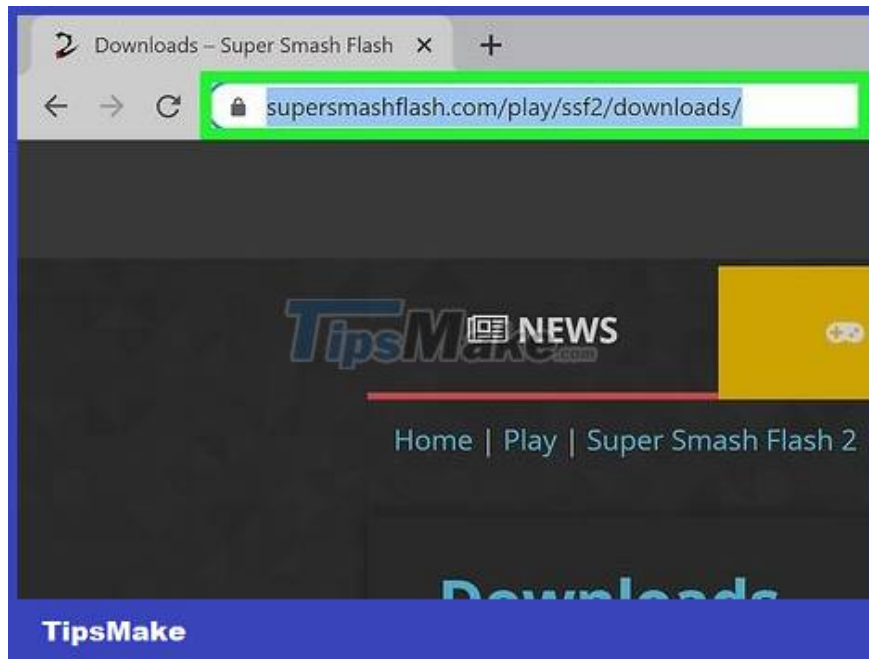


How to Play Super Smash Flash 2 Without Flash

After Adobe Flash Player ended support in 2020, Flash game players and developers looked for more ways to play games that required Flash. One of those games, Super Smash Flash 2, was released as a desktop application, allowing users to easily download and play the game. This article shows you how to download and play Super Smash Flash 2 without Adobe Flash Player.

Get the app



Visit the download page of the Super Smash Flash website. Although the website is named Super Smash Flash instead of Super Smash Flash 2, the download page has been updated with a link for Super Smash Flash 2.

Downloads

To download SSF2, please select the appropriate version for your operating system below.

Latest Downloads:

SSF2 Beta (1.3.1.1 beta):

- MEGA: Windows 64-bit (Installer) | Windows 32-bit (Installer) | Windows 64-bit (Portable) | Windows 32-bit (Portable) | Mac 64-bit (Standalone) | Linux
- Mirror: Windows 64-bit (Installer) | Windows 32-bit (Installer) | Windows 64-bit (Portable) | Windows 32-bit (Portable) | Mac 64-bit (Standalone) | Linux

Mac users having trouble playing? Please see one of the following:

- **"App is Damaged" fix:** <http://tinyurl.com/SSF2MacFix>
- **Catalina Fix:** <https://noblesamurai.zendesk.com/hc/en-us/articles/360001299716...>
- **"Cannot Check for Malicious Software" Fix:** <https://thewiredshopper.com/apple-cannot-check-for-malicious-software-error/>
- **"Cannot Verify / Unidentified Developer" Fix:** <https://support.apple.com/guide/mac-help/open-a-mac-app-from-an-unidentified-developer-mh40616/mac>

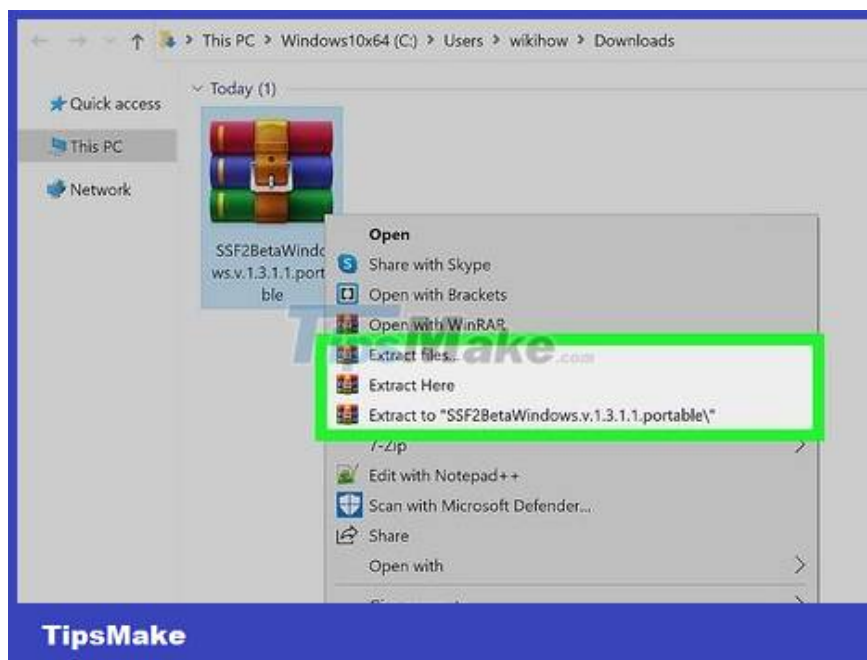
TipsMake

Select the appropriate installation program next to 'MEGA' or 'Mirror'. You will choose an installation program for Windows, Mac and Linux depending on the system you are using.

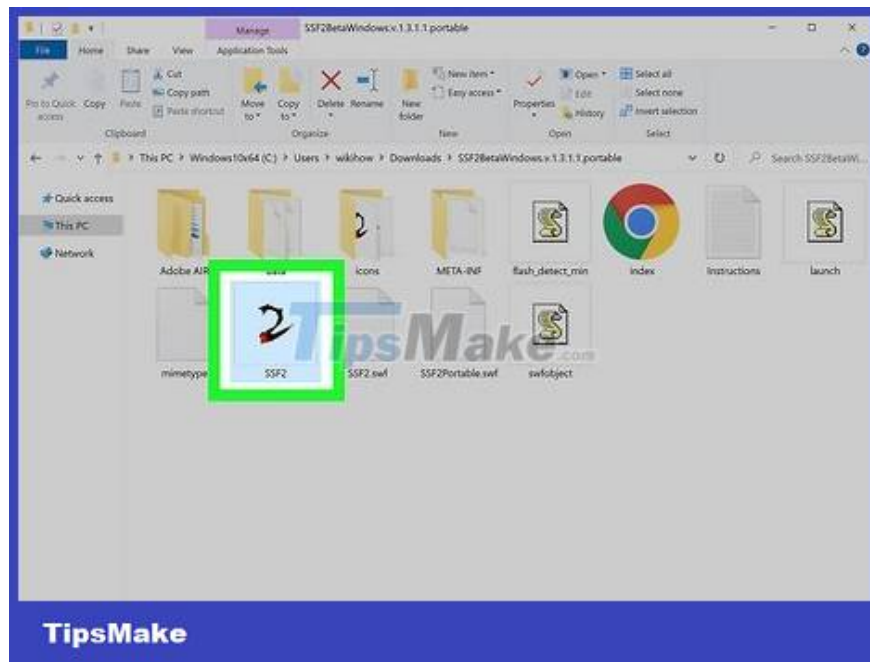
Check whether you are using a 32- or 64-bit version of Windows to determine which installation program to use.

If you choose to use Mega, click the **Download** button in the bottom-right corner of the page, wait for the download to complete, then allow downloading from the page when prompted.

If you choose to use Mirrors, the file is downloaded directly from the Super Smash Flash site. You should allow downloads from that site if necessary.



Unzip the downloaded file. To extract the file, you will open the download folder and then double-click the file. Now the screen appears a folder with the same title, but without the '.zip' extension.

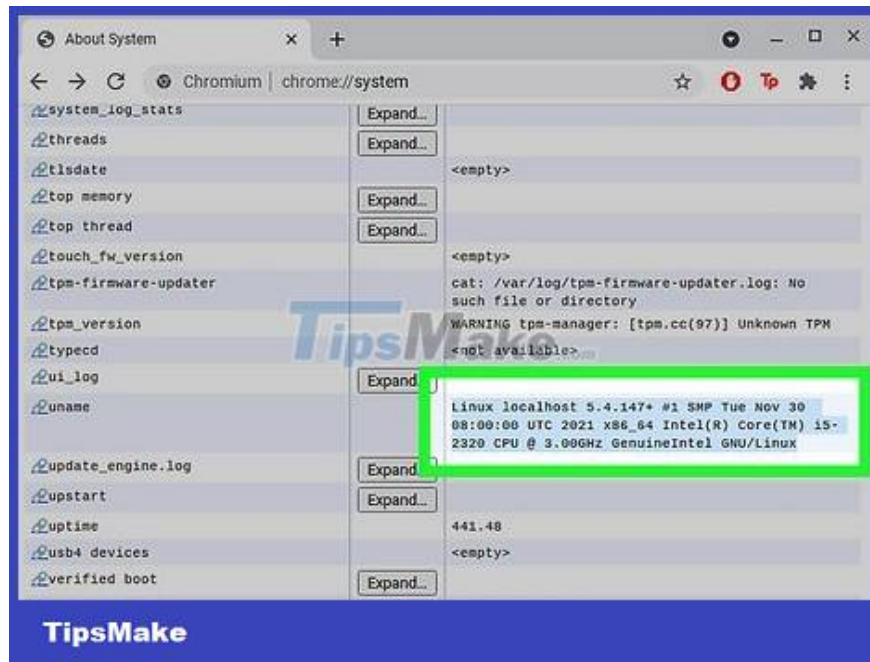


Open the folder, and then open SSF2. Now you can play Super Smash Flash 2 without using Adobe Flash Player!

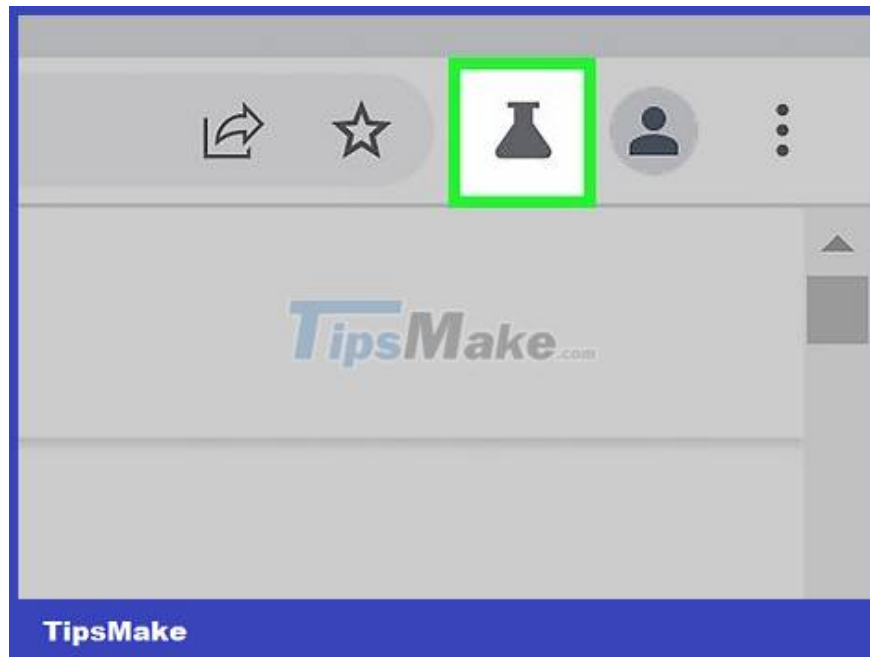
If your Mac says the app can't be opened because it's an app by the unidentifiable developer, open **System Preferences** , click **Security and Privacy** . , and then click **Open Anyway** .

For other Mac errors, see the download page on the Super Smash Flash website for fixes.

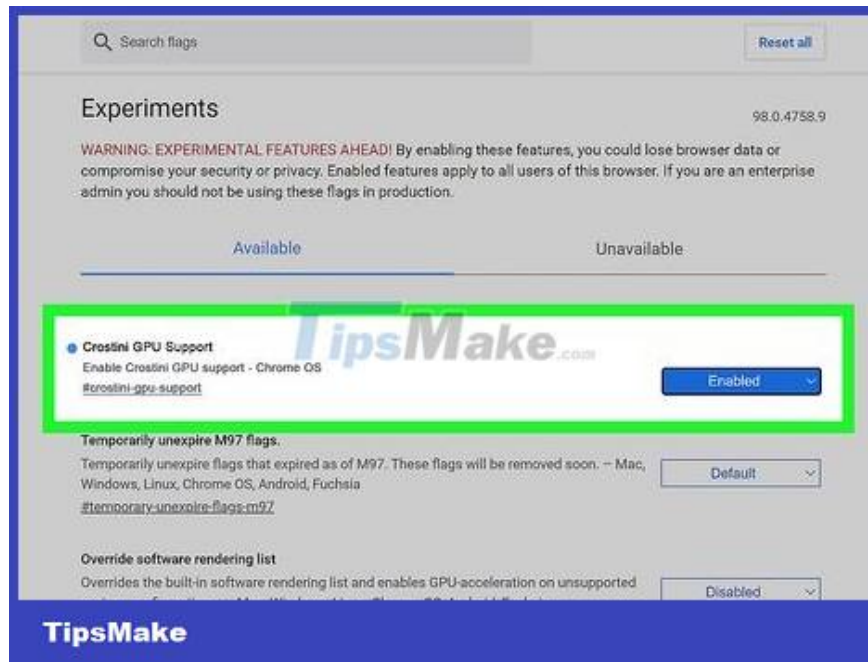
Download apps on your Chromebook



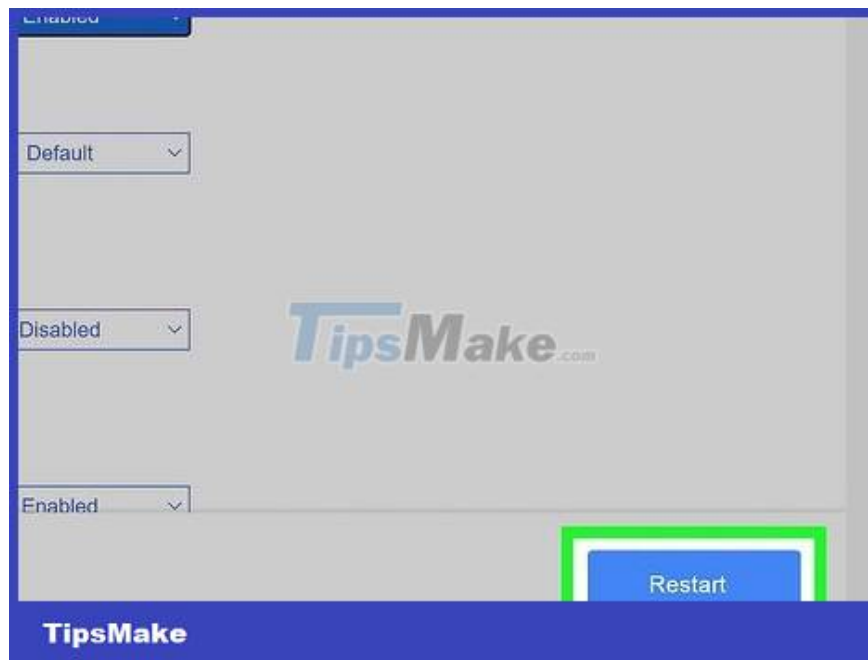
Check your Chromebook's hardware. For this method, you will need a Chromebook with an Intel or AMD processor.



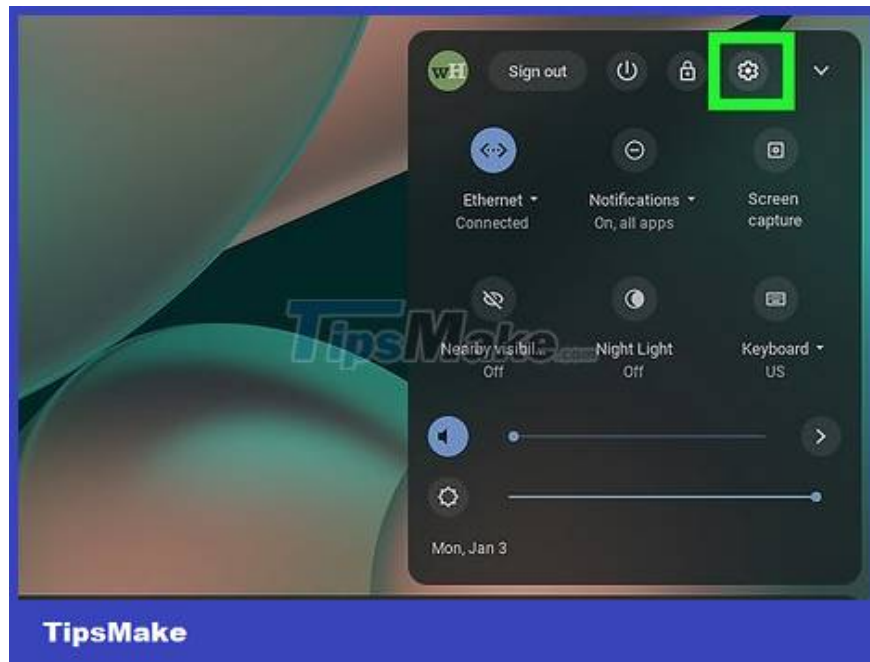
Open Chrome and select Experiments . This is the button with the potion icon and displayed next to the address bar.



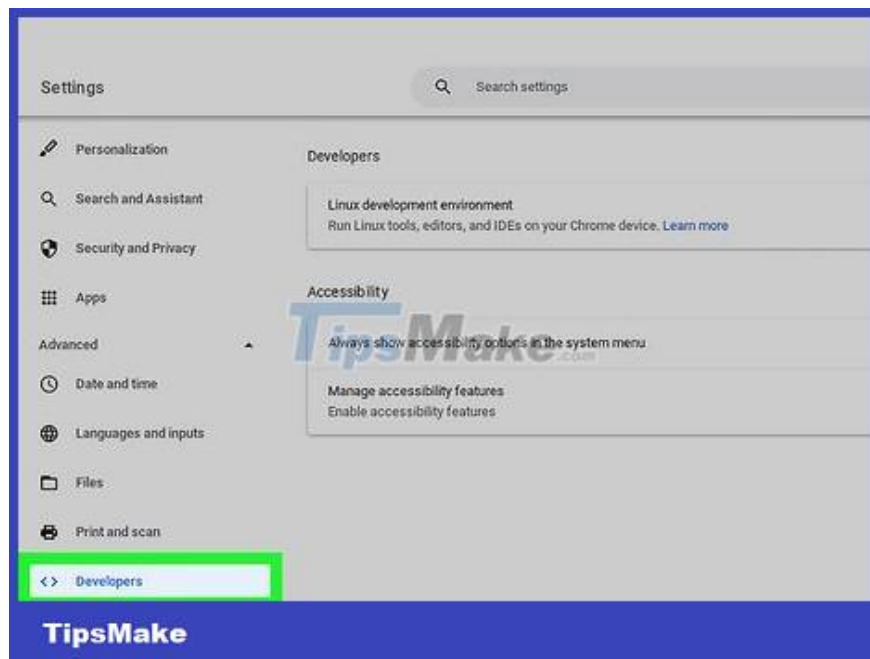
Enable 'Crostini GPU Support' and 'Scheduler Configuration'. These settings help to improve the effect of SSF2. To enable the setting, you'll click the **Default** drop-down box to the right of each setting, then select **Enabled** for both.



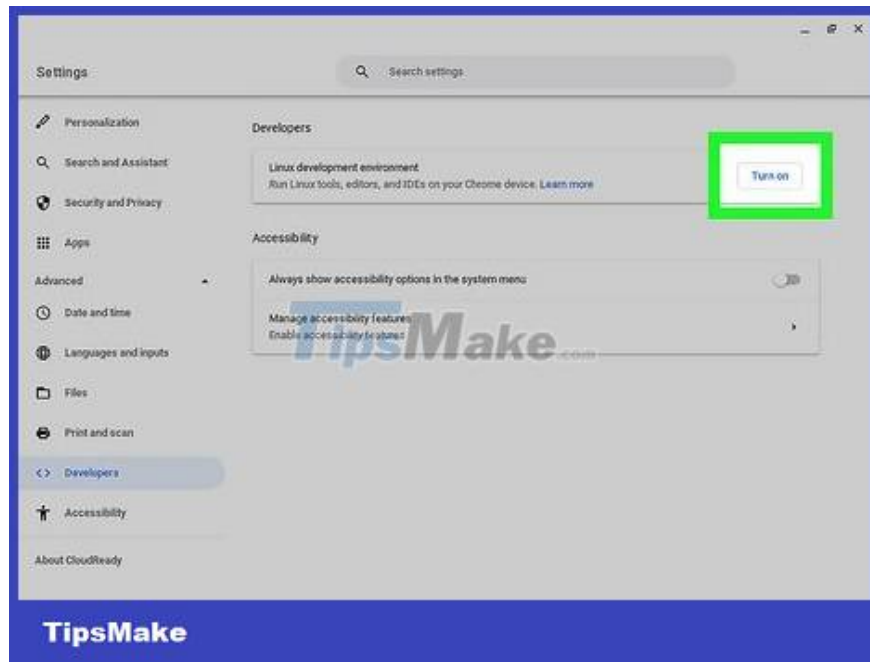
Click Restart . The blue button in the lower right corner of the screen will restart your Chromebook and apply the change you just made.



Open system settings. To access system settings, you will click the bar in the lower right corner of the screen, then select the gear icon in the upper right corner of the window that appears.



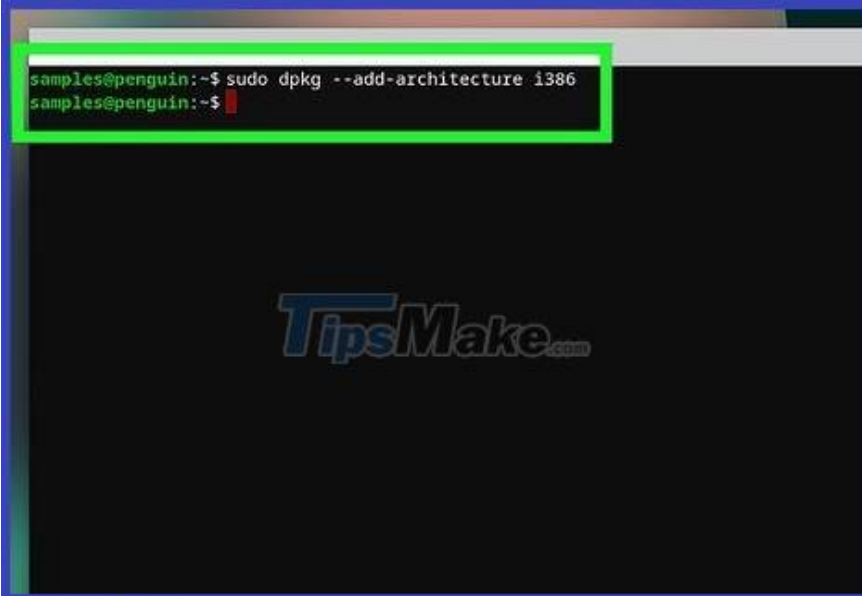
Expand the Advanced menu and select Developers . This is the fifth tag in that section and has a '>' symbol.



Enable the Linux development interface. A blue and white **Turn on** button appears in the upper-right corner of the settings window.



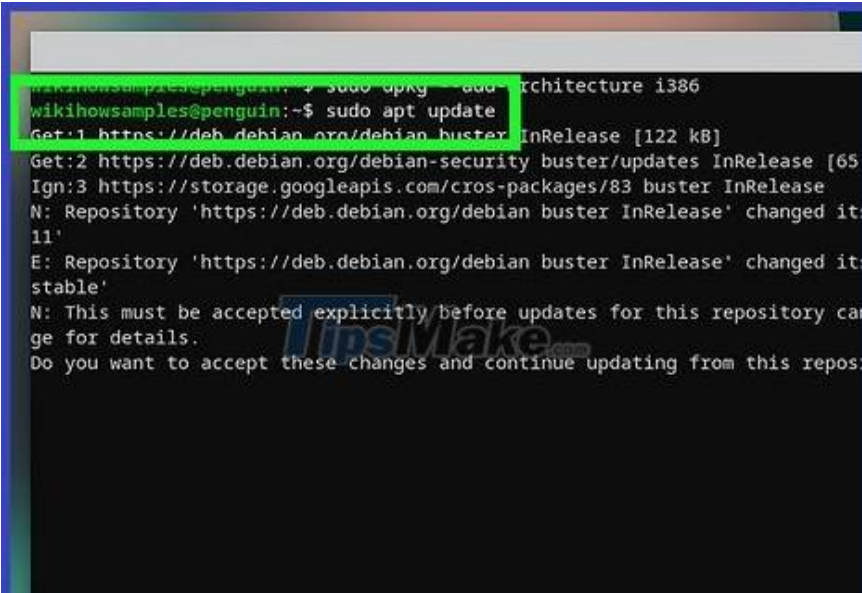
Go through the steps in the installation program. You do not need to change the default settings of the installation program. Once the installation is complete, you will see a new Terminal window with the username displayed.



```
samples@penguin:~$ sudo dpkg --add-architecture i386
samples@penguin:~$
```

TipsMake

Type the command `sudo dpkg --add-architecture i386` into the Terminal window. This is a command that enables 32-bit configuration on the system, allowing many types of applications to operate.



```
wikihowsamples@penguin:~$ sudo dpkg --add-architecture i386
wikihowsamples@penguin:~$ sudo apt update
Get:1 https://deb.debian.org/debian buster InRelease [122 kB]
Get:2 https://deb.debian.org/debian-security buster/updates InRelease [65
Ign:3 https://storage.googleapis.com/cros-packages/83 buster InRelease
N: Repository 'https://deb.debian.org/debian buster InRelease' changed it:
11'
E: Repository 'https://deb.debian.org/debian buster InRelease' changed it:
stable'
N: This must be accepted explicitly before updates for this repository can
ge for details.
Do you want to accept these changes and continue updating from this repos:
```

TipsMake

Enter the command `sudo apt update` and press **y** when prompted. The computer will now perform a series of updates on the Linux application. Each time you press **y** you are allowing the update process to continue.

```
Do you want to accept these changes and continue updating from this repository? [y/N] y
Get:4 https://storage.googleapis.com/cros-packages/83 buster Release [3,119 B]
Get:5 https://deb.debian.org/debian buster/main amd64 Packages [7,906 kB]
Get:6 https://deb.debian.org/debian buster/main i386 Packages [7,863 kB]
E: Repository 'https://deb.debian.org/debian-security buster/updates InRelease' changed its 'Suite' value from
'stable' to 'oldstable'
N: This must be accepted explicitly before updates for this repository can be applied. See apt-secure(8) manpa
ge for details.
Do you want to accept these changes and continue updating from this repository? [y/N] y
Get:7 https://deb.debian.org/debian buster/main Translation-en [5,968 kB]
Get:8 https://storage.googleapis.com/cros-packages/83 buster Release.gpg [819 B]
Get:9 https://deb.debian.org/debian-security buster/updates/main i386 Packages [307 kB]
Get:10 https://deb.debian.org/debian-security buster/updates/main amd64 Packages [388 kB]
Get:11 https://deb.debian.org/debian-security buster/updates/main Translation-en [167 kB]
Get:12 https://storage.googleapis.com/cros-packages/83 buster/main i386 Packages [16.0 kB]
Get:13 https://storage.googleapis.com/cros-packages/83 buster/main amd64 Packages [16.0 kB]
Fetched 22.7 MB in 1min 18s (324 kB/s)
Reading package lists... Done
Building dependency tree
Reading state information... Done

wikihowsamples@penguin:~$ sudo apt install wine winbind
Reading package lists... Done
Building dependency tree
Reading state information... Done
The following additional packages will be installed:
  dbus dbus-x11 fonts-liberation fonts-wine gcc-8-base:i386 gstreamer1.0-plugins-base
  gstreamer1.0-plugins-base:i386 i965-va-driver:i386 intel-media-va-driver:i386 iso-codes libaom0:i386
  libasound2:i386 libasound2-plugins:i386 libasyncns0:i386 libatomic1 libatomic1:i386 libavahi-client3
  libavahi-client3:i386 libavahi-common-data libavahi-common-data:i386 libavahi-common3
  libavahi-common3:i386 libavcodec58 libavcodec58:i386 libavresample4 libavresample4:i386 libavutil56
  libavutil56:i386 libblkid1:i386 libbsd0 libbsd0:i386 libc6:i386 libcairo2 libcairo2:i386 libcap2:i386
  libcanberra-gtk3-1:i386 libcanberra1:i386 libcdparanoia0 libcdparanoia0:i386 libcodec2-0.8-1:i386 libcom-err2:i386
```

Enter the command `sudo apt install wine winbind` and press **Enter** when you see the question. Wine is a program that allows you to launch Windows applications on Linux. Don't worry if you see a lot of text running in the Terminal window! This is a normal part of the installation process.

```
Created symlink /etc/systemd/system/multi-user.target.wants/winbind.service → /lib/systemd/system/winbind.serv
ice.
Setting up wine32:i386 (4.0-2) ...
Setting up vdpau-driver-all:i386 (1.1.1-10) ...
Processing triggers for desktop-file-utils (0.23-4) ...
Processing triggers for mime-support (3.62) ...
Processing triggers for hicolor-icon-theme (0.17-2) ...
Processing triggers for libc-bin (2.28-10) ...
Processing triggers for man-db (2.8.5-2) ...
Processing triggers for fontconfig (2.13.1-2) ...
Processing triggers for systemd (241-7-debian) ...
Processing triggers for libndk-nixbuf2.0-0:i386 (2.38.1+dfsg-1) ...
Processing triggers for wine (4.0-2) ...
wikihowsamples@penguin:~$ winecfg
wine: created the configuration directory "/home/wikihowsamples/.wine"
0007:err:ole:marshal_object couldn't get IPSFactory buffer for interface {00000131-0000-0000-c000-000000000046
}
0012:err:ole:marshal_object couldn't get IPSFactory buffer for interface {6d5140c1-7436-11ce-8034-00aa006009fa
}
0012:err:ole:St@MarshalImp_... e ifstub, hres=0x80004002
0012:err:ole:CoMarshalInterf... ace {6d5140c1-7436-11ce-8034-00aa006009fa}, 000040
02
0012:err:ole:get_local_server_stream Failed: 80004002
0014:err:ole:marshal_object couldn't get IPSFactory buffer for interface {00000131-0000-0000-c000-000000000046
}
0014:err:ole:marshal_object couldn't get IPSFactory buffer for interface {6d5140c1-7436-11ce-8034-00aa006009fa
}
0014:err:ole:St@MarshalImp1_MarshalInterface Failed to create ifstub, hres=0x80004002
0014:err:ole:CoMarshalInterface Failed to marshal the interface {6d5140c1-7436-11ce-8034-00aa006009fa}, 000040
02
0014:err:ole:get_local_server_stream Failed: 80004002
```

Enter command `winecfg`. The Wine application now creates the necessary files and directories for a successful launch. You will see a small Wine window show up.

```
wikihowsamples@penguin:~$ winecfg
wine: created the configuration directory '/home/wikihowsamples/.wine'
0009:err:file:init_redirects cannot open L"C:\Windows" (c000000f)
0012:err:ole:marshal_object couldn't get IPSFactory buffer for interface {00000131-0000-0000-c000-000000000046}
}
0012:err:ole:marshal_object couldn't get IPSFactory buffer for interface {6d5140c1-7436-11ce-8034-00aa0000007a}
}
0012:err:ole:StdMarshalImpl_MarshalInterface Failed to create ifstub, hres=0x80004002
0012:err:ole:CoMarshalInterface Failed to marshal the interface {6d5140c1-7436-11ce-8034-00aa0000007a}, 00004002
0012:err:ole:get_local_server_stream Failed: 80004002
0014:err:ole:marshal_object couldn't get IPSFactory buffer for interface {00000131-0000-0000-c000-000000000046}
}
0014:err:ole:marshal_object couldn't get IPSFactory buffer for interface {6d5140c1-7436-11ce-8034-00aa0000007a}
}
0014:err:ole:StdMarshalImpl_MarshalInterface Failed to create ifstub, hres=0x80004002
0014:err:ole:CoMarshalInterface Failed to marshal the interface {6d5140c1-7436-11ce-8034-00aa0000007a}, 00004002
0014:err:ole:get_local_server_stream Failed: 80004002
Could not load wine-gecko. HTML rendering will be disabled.
Could not load wine-pango. HTML rendering will be disabled.
wine: configuration in '/home/wikihowsamples/.wine' has been updated.
wikihowsamples@penguin:~$ wget https://cdn.supersmashflash.com/ssf2/downloads/3f49792f/SSF2BetaWindows.v.1.3.1.1.portable.zip
--2022-01-03 16:08:51-- https://cdn.supersmashflash.com/ssf2/downloads/3f49792f/SSF2BetaWindows.v.1.3.1.1.portable.zip
Resolving cdn.supersmashflash.com (cdn.supersmashflash.com)... 89.187.169.39
Connecting to cdn.supersmashflash.com (cdn.supersmashflash.com)[89.187.169.39]:443... connected.
HTTP request sent, awaiting response... 200 OK
Length: 807352304 (770M) [application/zip]
Saving to: 'SSF2BetaWindows.v.1.3.1.1.portable.zip'

SSF2BetaWindows.v.1.3.1.1 2%> } 21.99M 8.52MB/s
```

Enter command `wget`

`https://cdn.supersmashflash.com/ssf2/downloads/3f49792f/SSF2BetaWindows.v.1.3.1.1.portable.zip`

. This command will download the game from the Super Smash Flash site.

```
inflating: SSF2BetaWindows.v.1.3.1.1.portable/icons/SSF2512.png
inflating: SSF2BetaWindows.v.1.3.1.1.portable/index.htm
inflating: SSF2BetaWindows.v.1.3.1.1.portable/instructions.txt
inflating: SSF2BetaWindows.v.1.3.1.1.portable/launch.js
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/application.xml
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/catalog.xml
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/library.swf
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/META-INF/
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/META-INF/ANE/
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/META-INF/ANE/extension.xml
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/META-INF/ANE/Windows-x86-64/
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/META-INF/ANE/Windows-x86-64/library.swf
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/META-INF/ANE/Windows-x86-64/NativeJoystickDLL.dll
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/hash
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/signatures.xml
inflating: SSF2BetaWindows.v.1.3.1.1.portable/minetype
inflating: SSF2BetaWindows.v.1.3.1.1.portable/SSF2.exe
inflating: SSF2BetaWindows.v.1.3.1.1.portable/SSF2.swf
inflating: SSF2BetaWindows.v.1.3.1.1.portable/swfobject.js
wikihowsamples@penguin:~$ unzip SSF2BetaWindows.v.1.3.1.1.portable.zip
```

Launch `unzip SSF2BetaWindows.v.1.3.1.1.portable.zip`. Now that the game is unzipped, allow the computer to launch the actual application.

```
inflating: SSF2BetaWindows.v.1.3.1.1.portable/index.htm
inflating: SSF2BetaWindows.v.1.3.1.1.portable/instructions.txt
inflating: SSF2BetaWindows.v.1.3.1.1.portable/launch.js
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/application.xml
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/catalog
.xml
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/library
.swf
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/META-INF/
/ANE/
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/META-INF/
/ANE/extension.xml
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/META-INF/
/ANE/Windows-x86-64/
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/META-INF/
/ANE/Windows-x86-64/library.swf
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/META-INF/
/ANE/Windows-x86-64/NativeJoystickDLL.dll
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/hash
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/signatures.xml
inflating: SSF2BetaWindows.v.1.3.1.1.portable/mimetype
inflating: SSF2BetaWindows.v.1.3.1.1.portable/SSF2.exe
inflating: SSF2BetaWindows.v.1.3.1.1.portable/SSF2.swf
inflating: SSF2BetaWindows.v.1.3.1.1.portable/swfobject.js
wkh@hwsamples@penguin:~$ cd SSF2BetaWindows.v.1.3.1.1.portable
wkh@hwsamples@penguin:~/SSF2BetaWindows.v.1.3.1.1.portable$
```

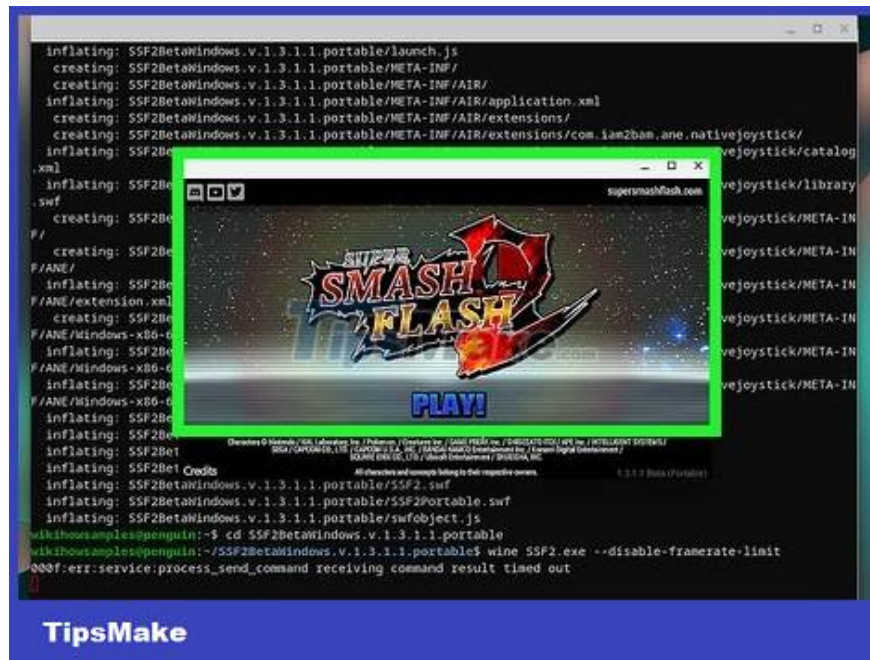
TipsMake

Enter command `cd SSF2BetaWindows.v.1.3.1.1.portable`. This is the command that tells the computer where to save the Super Smash Flash 2 application.

```
inflating: SSF2BetaWindows.v.1.3.1.1.portable/index.htm
inflating: SSF2BetaWindows.v.1.3.1.1.portable/instructions.txt
inflating: SSF2BetaWindows.v.1.3.1.1.portable/launch.js
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/application.xml
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/catalog
.xml
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/library
.swf
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/META-INF/
/ANE/
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/META-INF/
/ANE/extension.xml
creating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/META-INF/
/ANE/Windows-x86-64/
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/META-INF/
/ANE/Windows-x86-64/library.swf
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/extensions/com.ian2ban.ane.nativejoystick/META-INF/
/ANE/Windows-x86-64/NativeJoystickDLL.dll
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/AIR/hash
inflating: SSF2BetaWindows.v.1.3.1.1.portable/META-INF/signatures.xml
inflating: SSF2BetaWindows.v.1.3.1.1.portable/mimetype
inflating: SSF2BetaWindows.v.1.3.1.1.portable/SSF2.exe
inflating: SSF2BetaWindows.v.1.3.1.1.portable/SSF2.swf
inflating: SSF2BetaWindows.v.1.3.1.1.portable/SSF2Portable.swf
inflating: SSF2BetaWindows.v.1.3.1.1.portable/swfobject.js
wkh@hwsamples@penguin:~$ cd SSF2BetaWindows.v.1.3.1.1.portable
wkh@hwsamples@penguin:~/SSF2BetaWindows.v.1.3.1.1.portable$ wine SSF2.exe --disable-framerate-limit
```

TipsMake

Enter command `wine SSF2.exe --disable-framerate-limit`. Now Super Smash Flash 2 will boot via Wine. Wait a minute or two for the computer to start the program, as starting the application via another application in Linux can take some time.



Gaming. Once Super Smash Flash 2 kicks in, you can play games on your Chromebook without Flash!

After the first boot, you just need to enter the commands in steps 15 and 16 into the Terminal to play the game the next time.

You finished reading the article "**How to Play Super Smash Flash 2 Without Flash**" edited by the [TipsMake](#) team. We hope this article has provided you with many useful tech tips and tricks. You can search for similar articles on tips and guides. Thank you for reading and for following us regularly.