

META 2 (Base Information Interchange)

ANSWER: SHOOT

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To find the order of the videos, look at the stage

1. Null Single Hits
 - a. Fourside, starts on the crane platform
2. Invincibility, Armor and the Vulnerable
 - a. Great Plateau Tower, breath of the wild has shrines as a main feature
3. Nothing to Pure Damage. Buffs to Hitstun
 - a. Smashville, the stage has a day-night cycle, video is taken when the stage is in the morning
4. Frugal Effects
 - a. Lylat Cruise, is in space, stella means stars
5. Up, Down, Forward, Backward, Mix, None
 - a. Garreg Mach Monastery, crests are a main feature in fire emblem three houses

Information Exchange links to ASCII codes

Order is also what base to use (first video is in base 2, second is base 3, etc.)

Titles of the videos show what move property corresponds to what value

1. Null Single Hits
 - a. 0 - single hit move
 - b. 1 - multi hit move
 - c. Up Tilt→PK Fire→Down Throw→Forward Air→Down Air→Up Tilt→Up Air→Up Air
 - d. 01110011→115
 - e. S
2. Invincibility, Armor and the Vulnerable
 - a. 0 - gives invincibility
 - b. 1 - gives armor
 - c. 2 - gives neither
 - d. Alolan Whip→Darkest Lariat→Down Tilt→Cross Chop→Forward Air
 - e. 10212→104
 - f. H
3. Nothing to Pure Damage. Buffs to Hitstun
 - a. 0 - gives none of the following effects
 - b. 1 - damage without hitstun
 - c. 2 - buffs the user
 - d. 3 - does both damage and hitstun
 - e. White Pikmin Throw→Pikmin Order→Up Smash→Forward Smash
 - f. 1233→111
 - g. 0
4. Frugal Effects
 - a. Look up [smash bros effects](#), frugal tells you to ignore the coin effect
 - b. 0 - Normal

- c. 1 - Electric
 - d. 2 - Flame
 - e. 3 - Slash
 - f. 4 - Sleep
 - g. Snooze→Flame Slash→Zapple
 - h. 421→111
 - i. 0
5. Up, Down, Forward, Backward, Mix, None
- a. Direction pressed when the move is used
 - b. 0 - Up
 - c. 1 - Down
 - d. 2 - Forward
 - e. 3 - Backward
 - f. 4 - Mix of directions
 - g. 5 - None
 - h. Back Air→Down Tilt→Forward Air
 - i. 312→116
 - j. T

Full word is SHOOT