the potential and enough source material to be a completely unique and interesting character that could tell people who never played the games just what his series is about, as well as please old fans of the series. Unfortunately though, if they were to go down this specific route for his moves I believe that a lot of his melee moves would have to be unique to Smash. But the idea of original moves is not a new concept, so that's not really something of concern. If anything, I'd say the only thing tough about bringing in Opa-Opa is deciding the spirits roster, as well as *possible* difficulties gathering the rights for songs.

I very much believe that Sakurai and his crew could make him work if they tried.

After all, if they made Minecraft fit, Fantasy Zone could be able to be worked in too, being just as fun as well.

### **So, what about the name of the document? Does the term "Returns to Righteousness!" Come from anything specific?**

It does! The phrase originates from a part of the ending of Fantasy Zone II: The Tears Of OPA-OPA. The way it's told is different in both the original and the remake, so specifically it came from the System 16 Version's Bright Ending.

NOW, AS A RESULT OF OPA-OPA'S  
COURAGEOUS VICTORY, THE EVIL  
BEING THAT DWELLED IN HIM HAS  
BEEN DESTROYED.  
DEEPLY MOVED,  
OPA-OPA CAN NO  
LONGER CONTAIN HIS  
TEARS, WHICH AS THEY FALL,  
SIGNIFY HIS RETURN TO THE SOLE  
PATH OF RIGHTEOUSNESS.  
OPA-OPA VOWS THAT NEVER AGAIN  
WILL WAR OCCUR.



**Say, if Opa-Opa happened to be in the game already and had a codename like the other DLC fighters, what do you think it would be?**

This is definitely one of the more out there possibilities, but I could definitely see it being something like "Fancy." Fancy doesn't automatically spell it out, and in fact it leaves plenty to the imagination. But hidden in hindsight would be just how similar the word sounds to that of "Fantasy," which is the first word in Opa-Opa's series title. I see it as something along the lines of "Brave" for Hero, and "Master" for Byleth. In fact, now that I think about it, "Fantasy" would make a good codename for the character as well.

(This doesn't really help his reasons as to why he should be in Smash, but it's a neat little piece to support how Opa-Opa is still relevant even today. Opa-Opa ended up placing 2nd in a poll of Favorite SEGA Characters done by Famitsu for one of their issues, being beaten only by Sonic.)

## Q4 もっとも好きなセガのキャラクターは？

### 1位 ソニック

さすがと言うか、ぶっちぎりの1位を獲得したのがソニックだった。セガのマスコットとして、ファンに圧倒的な支持を得た模様！



### 2位 オバオバ

シューティングゲームの自機とは思えないほどの愛らしさを持つオバオバが2位を獲得。作品自体も人気なので当然か？



### 4位 アレックスキッド

ソニック誕生以前のセガの推しキャラだけに、面目躍如といった感のある4位獲得。年齢層が高めのファンに支持された。



### 4位 桐生一馬

リアル系キャラクターとして最高順位となったのは、セガが誇る“伝説の龍”。近年のシリーズ作のヒットがうなづける。



### 6位 うらら

シリーズ作の数こそ少ないものの、主人公としての強烈な個性がファンの心をギュンギュンつかむことに成功した！



### 3位 真宮寺さくら

印象に残ったゲームでナンバーワンを獲得した『サクラ大戦』だが、主人公以外にも推せるキャラクターが目白押しで、票が割れた。



### 6位 ナイツ

同作が好きだから、ナイツに票を入れたという人はむしろ少なめ。ソニック同様、キャラクター自体の人気で票を伸ばすことになった。



### 8位 大神一郎

『サクラ大戦』でふたり目のトップ10入り。恋愛要素のある作品で、その主人公自身が人気であるということがどれだけスゴイことか……！



### 9位 ネイ・セカンド

『ファンタシースターII』を離れる時の終わりに『のヒロイン。こちらも年齢層が高めのファンの支持がメインで、票の大半が40代後半以上。



### 10位 結城晶

『バーチャファイター』の看板キャラクター。主人公ではないけれど、主人公的なイメージで票が投じられたのかも。



### 10位 テイルス

ぶっちぎりで人気のソニックの相棒としては、やや満足しがたい順位かも？ それでもここまで食い込めば立派です。



#### 以下の順位と少数意見がこちら！

10位以降は下に可能な限り掲載。なお、F-14XX(『アフターバーナー』の自機)やティリス・フレアー(『ゴールデンアックス』の女性)、アソピン教授など、セガファンなら思わずニヤリとしてしまうキャラクターにも2票以上が投じられていた。

◆12位/アル・ナジャ ◆13位/芭月涼、初音ミク、ハリアー、マリア・タチバナ ◆17位/せがた三四郎、ジャッキー・ブライアント、李紅蘭 ◆20位/アップルがいきち、アリシア・メルキオット、アゼル、アソピン教授、アリサ、毒島力也 など

(This is a picture of the Sega 3D Fukkoku Archives Volume 3 Miiverse Community Page, which I talked about earlier in the document.)



***Thank you for taking the time to check out this document about a boy's dream of a character he cherishes making it into Smash. I hope this document inspired you to check out the series yourself.***

***Either way, may you have a wonderful day.***

***UPDATE: This is pretty overdue, so I'm sure everyone now is aware of who ended up taking the last official slot. Every character was extremely deserving to be in Smash, so I'm not upset in the slightest that Opa-Opa didn't happen to get in.***

***We got Joker anyway who rocks.***

***The real reason behind this document was to bring the character and his series to more people. And from what I've seen this has helped that happen to a degree.***

***Which is great!***

***Please play Fantasy Zone and the rest of the games mentioned in the moveset. They are all very good.***

***With that said, have a Merry Christmas everyone, and a Happy New Year!***