













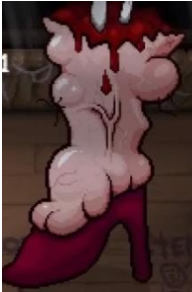







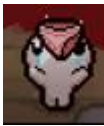






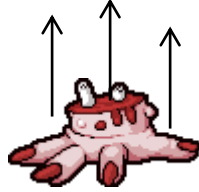



General	
Skins	<p>Obviously Isaac's skins would be the other characters.</p>  <p>Lilith and the Keeper are from the DLC, so they are out. The Lost is a nice EE and doesn't really have limbs so he is also out. I have other plans for Azazel and Eden.</p>
Intro animation	<p>When Isaac enters the field he does it with the same animation that is used when he goes to another floor. Here, the animation will be reversed, as he comes out of the trapdoor</p> 
Jumping	<p>Isaac normally doesn't jump, but thanks to the item literally called How To Jump  he is able to surpass obstacles. He would jump copying the animation that he has when using the item, twice if he double-jumps.</p>
Special feature	<p>Isaac would have something that combines Olimar's Pikmins with Cloud's limit breaks. With Cambion Conception  , when Isaac takes damage a random familiar appears. I don't know if this is balanced or not, but that's not my job. Every 50% damage, a familiar appears. The familiars shoot in the same direction Isaac is facing and shoot if Isaac is pressing the A button. When the player loses a life, the familiars go away too and the cycle restarts. The familiars will follow the following cycle:</p> <ul style="list-style-type: none"> • 50%- Brother Bobby  : Shoots mini-tears that don't deal a lot of damage • 100 %- Sister Maggy  : Shoots blood tears that deal more damage than Bobby's but in a slower rate. • 150%- Little Steven  : Same damage than Bobby's, slower range, but they follow the enemy briefly • 200% -Abel  : Same as Bobby but shoots in the opposite direction.
Shield	
Taunts	
Down	Poor Isaac is traumatized. He just lies down and cries.

	 <p>It would be very cool if every time you did this taunt a different memory appeared.</p>
Side	<p>Isaac looks around the stage, but doesn't see the demonic Shadow that appears behind him, like in ending 17</p> 
Up	 <p>His death animation, with The Lost flying upwards.</p>
Ground Attacks	
Neutral	<p>He shoots tears, like in the game. Similar to Megaman's neutral attack. The familiars help here.</p>
Forward tilt	
Up tilt	
Down tilt	
Dash	<p>Isaac charges forward glowing similar to when he uses Taurus ♉. However, he won't be invulnerable</p> 
Smashes	

Down	<p>Mom's foot appears in front of Isaac, dealing lots of damage, then banishes. Based on the trinket Mom's Toenail . Alternatively, Monstro's Tooth  could be used here with the same effect but replacing the foot with Monstro.</p> <div style="display: flex; justify-content: space-around; align-items: center;">   </div>
Forward	<p>Isaac uses Mom's Knife  in a similar way that he can use it in the original game. The longer he charges it, the further it goes.</p>
Up	<p>Combining Tiny Planet  and Cursed Eye , two rows of four tears each one circle around Isaac, hitting anything above him.</p>
Aerials	
Neutral	
Forward	
Back	
Up	<p>Using My Little Unicorn, Isaac points his horn upwards, dealing damage.</p> <div style="text-align: center;">  </div>
Down	<p>Isaac uses the Gnawed Leaf  and turns into stone, falling down and doing meteoric damage. A mix of Kirby's down b with Greninja's down aerial</p> <div style="text-align: center;">  </div>
Grabs	
Grab	
Pummel	
Forward throw	
Back throw	
Up throw	
Down throw	
Specials	
<p>Neutral </p>	<p>The neutral Smash makes use of one of the main features in The Binding of Isaac, items that modify your stats and tears. His neutral special will use the animation that he has whenever he picks an item. In Smash a list of modifiers would appear and the player has to press the button to decide which one he wants,</p>

	<p>similar to Shulk's Monado Arts. To keep balance in the game the cycle should always have the same order. This modifiers affect any attack in which Isaac's tears are involved, like his neutral attack. The items that would appear could be:</p> <ul style="list-style-type: none"> • Iron Bar : Tears have a small chance of confusing the enemy (like Mewtwo's down special) • Spoon Bender : Homing tears • Cupid's Arrow : Tears can go through enemies instead of stopping when they hit the first one. • Spider Bite : Bigger chance of effect than Iron Bar's concussive tears but it only slows down the enemies. • Technology : Instead of tears in the neutral attack Isaac shoots a laser that does little damage and doesn't push enemies, but has great range. • Polyphemus : Bigger tears, greater damage, lower rate.
Side	
<p>Up</p> 	<p>To recover when falling out of the stage, Isaac calls for help and the enemy Mom's Hand appears, grabs him and pulls him upwards. Enemies can get between Isaac and the Hand, being grabbed instead, taking damage and making Isaac fall to his doom. This Special can be used on the ground for a similar effect as Pikachu's Down Special.</p>
Down	<p>Isaac plants a bomb  under him and after a few seconds it explodes. Like in the Binding of Isaac, Isaac can push the bomb with his tears to bring it closer to enemies.</p>
Final Smash	