

1080 Snowboarding: **1080 Incline**



Colour code:

Black - hard

Blue - snow

Red - soft

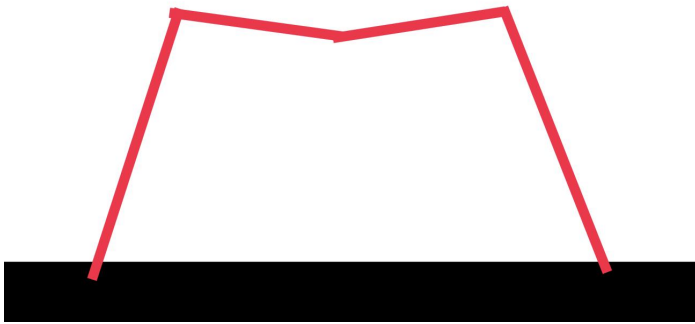
On this stage, you fight atop a giant snowboard as it slides down an incline - there are two platforms that, while not impossible, are very hard to reach. If you fall into the snow you'll be frozen and thrown directly up, allowing you to reach the platforms a lot easier, though if you have too much damage you'll be KO'd and if you have too little you won't reach the platform. Occasionally, the snowboard will do a trick and rise off the air as the background spins, in this form there's no snow and the soft platforms are lower. This stage, by design, promotes camping, so you'll want to avoid it in competitive play.

Ando Kensaku: **Google Search**



This stage takes place in the Google Search homepage. It is essentially a Final Destination clone with two platforms below, making it a super campy stage with an insane cave of life. Sometimes a fighter in the battle's name will be searched, which will change the Google logo to a Google Doodle themed on their game

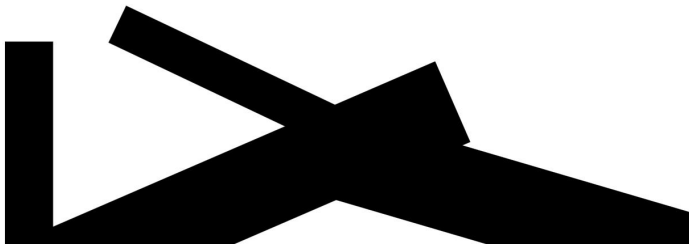
AR Games: **Perspective Shift**



Colour code
Black = hard
Red = Blast zone

On this stage, you fight on a desk in front of a 3DS using its front camera - the 3DS is basically the Pokémon Stadium screen, but shows the battle from above. However, the 3DS' screen also represents the AR card's camera range - so, you're gonna have to pay attention to the screen because going off the 3DS screen KOs, not the Switch!

ASH: Archaic Sealed Heat: **Altar Where Ash Falls**



Taking place in the destroyed Millionare Castle, this is a big stage with two big pieces of ceiling debris as floors, and a halved column serving as a ceiling and wall. Sparks will fall to the ground and turn into fire that spreads for a short while.

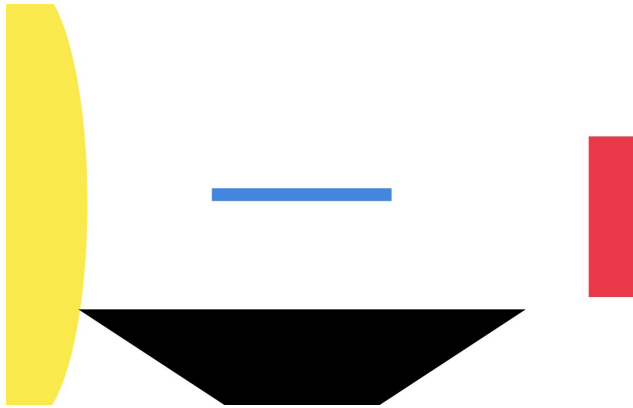
Astral Chain: **Astral Plane**



This stage looks like 1 platform, but is actually 5 (leftmost, left, middle, right, and rightmost) - these 5 cubic platforms move individually, this can be moving; splitting from the others; flattening; stretching; or even rotating, creating near-infinite shape possibilities. However, it

also does it very slowly, to the point where you may not notice the stage is changing until it's too late

Baseball: **The Diamond**



Colour code:

Black: Hard

Blue: Soft

Red: Baseball bat

Yellow: Mitt

The giant baseball bat to the right will fling away any foe who gets close to it, it deals immense damage and knockback but will rarely ever KO thanks to the bigger mitt on the left side, which - should you touch - will trap you and leave you vulnerable. If someone damages you while you're on the mitt enough, you'll be insta-KO'd!