

Clash Champions,
or
Warrior Tang's Smash Brothers Parody

What if there were a fighting tournament like Nintendo's Smash Brothers which pulled its contestants from different worlds?

What if these contestants were real people with their own emotions, desires, and flaws?

What if the worlds they came from were real worlds with unique cultures that they could visit and show each other?

What if advanced technology made the tournament fights harmless so that the contestants could beat each other up again and again for people's entertainment?

What if the contestants had super powers that made them extremely dangerous outside of the arena, and they had to be careful with the use of their powers?

What if the contestants used their powers to earn money as mercenaries in the offseason?

What if the tournament was a business with marketing concerns, legal regulations, absentee ownership, and an overworked secretary who manages the show by herself?

What if the contestants had managers to guide them through the regulations and business dealings in exchange for a cut of their earnings?

What if the managers treated their fighters like slaves or as replaceable objects, or fell in love with them, or just ignored them and let them do what they want?

What if one of these managers was deeply in debt, had sold off his fighters to pay his bills, and had to search dangerous worlds to find new contestants to fight for him?

What if he failed to return from one of these missions, and his rookie fighters had to manage their affairs on their own while deceiving the tournament into thinking that he was still alive?

Clash Champions is the story that resulted from these questions.

Meet “Tricky” Mick Legato. He is a 45-year-old overweight balding businessman.

A failing businessman. He might be running out of money, but he is far from running out of ideas or enthusiasm. He was convinced that he could make money by fielding a team for the interdimensional fighting tournament, the Crash Championship! Just like his friend Antonius did. Antonius had a winning team, and he had taught Mick a lot about the game. Surely Mick could do it.

It did not work out. The former champion that he had hired for a large sum was old and ready to retire. The up and coming new star was lazy and did not fight as well as she could. And the other idiot he had hired, well, let’s not even mention him. By the end of the year the team had broken up. They were all gone and Mick was deeper in debt.

Mick was not about to give up. He could do this! He just needed to find some fighters who would work for him for cheap and still win, or at least become popular enough to bring in the marketing contracts. That is where the real money is made.

And so Mick drew up a list of a dozen candidates from a dozen different worlds. He would visit each of them and ask if they wanted to join a fighting tournament. That’s how it’s done. It’s not too hard.

The first person he hired was....

Alexandria Smith is a gruff bounty hunter from the far frontier of outer space. She is a no-nonsense killer, competent at her work, one of a very few bounty hunters to have survived into her mid-thirties.

Alex has no friends and wants no friends. Whenever she considered someone her friend, they died. She went through that enough, she does not want to go through it again. The frontier is a rough place. Alex’s impersonality is demonstrated by her wearing full suit of red body armor, hiding her face behind a helmet and using a voice remodulator to sound like Darth Vader. That began as a business decision. The armor-wearing Alex Smith received more job offers than the teenage girl named Alexandria. So she hid her face, got the jobs, and after a long and successful career nobody in the galaxy has any idea that the feared and infamous Alex Smith is a woman.

Alex Smith is entering her third year in the Crash Championship, fighting for a manager named Howard Gutman. So Mick goes to a slightly different dimension where there is also a space bounty hunter named Alex Smith. She refuses to have anything to do with this idiot, so Mick goes to a slightly different dimension, then another, then another, until he finally finds an Alex Smith who agrees to work for him. He is not going enter this Alex into the tournament. That is against the rules.

This Alex is going to train the fighters that Mick recruits. There is no rule against that. If anybody can train up to the standards of Alex Smith, then they are ready for the tournament, obviously. And when Mick’s fighters meet Howie’s Alex Smith in the tournament, they will already have plenty of experience fighting Alex Smith while that Alex will have no idea what she is up against. They will win easily. Mick is surprised that no one has thought of doing this before.

Now Mick needs someone to train against Alex, so he hires...

General Celestia van Rijndael led an army in the service of the Gibbs Empire whose talented engineers combine her world's abundant magic with Renaissance-era technology. She is a talented archmage and swordswoman with gorgeous blond hair and the face of an angel underneath the stern glare of a battlefield commander. She has learned to command respect despite being the shortest person on the field. Besides the psychological techniques, which she has studied and is very good at, being able to float and throw lightning bolts earns anyone respect very quickly.

Celestia was the subject of an experiment in which several officers with strong magical abilities had the soul of a dragon implanted in their bodies. In Celestia's case it was an ice dragon whose powerful ice magic adds to Celestia's already powerful lightning, wind, healing, and other spells.

Celestia is the daughter of a noble family who were accused of treason and hanged while she was in officer school. The name of Van Rijndael was cursed throughout the Empire, but Celestia refused to discard it. She would keep her name and restore its honor through her own deeds. Her dedication to excellence earned her the respect of Emperor Gibbs who put her in command of a unit and gave her promotions as she gave him victory after victory.

Her stellar military career ended when another of the Infused Generals falsely accused her of treason, setting off a fight between their armies in the middle of a campaign. To prevent the fight from flaring up again, Celestia was placed in magical restraints and sent to a faraway prison until a trial could be held.

It would not be a fair trial. There were few in the Empire who would trust the word of a van Rijndael.

Mick broke Celestia out of the prison and took her away, far away, where the Gibbs Empire could never find her. She is the perfect tournament fighter: swift with a sword, a clever strategist, capable of casting a variety of magical spells, and with a beautiful face that can sell anything.

Unfortunately, Celestia is too clever for Mick's own good. She found a flaw in Mick's training arena and managed to damage it. That is not supposed to be possible. The arenas are supposed to absorb anything up to a nuclear bomb and then some. When the tournament learns of this, Celestia is disqualified by their insurance company. She will not be allowed to fight.

So Mick has hired himself a second trainer. And, well... if she won't be fighting in the tournament, maybe she might have a different future with Mick? Mick has never found anyone to settle down with, and he is getting old and running out of time for that. However, it is still far too early in their relationship to consider asking her about this. He pulled her out barely two weeks ago and she is still learning to use a washing machine, fabricate dinner, and fly his spaceship.

Now Mick needs to find someone to enter the tournament...

Jillian Ross was a sophomore studying marine biology at San Luis Obispo Community College when evil lizards from outer space invaded the Earth. In the chaos of an alien invasion, she was kidnapped by the military and had alien nanites injected into her bloodstream which granted her super strength, a force field, and the ability to hack computer systems by touching them. She was sent out to fight the invaders with their own technology.

Three years later, Jill lives in a tent outside a settlement of humanity's few survivors. Struck with a severe case of post-traumatic stress syndrome, and never having been quite right in the head to begin with, she spends her time alone until the other survivors call on her for her strength. Or if the settlement is threatened by other scavengers or a bear, Jill might be asked to turn the threat away with the massive alien gun that she keeps around, that is too heavy for anyone else to lift and is keyed to her nanites so no one else could use it anyway.

Jill lives like this until a spaceship lands nearby. The Lizards left years ago, but any spaceship is a threat and is certainly not from Earth, so Jill is sent out to find out who they are.

The answer is unexpected. The spaceship's owner, who calls himself Mick, appears human and he wants Jill to fight against some powerful bounty hunter in outer space. He makes a deal with the community of survivors for Jill's service. Jill is sent off, not knowing what she is getting into.

In her first story arc as the new girl, Jill is unfamiliar with all the new experiences that Mick introduces her. When newer recruits are hired later, they look up to Jill as the veteran on the team and rely on her to teach them. She plays the role of their big sister. Jill is a big sister, having had a little sister named Anna who probably did not make it through the alien invasion. From time to time Jill will imagine that Anna is there speaking to her. These hallucinations are one of her recurring mental illnesses.

From time to time Jill will experience bursts of anger, shouting and violence. For this reason she is usually quiet and reclusive. She does not want to hurt anyone, so she socializes hesitantly. When she feels well, she is happy to have the company of a friend.

Jill has a strong will to go with her strong body. When she resolves to do something, she sees it through to the end.

There are several other potential fighters on Mick's list, but only two of them will make the team.

Natasha Romanov is the arrogant tomboy princess of the medieval Romanov kingdom who has become even more rebellious since becoming a teenager. A constant headache to her father the King, he lets her go off and do whatever she wants. Just for fun, she joins the amateur fighting contests in the city and routinely defeats boys her own age. She has a natural talent for fighting and unusual strength for a girl (a very weak superpower that raises her strength to that of a strong man).

Natasha has proven that she can fight and win. That appeals to Mick. She is a princess, which will appeal to advertisers. However, her attitude is a problem. Mick is unsure if she would fit in with a team.

Natasha is outgoing and very talkative. She says whatever is on her mind with no restraint. Her chattering can get on people's nerves. She lets her whims guide her and does not plan ahead.

Natasha wears frilly pink and white princess dresses paired with boots for a hike in the wilderness. She may be a tomboy but she loves girly stuff with pink and ribbons. The words coming out of her mouth might not befit a princess, but she looks and can act the part if she chooses to.

A second candidate princess with nearly the opposite personality is the meek Siobhan Minh of the kingdom of Ardor, on a different world. She is not a fighter, but has dabbled in magic and can use it in combat. Siobhan suffocates under the strict rule of her mother the Queen of Ardor who was driven insane by decades of spellcasting as the backlash of failed spells whittled away at the Queen's mind a little a time. Siobhan avoided trouble by hiding and enjoying freedom where and when she can find it.

Siobhan's story is a tragedy as her life was sacrificed to serve the selfish interests of her mother. Mick can enter a similar dimension at a point in time before that happens, and he can save her. Her story was popular a year or two ago. When the fans see Siobhan alive in the tournament, they will be happy. It does not matter if Siobhan can win. She will draw the advertisers.

Siobhan is uncertain of her own abilities and needs guidance to improve herself, which she will receive in abundance through the blunt advice of Alex, the magical expertise of Celestia, and her roommate Jill simply being there as a friend.

Siobhan has dark skin and wears clothing in the styles of India, with her favorite colors being blue and purple. She fights in the arena with a high-level store-bought magic staff while wearing a generic wizard's magical cloak which she despises as unfashionable. She used her magic to change its color from a drab brown to a more appealing blue with a purple/pinkish inner lining.

Siobhan has a variety of magical powers. She can cast a standard lightning bolt and fireball, she can manipulate water, and she can bend light to make rainbows appear or shift her apparent location. One of her common spells is a white comet that can circle around the battlefield until she chooses to attack with it. She can cast a few comets at a time, but they are very weak as a beginner's defensive spell that will never kill anyone. Their impact can knock someone off their feet, making a difference in a battle.

Mick is not the only businessman who is entering a team into the Crash Championship.

The aforementioned Antonius Zexler is a stern, sharp-faced man of 70 years with a fit body and a cunning mind. In his younger years he was ambitious and quite evil, but he has mellowed out with age. His main concern these days is getting his lazy fighters to train, as they are supposed to be doing. If he can manage to do that, he is content to retire to his study to work on his business affairs. Antonius is tall and wears clothing colored black and charcoal gray, and he still has color in his whitening salt-and-pepper hair. He has sharp facial features, a sharp mind, and a sharp tongue when someone deserves to be insulted.

Howard “Howie” Gutman inherited his wealth and is the ultimate absentee manager. He might be standing right beside you but his mind is elsewhere, focused on whatever video game he is playing with whatever device he has on hand or attached to his face. He lets his fighters do whatever they want. They handle their own training, they run the house, they buy the groceries. Howie will pause his game to pay for it, then go back to playing. Howie is a fat manchild in his late 30s or early 40s with blond hair that is usually kept short and shaved close on the sides. He is very friendly and easygoing.

Irene Harkness is an overweight middle-aged woman who wears her brown hair in a bun and wears a large laser pistol strapped to her hip. She is serious, sensible, and somewhat sensitive. She rarely shows it, but she truly cares about her fighters and hopes to bring out the best in them. She is an experienced explorer and trader. She has been doing it since she was young.

Rickard Lexington is of advanced age and nearing retirement. He rarely shows himself anymore, as he is often too tired to attend functions. He is the patron of his one remaining fighter, an inventor who spends more time inventing than training and who rarely wins fights. Rickard speaks with a refined British accent and is a true gentleman.

All of these businessmen are friends of one another. They trade stories of their adventures, they trade novelties that they have brought from dimensions that they have visited, they trade business tips and gossip. Lexington rarely appears anymore, so most of the interactions are between Mick, Zexler, Howie, and Harkness.

A sixth manager who does not appear until the second season is the cunning Verino Sarveti. The opposite of an action man, he runs his business from behind a desk and he runs it like a mafia boss. Sarveti has few friends, as the other managers have learned that he will scheme at their expense. However, his word is reliable. If he promises something, he will deliver it.

The tournament itself is directed by Victoria James, a sharp-minded young woman in her late twenties. Victoria, who prefers to be called Ms. James – *never* call her Vicky – is all business. When she is not working behind a desk with two holographic screens, she is walking from one meeting to another and cannot be interrupted. Ms. James is friendly when she needs to be, decisive when she needs to be, and knows who to call upon for advice when she needs it. She is altogether an excellent manager and was a good choice for the job regardless of her young age.

Ms. James is aided by three former tournament fighters who came from different worlds. They serve the tournament as referees, as internal security, and as mercenaries when there is a profitable job that the corporation wants to take on for itself. Ms. James also uses them as her closest advisors.

Samuel Hyman or “Highman” is the classic flying-brick superhero with super strength and invulnerability. Born in a Jewish kibbutz in the Golan Heights, he is a champion for Truth, Justice, and the Zionist Way. He is honest, courageous, moral, humble, and a stickler for doing things by the book. Ms. James welcomes his advice even when they disagree.

Hong Wu or “Starman” is a Chinese martial artist with a star-shaped birthmark on his head. It is said that he was not born, but was found after having fallen from the sky as a baby. The “star boy” grew up under the tutelage of the wise Master Wu of a martial arts academy. He is now a 37-year-old man with his best years behind him, who has fallen behind in his training and falls a step behind when called to combat. He brings a different sort of wisdom than Highman. The two of them get along well and enjoy philosophical discussions.

The sorceress Catherine “Cat” Black is a fun-loving mischievous scamp who was the tournament’s champion a few years ago and is now their junior referee. Her moral flaws include greed, a short temper, and a desire for fame, but she has a good heart and always ends up on the right side of justice. Cat fought under Zexler before going independent, and she is a good friend of the other veterans. Cat is quite talkative and emotive, and steals the show in every scene she is in.

Each of the managers has a team of fighters. Zexler's team are all slothful in their own way, which annoys him to no end.

Bloop is a dog-sized round blob of blue slime. He – we think it's a he – has the power of telekinesis, allowing him to move objects with his mind. He uses this power... to play guitar. He loves music. When introduced to a library of millennia of music, he took a liking to the harder stuff from the 1970s and 1980s. Dressed in an orange wig, hairband, visor, and face paint, he wields an electric guitar as a weapon under the stage name of Metal Knight. He spends most of his time practicing music in a padded sound room that Zexler had designed for him.

Solana Sondager is the Sun Sorceress, the leader of a team of magical girls called the Interplanetary Order of Solar Warriors. Solana is an intelligent intellectual type who prefers to spend her time sitting down with a light novel and reading, often with Bloop on her lap. Blessed with the power of Sol Invictus the invincible sun, she is a fearsome opponent when she needs to fight. She is a little too intellectual and plans out her attacks, so she can be overwhelmed by a swift opponent who moves too quickly for her to react.

Shoni Puriti is a fighting shrine maiden from Japan who has the power to summon a multitude of poorly aimed magical bullets, along with a number of other magic spells that are useful for vanquishing monsters or 'youkai' as they are called. She enjoys fun things, and the luxuries of the infinite multitude of worlds have weakened her. Now she wants to do nothing more than lie on the sofa with a bowl of ice cream while listening to pop music. She is falling to the bottom of the standings while Zexler has trouble getting her to take her training seriously.

Princess Strawberry Fragar is the heart and soul of Howie's team. Not only does she run the household while Howie plays his games, she is a veteran fighter with more than ten years in the tournament. Now her hair is starting to gray and she is beginning to think of retirement. Princess Strawberry is kind and generous, and is a pleasant person to be around. She fights wearing a red ballroom gown and is very good at it, combining her martial arts with a few magic spells. She can float in the air, throw a bouncing ball of light energy, or cause the speckles in her dress to fly out as painful sparks.

Alex Smith, the space bounty hunter, is the newest member of Howie's team. Being around Princess Strawberry for two years has softened her hard attitude. She even wears make-up and will smile from time to time.

The third member of Howie's team is Sergeant Arthur Hawk from the police department of a futuristic Portland, Maine. As a handsome, good-natured man of good humor, he became the police department's Officer Friendly, the public relations man who would be the face of the department in meetings with the press and with schoolchildren. Sergeant Hawk headlined one of the police department's most popular events, the monthly Race A Cop Day in which teenagers would race their hovercraft at the Cumberland Raceway so that they would not be racing above the streets. In the tournament, he fights with his fists as he was once an amateur boxer, and now he has gone professional with that skill. Howie talked the tournament management into letting the physics-modifying arena boost his running speed when he fights in the tournament since he is known for racing and has no special powers.

Irene Harkness is herself the heart and soul of her own team. She takes an active role in training and guiding her fighters to success. Her fighters are all young men who she jokingly calls her harem, even though she does not have that kind of relation with them.

Kenneth Roberts is a yuppie martial artist from 1980s Ohio. He looks like he belongs on a tennis court rather than in a fighting tournament. He even fights with a tennis racket as a weapon. He has the powers to throw small fireballs and to reflect magic attacks back at their attacker. The tennis racket makes his reflection look good, but he can reflect without it. Kenneth is married with a wife named Barbara and a young daughter in second grade named Gina. Other than his absences to go fighting at tournaments, he is a perfect husband who shows genuine affection to his family. He is also a good person in general, kind and helpful to everyone he meets.

Lord Conrad is the steely-eyed conqueror of a fantasy-style realm. He is a heartless villain who fights with a broadsword and is angry that the tournament does not allow him to kill his opponents. He has not settled into this new life. He was promised glory, more glory than he could claim in his own world, and he has not gotten it. So he sulks. He wears steel armor with a black cape. His breastplate is decorated with a symbol, the image of a human skull with rubies for eyes.

Richard “Dick” Wood was a quiet reliable ranchhand from the Old West. He was equally quiet and reliable when called upon to fight and defend the town from bandits. While the eyes of everyone else were on the sheriff and the flamboyant friendly sharpshooter Andy Olsen, Dick’s quiet competence appealed to the tournament recruiter Irene Harkness. Dick is young, handsome, and strong, and can attract women without trying. After having a shave, a haircut, and a new set of clothes, Dick has a more modern appearance but still has that Old West swagger. He fights in the tournament with a combat shotgun that automatically reloads due to the arena regenerating its ammunition. The arena also artificially limits the range of his weapon, slows the speed of the shot, and makes the shot larger and bright orange so that fans can see it, to make the visuals more appealing to the audience. Dick is a competent brawler and he does not need the gun to win fights.

Rickard Lexington is not yet retired. He still fields one fighter and maintains contact with a former fighter who retired.

Dinkletorle “Dink” Cordweaver is a reclusive goblin inventor. He spends most of his time in his workshop designing new forms of pumps, drills, and a flying machine. This is ancient technology for the world he is now living in, but it advanced for the science of his own world. He also designs new equipment for his tournament fights, often bringing a new gimmick into every battle. His inventions do not always work and they are rarely effective. His belt-fed crossbow is bulky and difficult to use. His bombs are easily avoided. His wrist-mounted grappling arm sometimes sticks. When nothing else works, his dagger never fails.

Lady Midnight, real name Rona Porter, is an assassin who claimed the throne of her country by killing the foreign invader who had killed her grandfathers, the former rulers. She fights with a shortbow, a knife, and a metal claw on one hand. She is nimble, swift, and deadly. She shies away from fame and would prefer not to be the center of attention. She won the tournament and then retired at a young age to search for a husband to continue her family line. So far she has not met anyone who is up to her high standards.

The fighter Harry Donkey is a bipedal donkey who made a living as a stand-up comedian before going into radio and television where he often partnered with Screwloose Goose whose gimmick was facial expressions. Along with an excellent sense of humor, he is quite observant and intelligent. He rarely drops the comedy act since it's not an act. He really is a fun guy who likes to joke about everything, and if he can make it more fun by overacting, he will. He proved that he could fight by knocking out a group of mafia men with his hooves. In the tournament they give him the power to teleport objects into the arena from a list of approved objects that he calls his "tool shed". From out of nowhere he can whip out a trampoline, a ladder, a rope, or any of dozens of other objects that the referees have allowed him to use. One of his special moves drops a grand piano on his opponent. He is only allowed to use that one a few times in a match. Harry has a manager who is not named or shown. He is smart enough to understand the business and can manage many of his affairs on his own.

The tournament will often host former fighters as guests.

The baseball player Casey Striker set a world record for home runs while leading the Big City Bandits to ten World Series championships. His short temper and sour attitude would also keep him in the newspapers as he got into fights and gave wry commentary on everything he saw. After retiring from baseball, he still had a few good years left in which to fight in the Crash Championship. The tournament brings him back for one match as a guest referee to help sell a book about his time in baseball that they have had written for him. Casey is now an overweight grouch way past his prime.

The special forces soldier code-named Sneaky Weasel also had a successful second career in the tournament before he started to slow down and needed to retire. He is still available for work as a mercenary if anyone needs a hired gun.

Casey and Sneaky both fought for Zexler and were with him when he recruited Cat Black. They are all friends. After Casey visits, Sneaky, Casey, Cat, and Strawberry will get together to discuss old times and tell each other what they have been up to.

Another retired fighter who appears in the final episode and the second season is the dragon paladin Ilya Vesta. Most of her time is spent in her human form which has axolotyl-like fins sprouting from the side of her head. In combat she fights with a spear whose tip is a white crystal that focuses holy magic, while the base of the spear is counterbalanced with a sharp iron blade. She wears an iron breastplate and an iron mask that has gaps in the sides that allow her fins and hair to escape. Ilya's dragon form is smaller and weaker than one would expect of a dragon, but is still fearsome compared to a human. Its only advantages over her human form are flight and claws, as she cannot breathe fire and her dragon form is not any stronger than her human form. Ilya's armor and mask are enchanted to shape-shift along with her when she changes into a dragon.

Ilya has a daughter named Kalina who she is training to be a paladin. Kalina is already skilled in combat, but she is still a child. Kalina is actually a clone of Ilya. While her mother has the serious mind of an experienced adult, Kalina has the brightness and eagerness of a little girl. Kalina usually wears a cream-colored dress.

Clash Champions is intended to be a live-action television miniseries with one-hour episodes.

Each episode is filled with action, adventure, and situational comedy in the style of early 1980s kid-friendly television. Each story is told with the glee of a ten year old boy pitting two toys against each other, “you and you fight!”, while the characters take each situation completely seriously no matter how juvenile or absurd it is. All the while there is heart. The characters have needs and desires. They care for one another and help to see each other through their challenges.

There are an infinite number of worlds to explore. In a typical episode the adventurers will travel to a new world, explore their new surroundings, and overcome some challenge before they can leave. That often means that they have to fight something because this is an action show about fighters fighting. Then they return to the tournament for the official fights, which are regulated one-on-one duels in prepared environments with a referee overseeing them and calling the action.

With multiple teams and the fighters’ friendships crossing across team lines, an adventuring group might include people under different managers working together for a common cause.

Clash Champions is a parody. The characters and the situations they find themselves in often resemble people and scenarios from popular media. They are not the same character or the same world. They are all different in some way. The stories explore what happens when very different people interact with one another and with the very different scenarios of the different dimensions.

Thirteen stories have been written for a first season, although they have not been adapted to fit a television time schedule. Five stories have been written to begin a second season. The early episodes focus on Mick’s team. When other teams are introduced, the story will cut back and forth between them. Some episodes will have a common theme that runs through multiple subplots, where all of the teams experience a similar problem and deal with it in their own manner.

Episode 1: Mick recruits Jill and introduces her to his companion Celestia, his dimension-crossing spaceship, and to the setting of the show. Celestia takes Jill shopping for new clothes and they begin to scheme behind Mick’s back. Neither of them knows if they can trust Mick, so they agree to protect each other. The beginning may be padded with a sequence showing the recruitment of other fighters by other managers before Mick tries for Jill (and fails on his first attempt before trying again in a the future of a different dimension). As the episode ends, Jill suffers a recurring hallucination. Her little sister, who suspects died in the alien invasion, tells Jill to kill her new friends and steal the ship...

Episode 2: Mick brings Jill back to his base and introduces her to her new home life, to the training arena, and to her opponent Alex Smith. Alex whips Jill in every match, but Jill is getting better. Mick likes how she keeps going and does not give up, so he decides to register her in the tournament. Jill agrees on one condition: that Mick pull the survivors off of her desolated Earth and give them a better life somewhere else. Mick agrees, and he takes Jill in for registration. She is introduced to Zexler and Shoni, who were coincidentally registering at the same time, and to the tournament secretary Ms. James and the three referees. Then Mick takes Jill back to her home dimension to fulfill his end of the bargain, but they run into a problem...

Episode 3: The evil space lizards that attacked Jill's Earth are attacking again! Mick travels to different worlds and uses his ship's technology to kidnap entire space fleets to send them against the Lizards, not because he thinks it will help but because he wants to see a giant space battle. Mick has an experienced military commander on board who tells him that it is not enough to bring them to the fight, they must be able to fight together as a team, and they only have minutes to organize. While the fight goes on, Mick tries to rescue the survivors on Earth who have ways of hiding from the Lizards, which means that Mick can't find them either. Jill knows a few places where they might be hiding out, so Mick takes his team down to a ground fight against the power-armored space lizards until the survivors are found and rescued. Celestia cannot cast magic in this dimension and she is not used to using power armor, so she needs Mick to help her. They get separated, and Mick does not make it back...

Episode 4: Alex, Celestia, and Jill settle back into their home at Mick's training camp... without Mick. After a few days of wondering what they are going to do, they make a decision. They are going to follow through with Mick's plan. They are going to build a team, fight in the tournament, and make money. The three women continue training themselves while they travel to several different worlds to find new teammates. Most of Mick's candidates are awful. Those that are not, flatly refuse to join them. The entry point for one candidate is extremely dangerous, and Celestia hesitates to take her team there. Having run out of choices, they go. The fight is more difficult than was expected. Celestia is seriously wounded, but they defeated the monster and rescued the princess.

Episode 5: Alex hopes that the advanced medical technology of her dimension can save Celestia's life. The team splits up as Alex takes Celestia out in her own ship to search for a medical ship with the right equipment. Alex is chased by the special investigator Alif Arkanian who wants to advance his career by taking down one of the big names on the frontier. Meanwhile, Jill tries to give the new recruit Siobhan some tips on surviving in space which is something that Jill has little knowledge of herself. She takes Siobhan to a space station mall to buy her a space suit. A gang of bounty hunters stop them from leaving, and Jill has to fight her way through them. Then she has to find out who put a bounty on her, and why. Alif Arkanian receives word that the corporations are bringing a war to the frontier where they accuse one of the space warlords of stealing and manufacturing their patented engine designs. Alif sees evidence that there already was a war when he finds an entire fleet of severely battle-damaged Galactic Council enforcer cruisers and a couple of flagships. What in the galaxy were they fighting?

Episode 6: With the team recovered from their ordeals in episodes 4 and 5, Siobhan needs to be trained. She is introduced to the home life and the arena, as Jill was in episode 2. She is not a fighter and it goes poorly for her, but she has a strong will and is willing to keep practicing. The team needs a third fighter quickly, so they go out and kidnap the teenage brat Natasha while she is attempting to run away from home. They give her the same introduction and training, and she agrees to fight.

Episode 7: The tournament begins with the first three fights. The team is introduced to the tournament grounds and the fast-food court that will be their home base between fights. Celestia disappears from the team to take advice from Rickard Lexington and to consult with Ms. James on legal matters. Natasha disappears to go on a date with Sergeant Hawk. Since the episode's main body is short, there is a prequel sequence to introduce Jill's opponent Kenneth defeating several colorful characters in a tournament on his homeworld, after which Harkness recruits him.

Episode 8: Princess Strawberry invites Siobhan and Natasha to a Princess Party where they can relax in comfort and eat cake. Shoni starts a rivalry with Siobhan by sneaking into the base and panty-raiding her. Celestia hires Sneaky Weasel to help Siobhan sneak into Zexler's base to get back at her. The three of them are corralled by Solana Sondager into coming back to her world to help the Solar Warriors defeat their enemies who are attacking the Solar System again after years of inactivity because they finally figured out that Solana was missing. Meanwhile, Howie's Alex Smith is angry at how Jill beat her in the tournament, and she also sneaks into Mick's base looking for answers. Also, an alternate-dimension version of Hong the Starman has stolen a dimension ship and is threatening to invade the core worlds. Corporate wants to make a big show of defeating him before the actual authorities get involved and simply blink him out of existence.

Episode 9: Everyone is feeling down and does not want to train. Even Ms. James needs to take a break. Jill learns that her next opponent is Harry Donkey -- the cartoon character! -- and she uses that as an excuse to watch his cartoons all day. After slacking off for a while, each team's members encourage each other in a different way until they get back to work.

Episode 10: Natasha wants to learn to shoot a gun, so they take her to Alex's dimension to train on some of the waist-high alien bugs that are a nuisance to the colonies. Natasha is a poor shot, lacks the patience to aim, and does not follow directions. When the bugs get close enough, she just punches them and wrestles them like any other opponent. Alex considers this a failed mission. Jill presents an alternative: on another dimension there is a weapon which can be fitted to Natasha's power armor that enhances the strength of a punch. They are on a short schedule since the team was hired by Zexler for a mission, so Celestia allows it if they can have the weapon fitted on the same day. Shortly after they arrive, Natasha runs away with a gang of locals and they have find her before something bad happens to her. Word of the strangers' arrival gets around, and what is left of that world's government and a competing militia converge on their arrival point to seize their technology, ending in a three-way showdown when they return. After getting themselves out of that mess, they assault Zexler's target and capture the subject: an imprisoned alternate-universe copy of Cat Black who Zexler had tried to use to breed a super-strong magic user, and had forgotten about until Ms. James reminded him that Cat had earned enough database access to read Zexler's personal records. The prisoner Cat wants to know where her babies are. The team tracks them down to a castle in another dimension. They assault the castle only to find that it is not a fortress, although it is quite well defended, but it is a boarding school for young magic users. The prisoner Cat is reunited with her children, while the other Cat is talked down out of destroying Zexler when she finds out what he did.

Episode 11: A haunted house murders an entire team of detectives who had been sent to investigate it. Metal Knight enters a battle of the bands and hires Celestia to be his singer and Dick Wood as his bass player. Solana came for moral support, and leaves them to go help a competing band investigate that haunted house where everyone who goes into it dies. Overhearing that, Zexler pays Celestia and Dick to go along and keep Solana alive. They learn that the house is not killing anyone directly, but is influencing everyone's emotions by making them angry until they kill each other. They find and defeat the ghost that was the cause of all of this, but it left them cursed. Neither Celestia or Solana can speak, which means that Celestia cannot sing. Zexler, Celestia, and Solana return to Celestia's world where there is a cheap potion that can cure them easily. This is an alternate universe that has its own Celestia who does not allow the visitors into the city, and orders them to leave or die. Our Celestia is equally arrogant and is not about to let the other Celestia stop her. She marches Zexler and Solana straight into the other Celestia's army camp as loosely-bound prisoners, stares her way past the guards, and guides herself to the army's stores to find that potion. The other Celestia is informed, and catches our Celestia just after she finishes drinking the potion to cure silence. The two of them float into the air and have a magic battle that exhausts them both. When cooler heads prevail, our Celestia reveals her secret reason for coming here: she wants the locals to repair her magic sword, which only they can do. Zexler can simply go forward in time to pick up the finished product and they can leave. On each attempt he learns that a disaster has befallen the country, so he has a warning sent to change the timeline and try again. One of the Infused is waiting for him, intending to kill him. Zexler was prepared for this and sends his ship back without him. It returns with a small army as Cat Black, Shoni, and both Celestias quickly destroy the hostile Infused. Who is flying the ship? Jill is. Celestia went back to Mick's base and picked her up so that she and Solana could join the fight. The next trip forward in time is a success. With Celestia's sword retrieved, they return to the battle of the bands where Celestia sings the song that Metal Knight has chosen, Ozzy Osbourne's No More Tears.

Episode 12: Mick returns to the team and attempts to find a place for himself now that Celestia has been running the household and the season is almost over. Casey Striker returns to the tournament to act as a guest referee and to sell his new book. Between matches, Harry Donkey tells the other fighters his background story. Having lost the last battle of the season and not making the playoffs, Lord Conrad returns to his home realm to reclaim his throne from his wife, an evil queen who is ruining his country. It is a custom in his realm for a king to be guided and named by a wizard, so Conrad brings Siobhan. Jill is aware of the world that Lord Conrad comes from, since it was a work of fiction in her world, and she makes sure that Siobhan is prepared for the dangers that she will face there, such as Lord Conrad himself.

Episode 13: Everyone who did not make the playoffs is now looking for side work. Advertising, mercenary gigs, whatever they can get. A very big job enters the pipeline when a group of cultists summon an army of demons and the Elder God Gi-Hoveg who is going to eat their planet. The locals have late 20th century technology and can put up a good fight, but they do not have magic and are running out of bullets while the demons keep coming. After securing the funding to join the fight, the tournament sends its own army of fighters for a massive battle. With Corporate paying for it, they bring along as many extra fighters as they can. Mick brings along the rejected candidate Renee Riko and a well-equipped combat trainer from Alex's world who had been a help to the team on every trip there. Zexler brings the entire Interplanetary Order of Solar Warriors. Harkness brings some of Kenneth's martial arts students and a gang of cowboys from Dick's world. Howie only sends Alex and Sergeant Hawk whose hovercar allows him to get from place to place quickly. Lexington told Dink not to go, but he comes anyway. Verino Sarveti arrives with fighters who we have not seen before, but who will play a role in Season 2. Combing their forces with the local soldiers, they repel the demon attack while the strategists try to figure out what to do about that big menacing ugly thing in the sky that is coming closer to the planet every moment.

Episode 14: Part 2 of episode 13. Cat Black leads a crack team in a final push against the demon hordes. They will return to the origin point of where the demons were summoned, then cast a spell to desummon them. Meanwhile, the locals take their spaceship out of mothballs to launch a nuclear bomb at Gi-Hoveg's ugly face. Zexler helps them fix it so that it does not blow up on the launch pad, while Highman and Shoni place a holy object with a desummoning spell on the nose. Either the spell works, or Gi-Hoveg just did not like getting poked in the eye. The planet-eating monster vanishes, the demons are vanquished, and the battle is over. The victorious fighters celebrate with the vacation of all vacations, exploring an entire world that hails them as heroes. They filter back one by one. When news reaches them that someone has won the tournament, it is no big deal to them anymore. Finally, everyone wraps things up and goes home. Some people go all the way home, to their home worlds. Others stay at their training base. That is their home now. The season is over.

The second season introduces several new characters.

Verino Sarveti is the businessman who used to manage Ilya, and who takes control of Celestia after Mick loses her to Sarveti in a poker game. He runs his business like a mob boss. Much of his profits come from stealing valuable products from other dimensions and selling them. People are afraid of him, but he is reliable and follows through on his promises. Sarveti has two fighters and will recruit a third.

Jared wanted to be a ninja, so he bought a red ninja suit online, wore it, and called himself a ninja until people believed him. Now working as a manager in Sarveti's business, he also fights in the tournament under the name Ninja Red. He is a mediocre jack-of-all-trades, master of none, who usually pulls through in his jobs for Sarveti but makes mistakes along the way.

Thudnar is a stereotypical muscular barbarian who fights with an axe and wears bearskin shorts around the office. He is Sarveti's muscle for when brute force is needed. He has a speech impediment that prevents him from saying words with more than one syllable, including his own name. He is smarter than he sounds, and he has good situational awareness.

Sarveti's third fighter is Colonel Rax Talon of the Space Regiment, a space marine who fights with a gun and with a energy-powered claw attached to the left wrist of his blue space suit. He is a rough, tough man but also intelligent. He admires competence and despises laziness, threatening to set him at odds with Jared who is now his superior officer.

Rose MacIntosh is one of Kenneth's martial arts students who takes his place in the tournament when Kenneth takes a break from the tournament to spend time with his family. She is an eager teenage girl.

Horace Samson was a famous dimension explorer in his day, taking his ship Farseeker into unknown realms for the sake of seeing what was there. He lost his right hand on one of his adventures, and friendly aliens gave him a replacement that has a powerful gemstone embedded in it that allows him to throw bursts of energy like a mage. Horace returns from decades of being trapped in stasis on another dimension, and the collected interest from his investments allows him to finance Mick's operations.

The Little Red Witch was the magic specialist in Horace's crew. She was very young, but one of the best talents that Horace could find. Permanently stranded upon the World of the Rainbow Sky, she is an old lady when rescuers finally come for her and Horace. Over the years she has had children by Horace's other crewmen Chuck Dodger and Thunder Morgan who killed each other fighting over her.

Captain Galacto was Kid Galacto when he built a spaceship in his backyard, traveled to Mars, and sabotaged a Martian war factory to prevent an invasion of Earth. He then fought in the tournament for a few years until he got bored with it and became an interdimensional trader since there were more interesting things to see out in the infinite worlds. Now in his late 40's/early 50's, the tournament has brought him back to serve as a temporary referee in Cat's absence. He is autistic and self-centered and does not understand interpersonal relationships.

Jennifer grew a garden of magical flowers that each gave her a super power when she wore a flower on her clothes or in her hair. She fought in the tournament a long time ago, and is now an old lady.

Season Two has several long-term plotlines that run on for multiple episodes:

- Mick loses Alex, Celestia, and Natasha. He hires several people to try out for Natasha's open position.
- The Gibbs Empire searches for Celestia, learns interdimensional travel, and becomes a threat to other worlds.
- Mick's Alex returns home and starts a research mission to find a solution to the J Parasite. She fails. The parasite will kill everyone in every dimension of every Alex. Howie's Alex becomes deeply depressed. Mick and Howie look for researchers from other dimensions to help the Alexes.
- Jill's nanites fail and she is imprisoned in Mick's training arena to save her weakened body from killing herself in a fall. Her nanites are eventually repaired but are infected with an alien virus that drives her mad.
- Zexler fires Shoni and searches for a replacement. He attempts to train Solana's fire-mage friend Cindy Burns before dumping her in favor of a replacement. The replacement is a very good fighter but has a secret bloodlust that gets stronger over time until he is unable to contain it. Solana at first thinks he is weird, but she begins to fear him.
- Princess Strawberry is getting old and thinking of retirement. She says that every year, but this might really be the year.
- The tournament loses Cat for the season and looks for a temporary replacement referee. Several take part in the training.

Season 2, Episode 1: Celestia, Jill, and Siobhan are awoken by a magically induced thunderstorm. It is a wake-up call from Cat Black, warning them: they need to leave NOW, get on the ship, Cat will explain later. Trusting Cat, they board a stolen dimension ship in their night clothes. Cat explains the situation: Mick has been out gambling and he has lost the rights to his dimension ship and to Celestia. They are going to go searching for lost explorers to find a replacement dimension ship before the Transdimensional Authority catches up to them. They travel to several dimensions, finding nothing, or finding what might have destroyed a dimension ship, before continuing on to the next location.

Finally they enter the World of the Rainbow Sky, a world with strong magic. The ship's controls stop responding and it goes into free-fall, and only the mages' magic saves the ship from crashing. Jill suffers a sudden illness and Cat places her in magical stasis until she can tell what is wrong. Cat, Celestia, and Siobhan go out exploring. They find the lost explorer Horace Samson and his lost ship, a rather ancient model that has a beautiful gold stabilizer ring encircling it because the technology did not yet exist to integrate the stabilizer into the hull. The ship does not work anymore. They go back to their own ship. It does not work anymore. Are they stranded? Yes they are, but they are rescued by the Transdimensional Authority who open a magical portal into the world after losing a fleet of drones to the world's unusual ability to disable high technology. Jill's illness is thus diagnosed: her nanites are dead. Without them strengthening her body, she has to use the artificial physics of Mick's training arena to avoid harming herself with a simple fall. The familiar training arena becomes her prison. Horace learns that he has gained a lot of money through accumulated interest and he agrees to finance Mick's operations and keep him in business.

Season 2, Episode 2: On another world, Emperor Gibbs orders an investigation into the circumstances surrounding the disappearance of General Celestia van Rijndael. He dispatches the cunning and powerful General Hades and the even more cunning spymistress Min Di. Both are dragon-Infused mages who could match Celestia in a fight if they were to encounter her, and Hades is the same guy who was killed in another dimension in Episode 11. Hades runs the formal investigation while Min Di acts as incompetent courier and mingles with the lower ranks to listen to the rumor mill.

Celestia is introduced to her new boss Verino Sarveti and her new companions: the egocentric Ninja Red and the stereotypical barbarian Thudnar. Celestia negotiates with Sarveti a price for her freedom and the right to take on her own jobs to pay it off.

Mick, Horace, and Siobhan go to re-recruit Natasha only to find that Harkness has gotten to her first. Natasha will be replacing Conrad who quit in disgust, while Kenneth's student Rose will be taking his place while he spends more time with his family. Mick recruits Eric, one of the knights in the service of Natasha's father King Romanov, knowing that this Eric was supposed to be the world's Hero before Celestia changed the world's timeline. Eric brings along his wife Eleanor and young child.

Howie's Alex goes hunting for Mick's Alex who she has learned is working on a solution for the J Parasite, a deadly spaceborne monster that kills everything it touches. She jumps into the future to see the result, and... there is no result. The other Alex failed, and everyone will die in every dimension similar to Alex's. Alex goes into a deep depression.

Zexler fires Shoni for her laziness and looks for a replacement fighter. He chooses Solana's friend Cindy Burns, a fire sorceress who gained some popularity after fighting the demons in episode 13 with an enchanted sword because her fire magic was not working on them. The fans have already dubbed her Blessed Cindy. Cindy will train under the paladin Ilya Vesta and along with Ilya's daughter Kalina, and will then be sent out to defeat various demons on camera. If the footage is good, Zexler can sell it. Zexler hires Celestia to help with Cindy's training and to keep her alive on missions.

While Celestia is away on Zexler's mission, Verino Sarveti takes Ninja Red and Thudnar to Celestia's homeworld to learn more about her. They cross paths with the Empire's investigators. Min Di burns down a building to eliminate a pair of enemy spies. Sarveti and his team quickly get out of there so that they are not blamed for it. A group of local mages have found his ship and try to sense what happens when it jumps out of the dimension. They may be able to duplicate it with magic, and follow that ship to wherever it came from. Sarveti suspects that the locals might do this, so he sets the course for Mick's home world.

Season 2, Episode 3: Cat Black accidentally gets herself pregnant and is going to have to sit out this season of the tournament. She will still work, but will not be refereeing or seen in public. The tournament begins searching for a replacement referee / security official.

“Blessed Cindy” is given her first test: to sneak into the camp of a demon army and kill the demons’ leader. Of course it is possible; she will be doing what the local Hero did in the normal timeline, she will just do it first. The demons catch sight of Kalina in dragon form. The message to the demon lord is relayed as “the humans have dragon reinforcements”, so the demon lord orders an immediate attack before any more reinforcements can arrive. Zexler’s band fights alongside the human army. The local Hero beats Cindy to the demon leader while she simply tries to stay alive.

Min Di is arrested for starting the fire at the end of Episode 2. The local guard captain Tennyson has no idea who she is, but Hades does. They discuss the illegal magic art of summoning beings from another dimension, and coin the term “reverse summon” to describe those beings from another world that can summon themselves into their dimension.

Mick still has no solution for Jill’s dead nanites, but he will keep looking. He is also looking for alternatives in case Jill cannot be fixed before the tournament begins. Knowing that Jill had a little sister, he leans on her for advice on how to help Eleanor take care of her baby.

Celestia returns to Verino Sarveti from her mission for Zexler. Sarveti deploys her with Ninja Red and Thudnar in the first of a series of missions to steal robots for an unseen buyer. This mission will be in an underwater city in a dimension where Celestia’s magic will not work. She asks for permission to bring along a companion, and hires Natasha who acts like a child throughout the whole mission. They find the city abandoned, as its founder has had nearly every resident arrested and executed for increasingly trivial or imagined crimes. The only survivors are one of the first people arrested before they enacted the death penalty, and the founder’s daughter and her friends. They capture the founder and trade her with a submarine pirate for passage out of the city, and come to an agreement on how to loot the place.

Season 2, Episode 4: Mick begins training Eric in the Death Box. He is not as good as he could be. Since Celestia interfered with his world's timeline, he never went on his hero's journey and never met the master swordsman that he was supposed to learn from. Mick, Horace, Siobhan, and Eric go out to find him a trainer, a young-looking but centuries-old swordsman named Abraham MacLeod, of the clan MacLeod. With the appearance of a twelve-year-old boy, Abraham is hiding out in a suburban house that serves as a girls' orphanage. Abraham has enemies, and one of them is about to reach him before the team does. He is a powerful barbarian swordsman called the Scythian. The Scythian easily defeats Eric in combat and only grins when Siobhan's magic singes his skin. The team is defeated. Do they really want to fight him again, or they going to let Abraham die? They are saved by the arrival of Mick in his power armor, who cannot defeat the Scythian either but can absorb anything that the barbarian does to him. It takes all of their combined efforts to save Abraham, and the orphanage is destroyed in a fireball when the accumulated power in the Scythian's body explodes after his death. The local police try to take testimony from the team but they don't know what to make of it.

Harkness's new recruit Rose is skipping a year of high school to be in the tournament, so Harkness has her meet with a tutor regularly and she spends her spare time working on her homework. Rose lied to her parents and told them that she would be in Russia, so she is also learning Russian. Natasha Romanov has never heard of Russia, she wonders why everyone thinks she is from Russia, and she wants to see what the place is like. Harkness can take them there. They appear in the middle of the Cold War where they are assumed to be American spies. Their lives are saved by a British spy who hides them away until they can return to their ship by fighting their way through a snowstorm.

Celestia, Ninja Red, and Thudnar try to steal another batch of robots before their creator Dr. Williard is turned evil by a head injury and is going to turn all of the robots evil. The police detective Peter Stone begins investigating these three strange people who were snooping around Dr. Williard's office, and he finds himself having to fight a killer robot that Dr. Williard made out of a soda vending machine.

Sergeant Hawk and Princess Strawberry take Alex Smith out for a burger and a beer at a bar on Hawk's world to try to break her depression. One of Hawk's old co-workers recognizes him and they have a conversation.

Kalina guides Cindy, Celestia, and Zexler through her people's customs of paying tribute to their dragon goddess Tilapia. Zexler quickly recognizes the ceremony as a crude system of feudal tribute where the humans impart their magical energy into a rock to be delivered to the dragon for extraction. When told that Cindy and Kalina will be expected to walk up the mountain to deliver the rock, he goes back to his ship and skips forward in time until they are done. When the ceremony is complete, the impatient Zexler loads everyone onto the ship and leaves. As the ship leaves the dimension, there is an unexpected bright flash of white light.

Season 2, Episode 5: Mick's planet is visited by Captain Janet Wrongway of the League of Interstellar Friendship. Mick knows about the League, he uses them for their technology a lot, and he knows that Janet and her ship are in the wrong dimension entirely! He can return Janet's ship and crew to their home... if they would do a favor for him, by participating in a giant space battle! Captain Wrongway frowns, but she sees this as her best opportunity to go home. Horace is also unhappy about this, but Mick is able to persuade him by describing the real mission: their goal is to recruit a feline space admiral named M'Tanz, and he is not going to be able to leave his post until after they have defeated the invasion by the space insects that are planning to attack them. Due to the disparity in technology Captain Wrongway's battered little ship qualifies as a dreadnought in M'Tanz's universe. Having it on the cats' side will make for an easy victory. Then M'Tanz will get bored because there is no one to fight, and they could persuade him to try out for the tournament. Mick's intrusion into the dimension changes the timeline to make things worse, as the bugs delay their invasion until after the cats and humans have a disastrous war with one another. Mick schemes to have the cats and humans only pretend to fight by war-gaming and sending the 'destroyed' ships to a secret armada that is ready to fight the bugs when falsified news broadcasts trigger their invasion.

Meanwhile, Zexler's ship is affected by a blinding blast of magical light after jumping out of Ilya's dimension. The ship has a stowaway: the dragon Tilapia who Ilya and Kalina revere as a goddess. Ilya and Celestia hide Tilapia from Zexler while Cindy goes out on a mission to slay a gigantic demon. When they return to Ilya's dimension they find that Tilapia's mountain home has been destroyed by the release of her accumulated magic power when she was taken out of the dimension. This has attracted all of the world's Great Dragons. One wants to challenge the weakened Tilapia for her land, but is quickly talked down by the other dragons, one who would stand in Tilapia's defense and others who have no interest in starting a war between the dragons. They hold a reunion instead, and make this a celebration.

Hades and Min Di acquire a magic ring from a summoned human warrior named Odin. The ring focuses a summoning spell to more easily summon the wearer from another dimension. They come up with a plan: if they deliver this ring to Celestia, in whatever dimension she has escaped to, they can cast a summoning spell to return her.

Season 2, Episode 6: Horace is intrigued by the League of Interstellar Friendship. He studies them and learns that there are people in their dimension who excel in nanotechnology. Horace goes off to meet them. Mick does not figure out who Horace was talking about until after Horace has left. They are dangerous! With no ship, Mick uses an interdimensional communicator to call for a taxi to get him into the right dimension, then he demands the fastest spaceship that the League can give him. Horace encounters the cybernetic Bored who he persuades to repair Jill's nanites, which they find to be a trivial task. Then the Bored tell him that they are going to blow him up because it would entertain them for a moment. Horace delays them with a series of puzzles before Mick arrives and tricks them into playing a game of hide and seek to look for a "cloaked" toy that does not exist, giving Mick and Horace enough time to escape. Jill is given the repaired nanites and she is able to leave the training arena for the first time in months. How does she feel? Bored...

The tournament summons Celestia, Ilya Vesta, Sneaky Weasel, Casey Striker, and the intelligent but obnoxiously self-centered Captain Galacto to try out for a position as a guest referee. Galacto aces the written test and could fulfill the job duties well, but Celestia is more personable. Ms. James seeks a waiver from the insurance company to allow her to hire Celestia as an employee.

Lady Midnight is visiting the tournament city at this time and stabs an actor in the throat after mistaking him for a robber during the filming of a movie. Celestia is transported there to save his life with her healing magic.

Hades and Min Di learn how to send a group of soldiers into Mick's world without them dying. They encounter a small farming community and claim it for the Gibbs Empire. These farmers are the survivors from Jill's Earth who fight back with guns, and some refugees from the war in Alex's dimension who have even more advanced weapons.

Celestia, Ninja Red, and Thudnar are on a mission to steal some robots that are way too big to move. Led by their leader Slackertron, these robots just lie around and don't do anything so as to minimize their energy usage. This causes problems for the locals when they block roads. Ninja Red attempts to fix their programming. The more resourceful Celestia provides a quicker solution: Jill, with her repaired nanites, can interface with any computer directly. Jill climbs into one of the giant robots and hijacks it to move the other robots out of the way. This triggers their defense override because someone is interfering in their rest! The robots unleash volleys of missiles and laser beams to cause massive property damage to the city while Jill's robot smashes through them. Jill is enjoying this while Ninja Red is screaming that they were supposed to sell those robots and each one that Jill destroys is a lost profit. The human military takes advantage of the chaos to destroy Slackertron. With their leader defeated, none of the other robots wants to do the work of leading them so they just give up.

At the episode's end, Mick's training base is visited by a band of explorers from Jill's and Alex's worlds who had built themselves a boat and were exploring the world.

Season 2, Episode 7: The team of explorers from Jill's and Alex's worlds visit Mick's base in a sailboat where they stop for a shower and a hot meal. Harkness sends Rose and Natasha to Dick's world for a vacation where they work on a farm for a week. Celestia recruits a new fighter for Sarveti, a space marine named Rax Talon (a fusion of Master Chief, Doomguy, etc). Hades explores Mick's world, visits his base, and delivers a summoning ring to Jill who gifts it to Siobhan. Mick shuts off Hades's access to the world. Abraham is sold to Zexler for tryouts where he overwhelms Cindy in combat. Zexler cuts Cindy and goes with Abraham as his third fighter this season, ending the Blessed Cindy arc.

Season 2, Episode 8: The tournament decides to hire all of the prospective referees and rotate them through Cat's empty position instead of choosing one, as the variety will be appealing to the viewers. The new referees practice their training and take Zexler's team through the registration process which involves filling out a lot of forms inside one of the arenas and then practicing their attacks to gauge their strength. Mick is down to four prospects after selling Abraham but he wants to reduce the number to the maximum of three that the tournament allows. Jill solves the problem by breaking the neck of Prince M'Tanz in an intentional accident. M'Tanz is healed and sent home, leaving Mick with Jill, Siobhan, and Eric. Mick takes Eric back to his world to collect his ancestor's legendary armor since it will look better on him than his drab leather armor. His ancestor's armor is old and doesn't look that good either so they order him a replica. Eric stays on his homeworld for a month to train with the master swordsman who was supposed to train him before the timeline changed. Hades follows Siobhan's ring to this world and becomes Eric's companion. One of the world's seers predicts that his arrival will cause war and destruction, so she springs into action.

Season 2, Episode 9: Cat Black gets tired of doing nothing and gets over her fear of being seen pregnant by gathering some of her old friends for a party. It becomes an adventure when they go to the world of another dimension's Cat Black who Cat had seen had children (S1 Ep10). Eric trains on the world where he was supposed to be The Hero, but all of the heroics are now being done by Hades. The tournament finally begins (two episodes late) and there are several upsets in the first week. Rax Talon chews out Alex Smith for not fighting as well as she could. Cat's companions return to her alternate's world after finding that their visit caused events that would lead to her death, and they kill her antagonists. Solana checks Zexler's probes in other dimensions and learns that Shoni is going to die.

Season 2, Episode 10: Min Di leaves her partnership with Hades to infiltrate a neighboring kingdom. Hades establishes trade relations with the kingdoms on Eric's world. Mick and Howie give research teams from different dimensions to Mick's Alex to help with her work investigating the J Parasite. Mick's Alex comes with him to visit the Season 1 team and they end up at Harkness's place to visit Natasha. Starman stops Solana from attempting to rescue Shoni because Zexler also read the reports from his probes and knows that Solana's attempt will get both of them killed. Starman goes to Shoni's world to rescue her. He fails, and Shoni is badly wounded. She cannot fight in that condition, so Starman organizes a campaign to rescue her and defeat her world's monsters.

Season 2, Episode 11: The super-powered referees fight a powerful alien with the help of local hero Slowpoke “Pokey” the Porcupine. They lose. Corporate deletes the embarrassing footage, but not before a copy finds its way to Cat Black who shares it with her friends for a laugh. Jill’s infected nanites nearly cause her to attack Siobhan. She forces Mick to diagnose and fix the problem now. Siobhan brings space-age gear from Alex’s dimension into a tournament fight, surprising her opponent.

Season 2, Episode 12: Zexler lectures Solana over her winless record and forces her to stay home during the team owners’ dinner. Solana is not the only one performing poorly. Everyone is, both in the tournament and in their lives. Harkness uncharacteristically slaps Natasha for backtalking her one too many times. Siobhan attempts a magic show for the owners, but her magic does not cooperate. Harry does a standup routine that falls flat. The referees perform an amateur play of Robin Hood for the owners. They make mistakes and the props fall over, but they have a fun time. In another dimension, the seer from episode 8 and her fire-mage sister travel to Romanov kingdom to investigate the Gibbs Empire’s invasion of their world.

Season 2, Episode 13: Mick visits Eric’s world to investigate the problem with the Gibbs Empire that Harkness had told him about. The seer attempts to predict the future while the future is changing due to the off-worlders’ presence, and she directs King Romanov to deploy forces to stop problems before they happen while Mick’s team wanders around as tourists. Harkness interferes to stop Hades from retaliating. Hades barely survives. Everyone in the tournament had caught a cold at the team owners’ dinner and sneezes through their matches. Dink the goblin makes his first fighting appearance in the series, and he borrows Captain Galacto’s jetpack to help him in the fight. The tournament allows the viewers to vote to remove one of the temporary referees for the remainder of the season. The viewers’ choice surprises all of them.

Season 2, Episode 14: The Gibbs Empire has designs on both the world of Eric and the kingdom of Pavaratti in their own dimension. Pavaratti’s men intercept a suspicious package from the Empire to the pregnant woman who claims to be carrying the kingdom’s heir. On Eric’s world, the seer and her sister have a chance meeting with two members of the Coterie, the seer’s name for the party of heroes that she had foreseen Eric forming before the timeline changed. Now that she knows who most of them are and has half of the group sitting at one table, she considers forming the group herself while waiting for the absent Eric and Natasha to return. Having learned that Hades’s severe injury has left him bedridden, the Empire dispatches a freshly produced Infused who introduces himself as Hhuurha'hra as the dragon’s soul had dominated the human’s and taken over his body. As for the tournament and its fighters, everyone is taking a break to play different games: card games, dominoes, air hockey. Sarveti’s team plays poker with a fearless but naive office intern named Ember who may become part of their adventuring team after Celestia leaves. Celestia’s finances are not quite stable enough to leave Sarveti’s service, but she feels that it is time to start looking for her own apartment. Dick has Rose play a duck hunting video game to practice shooting his shotgun, and they are surprised when the hunting dog raises a machine gun and shoots back. Thudnar saw Dink fly Galacto’s jetpack in last week’s match and tries it himself when Galacto is assigned as the referee for his match. The viewers vote to fire Galacto.