In the last few years, there have been an incredible number of mods for Super Smash Bros. Brawl on Nintendo Wii. We've decided to compile a list of the best ones available, so you can see which ones might be right for you! In this blog post, we'll cover how to install any mod that doesn't use a setup program and includes some pointers on how to install mods that do. If you're considering installing a mod that uses a setup program, then I recommend taking a look at this video tutorial by YouTube's Gyroxus: https://youtu. be/gl4xgyMNV2E. This video gives you a full walkthrough of installing mods in Brawl. However, if you don't feel like watching the entire thing, I've made some notes below that should give you everything you need to know about the basics of installing mods in Brawl. If you're looking for an in-depth guide on how to install mods that require a setup program (e.g., "Brawl Tool" and "CPR"), then check out this tutorial by Nintendo Universe: https://www.youtube.com/watch?v=H_in15fJ6EM&t=1h26m18s. If you're curious, the basic idea behind these types of setups is to provide users with an app that lets them choose which mods they want to install/remove. If you're at all familiar with how Nintendo themselves handle mods, then you'll know that this tutorial is very basic. Additionally, if you do decide to use a setup program, pay attention to how it handles different settings! For example, if your setup program uses defaults (e.g., "Auto" for All), then feel free to change these settings as necessary. However, if your setup program makes mods optional (e.g. "Auto" for Enabled, "Optional" for Disabled), then I recommend using these defaults so you don't have to worry about screwing something up. Now, if you've decided that you don't want to use any setup program at all, then I recommend installing any of these mods in the same exact way. However, there are certain mods that create folders when they're installed that can cause problems when other mods are installed. It's possible that these types of issues might also happen with the "Brawl Tool," but I've never seen any reports of them being a problem. Like I mentioned above, most of these mods create folders when they're installed, and those folders can cause problems with other mods. If you do use the "Brawl Tool," then I recommend using c:/ as your brawl folder (i.e., as opposed to c:/2da3-b), since that's the folder that "Brawl Tool" uses by default. You can find more information about installing Brawl mods in this tutorial by Nintendo Universe: http://www.nintendo-universe.com/f/thread/view/7595/. If you look at one of the screenshots below, you'll see an error message about Brawl Tools not being able to read Brawl Data files properly.

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