

Super Dodge Ball Advance FAQ

by dancingcabanaboy

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| SUPER DODGE BALL ADVANCE           |
| Strategy Guide v1.0                 |
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INTRO AND NOTES

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Hello all, and welcome to this, my 30th FAQ, for Super Dodge Ball Advance, one of my favorite games (and incidentally, also a launch title) for the Game Boy Advance. This is my brother's game, but he's been gracious enough to let me use his GBA and

write this supreme strategy guide for the game Super Dodge Ball Advance. And now, here for your reading pleasure: the Super Dodge Ball Advance Strategy Guide!

But before we get started, there are, as per the usual, things you should know that might be confusing if you've done something different from the way we have it in the FAQ or if you've tinkered with the rosters some.

** All strategies are formed based on default offensive and defensive settings. The default player positions are actually quite capable of nice combos and will get you through the game with minimal hassle.

** This strategy guide is written assuming you know the basic controls. When we say "dash" or "pass" we pretty much think you know how to dash or pass. If you don't know these simple facets of the game, however, consult the Basic Concepts chapter of this strategy guide before playing.

** This guide is also written assuming you have a general understanding of how to pull off a special throw. Most special throws are executed the same way. If you need some help in this area, see either the Basic Concepts or the Move List section.

** Team strategies are listed in geographical order from west to east.

** In the Team Strategies section, I use the characters' default names to indicate who I'm talking about. If you don't know everyone's name, you should use the Team Rosters/Descriptions section to match names with faces, which are more familiar to you, more than likely.

** If you need to get a hold of me for any reason, my e-mail address is <eubanks1084@hotmail.com>. What I like getting is questions regarding a game or information that you have that I don't so that if I ever get around to it, I can update my guide. Contrary to what your third grade teacher told you, there is a such thing as a stupid question, and if you ask me a question and the answer is addressed within the guide and you didn't triple-check to make sure it's not, it will go unignored. I'm not the type to reply with a quick quip, so you'll just never get a reply.

** For now that's all, so enjoy the rest of the guide!

BASIC CONCEPTS =====

This is a section only for absolute novices who have never touched this game and haven't familiarized themselves with the simplistic workings of the game. If you know how to work the controls, skip this chapter.

1. Dash

To break into a run (dash), tap the forward button - usually right - twice.

2. Jump

To jump, you must press both A and B simultaneously.

3. The R Button

The R button lets you select a person to pass the ball to when you're on offense.

4. The A Button

On offense, use the A button to pass the ball to somebody.
On defense, use it to duck if a ball is flying at your face.

5. The B Button

On offense, use the B button to chunk the ball at an opponent.
On defense, use it to catch a ball being thrown at you.

6. Special Throws

Usually, special throws are executed in one of two ways:

- 1) Dash and hold either Up, Right, or Down when throwing the ball.
- 2) Dash, jump, and hold either Up, Right, or Down when throwing the ball.

7. The L Button

This button has a lot of potential for some slick moves. When you press it, a guy from your team will run to the other team's half of the court and jump. When they are airborne, press the pass button, hold a directional button, and throw real fast and chances are you might just knock a guy's lights out. Use in a tight spot when you have at least two people left.

GENERAL TIPS

=====

Just some stuff to help you out.

1. If a guy from the other team is on your side of the court trying to get back to the other side and you have the ball, get in a cheap peg on him - more than one if possible.
2. Watch the other team for predictable moves. Some teams resort to the same people and cheap tricks over and over again (like Japan and England).
3. Don't duck if you're standing in front of one of your team members.
4. Use the L button frequently.
5. Don't stand around the guys who stand around your side of the court - they're on the other team, and if you stand too close, they will peg you repeatedly.
6. Don't hold down the B button expecting to catch the ball. You'll have better odds of snagging it if you press it repeatedly.
7. Never use normal throws. Your special throws are far more effective.
8. If one of your people is tiring due to being hit so much, don't use them for a while. Keep them in the back if possible and guard them if the opponents around your side of the court get the ball.
9. Some teams catch certain throws rather easily. Learn which ones can catch what and fool them with unpredictable specials.
10. Experiment with several button combos. You never know what leads to a Mole Throw or a Meteorshot.

TEAM ROSTERS/DESCRIPTIONS

=====

This section can be useful for strategy and comparing statistics among individual

players so you can see who's got the best team or who's best suited to your own style of playing. It's also here for your convenience or for reference purposes, if you like to read these kinds of biographical things. All default names are used in the roster, with each person described by phenotype (i.e. physical appearance). Team rosters are arranged in geographical order from east to west. Use this section as a reference if parts of the walkthrough befuddle you due to my using actual names. This is a good part of the guide to use in conjunction with the Team Strategies section to help you formulate your own strategies.

Also, something here to help you decipher abbreviations for numerical data. All these statistics can be found in the Data section before a match.

```
O-----O
| Power - PWR      |
| Speed - SPD      |
| Control - CTL    |
| Agility - AGL    |
| Jump - JMP       |
| Catch - CCH      |
| Dodge - DGE      |
| Toughness - TGH  |
| Willpower - WPR  |
| Stamina - STM    |
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```

1. Canada Foxes

Roy - black guy with hair matted to his head. Good for throwing.

```
PWR 16   CCH 44
SPD 28   DGE 20
CTL 40   TGH 32
AGL 48   WPR 36
JMP 24   STM 096
```

Sid - wears a blue bird mask. Also good for throwing.

```
PWR 16   CCH 44
SPD 28   DGE 20
CTL 40   TGH 32
AGL 42   WPR 30
JMP 18   STM 090
```

Troy - has blond hair with a bow and a weird face. May or may not be a girl; the name is not a very good indicator.

```
PWR 19   CCH 41
SPD 31   DGE 17
CTL 43   TGH 29
AGL 45   WPR 33
JMP 21   STM 093
```

Lyle - spiky red hair, usually the person that starts with the ball (and for good reason).

```
PWR 27   CCH 31
SPD 21   DGE 25
CTL 33   TGH 37
AGL 35   WPR 41
JMP 29   STM 093
```

Clark - also wears a mask over his head, but it's red. Has dreadlocks.

```
PWR 26   CCH 30
SPD 20   DGE 24
```

CTL 32 TGH 36
AGL 28 WPR 34
JMP 22 STM 084

Bruce - has a blond chili bowl and half-shut eyes.

PWR 23 CCH 33
SPD 35 DGE 27
CTL 29 TGH 21
AGL 37 WPR 25
JMP 31 STM 087

Ray - almost identical to Bruce, but he wears sunglasses.

PWR 19 CCH 35
SPD 31 DGE 29
CTL 25 TGH 23
AGL 39 WPR 27
JMP 33 STM 087

Gage - like Troy, Gage is having some sort of gender identity crisis. Wears a red ribbon in his/her/its hair.

PWR 22 CCH 38
SPD 34 DGE 32
CTL 28 TGH 26
AGL 36 WPR 24
JMP 30 STM 090

2. USA Braves

Sam - black guy, team captain. Very powerful but not agile or good in the catching department.

PWR 37 CCH 17
SPD 13 DGE 29
CTL 25 TGH 41
AGL 09 WPR 33
JMP 21 STM 075

John - blond man with squinty eyes. Seems weak compared to almost anyone else.

PWR 26 CCH 18
SPD 20 DGE 30
CTL 14 TGH 24
AGL 16 WPR 22
JMP 28 STM 066

Mike - brown hair falls over one eye; he looks worried constantly. Really tough but not good offensively.

PWR 35 CCH 15
SPD 11 DGE 27
CTL 23 TGH 39
AGL 13 WPR 37
JMP 25 STM 075

Randy - black guy with brown hair. Starts with the ball.

PWR 29 CCH 21
SPD 23 DGE 33
CTL 17 TGH 27
AGL 13 WPR 19
JMP 25 STM 069

Bill - a seemingly cool-headed black guy with blue hair.

PWR 27 CCH 25

SPD 21 DGE 19
CTL 33 TGH 31
AGL 23 WPR 29
JMP 17 STM 075

Steve - probably the USA's coolest-looking team member. The black wavy hair must net him all the chicks. He's way too good for this ragtag band of losers.

PWR 46 CCH 20
SPD 22 DGE 32
CTL 34 TGH 44
AGL 18 WPR 42
JMP 30 STM 096

Jim - black guy with a head of orange hair.

PWR 25 CCH 29
SPD 19 DGE 23
CTL 31 TGH 35
AGL 21 WPR 27
JMP 15 STM 075

Dick - has black dots for eyes and blue, evenly parted hair.

PWR 31 CCH 17
SPD 25 DGE 29
CTL 19 TGH 23
AGL 15 WPR 21
JMP 27 STM 069

3. England Knights

James - has a head of blond, boyishly charming hair.

PWR 23 CCH 39
SPD 35 DGE 15
CTL 47 TGH 27
AGL 43 WPR 31
JMP 19 STM 093

Harry - has a brown flattop and very responsive control.

PWR 28 CCH 32
SPD 40 DGE 26
CTL 34 TGH 20
AGL 36 WPR 24
JMP 30 STM 090

Scott - Harry's identical twin - in looks only, however. Slightly weaker than Harry.

PWR 30 CCH 28
SPD 24 DGE 22
CTL 36 TGH 34
AGL 32 WPR 38
JMP 26 STM 090

Henry - "determined" is the only word to describe the look on his face. His scruffy brown hair kind of complements the look.

PWR 14 CCH 36
SPD 26 DGE 12
CTL 38 TGH 24
AGL 40 WPR 28
JMP 16 STM 078

Roger - easily identifiable by the curly brown hair that shoots out in front of

his face. Good control but not much else.

PWR 16 CCH 38
SPD 28 DGE 14
CTL 40 TGH 26
AGL 36 WPR 24
JMP 12 STM 078

Peter - despite being English, the long blue mullet is strongly non-English.

PWR 28 CCH 26
SPD 22 DGE 20
CTL 34 TGH 32
AGL 24 WPR 30
JMP 18 STM 078

Cliff - his black hair hangs down over face, and the fierce look on his face can easily rival Henry's.

PWR 29 CCH 21
SPD 23 DGE 15
CTL 35 TGH 27
AGL 25 WPR 31
JMP 19 STM 075

Goaty - apparently a triplet (he looks just like Harry and Scott), but he definitely gets props for that name.

PWR 24 CCH 34
SPD 36 DGE 28
CTL 30 TGH 22
AGL 38 WPR 26
JMP 32 STM 090

4. Holland Angels

Dirk - looks like a leader with a face of steel and blond spiked hair.

PWR 36 CCH 20
SPD 24 DGE 22
CTL 26 TGH 32
AGL 18 WPR 34
JMP 34 STM 132

Franz - has very short brown hair.

PWR 30 CCH 20
SPD 18 DGE 22
CTL 20 TGH 32
AGL 18 WPR 34
JMP 24 STM 126

Gino - has a graying mop and a ponytail.

PWR 30 CCH 20
SPD 18 DGE 22
CTL 20 TGH 32
AGL 12 WPR 28
JMP 18 STM 120

Hank - definitely has a memorable ridged forehead. Oh, and orange hair too.

PWR 24 CCH 32
SPD 30 DGE 16
CTL 32 TGH 26
AGL 30 WPR 28
JMP 18 STM 132

Fritz - a boy, it seems, with gray hair perched on his scalp.

PWR 24 CCH 26
SPD 30 DGE 28
CTL 14 TGH 20
AGL 24 WPR 22
JMP 30 STM 126

Johann - could be a girl, but I think the style of the long blond hair and the face make our Johann a male.

PWR 26 CCH 28
SPD 32 DGE 30
CTL 16 TGH 22
AGL 20 WPR 18
JMP 26 STM 126

Rolf - probably has the shortest black hair in all the game.

PWR 28 CCH 24
SPD 34 DGE 26
CTL 18 TGH 18
AGL 22 WPR 20
JMP 28 STM 126

Der - constantly looks mad. I assume the orange hair on his head is supposed to be curly.

PWR 30 CCH 20
SPD 18 DGE 22
CTL 20 TGH 32
AGL 18 WPR 34
JMP 24 STM 126

5. Russia Bears

Boris - has neat silver hair that spikes outward. Looks very dedicated to the game.

PWR 33 CCH 37
SPD 45 DGE 49
CTL 21 TGH 25
AGL 29 WPR 17
JMP 41 STM 099

Ivan - has blue spiky hair and wears a headband.

PWR 24 CCH 22
SPD 36 DGE 34
CTL 12 TGH 10
AGL 20 WPR 08
JMP 32 STM 066

Vlade - wears this funny helmet which I guess is for protection and not looks.

PWR 20 CCH 24
SPD 32 DGE 36
CTL 08 TGH 12
AGL 22 WPR 10
JMP 34 STM 066

Pavel - hair is red and shaggy with an odd curl.

PWR 16 CCH 32
SPD 28 DGE 26
CTL 22 TGH 20
AGL 24 WPR 12
JMP 18 STM 066

Igor - dons a clever little white top hat, which I think looks really neat.

PWR 30 CCH 16
SPD 24 DGE 28
CTL 18 TGH 22
AGL 14 WPR 20
JMP 26 STM 066

Andre - blue hair comes down over his eyes.

PWR 16 CCH 32
SPD 28 DGE 26
CTL 22 TGH 20
AGL 30 WPR 18
JMP 24 STM 072

Volf - also, like Igor, owns a top hat, but the band is red instead of blue.

PWR 28 CCH 20
SPD 22 DGE 32
CTL 16 TGH 26
AGL 12 WPR 18
JMP 24 STM 066

Yakov - is oddly out of place on this team with his funny facial expression and distinctly American cowboy hat.

PWR 21 CCH 31
SPD 33 DGE 25
CTL 27 TGH 19
AGL 29 WPR 17
JMP 23 STM 075

6. China Dragons

Lee - owner of a black pate with bangs down over his forehead.

PWR 31 CCH 23
SPD 43 DGE 35
CTL 19 TGH 11
AGL 27 WPR 15
JMP 39 STM 081

Chen - his brown hair is well-kept but sticks out a little to the side.

PWR 23 CCH 21
SPD 35 DGE 33
CTL 11 TGH 09
AGL 25 WPR 13
JMP 37 STM 069

Lian - narrow eyeballs and messy black hair.

PWR 27 CCH 25
SPD 39 DGE 37
CTL 15 TGH 13
AGL 23 WPR 11
JMP 35 STM 075

Chao - pretty tough-looking with mean eyes and grayish hair brushed down.

PWR 29 CCH 15
SPD 23 DGE 27
CTL 17 TGH 21
AGL 19 WPR 25
JMP 31 STM 069

Wang - has gray hair parted down the middle. No comment on his name.

PWR 15 CCH 25
SPD 27 DGE 19
CTL 21 TGH 13
AGL 29 WPR 17
JMP 23 STM 063

Tsai - black hair, wears glasses.

PWR 15 CCH 25
SPD 27 DGE 19
CTL 21 TGH 13
AGL 23 WPR 11
JMP 17 STM 057

Mao - has a frown on his face and orange-yellowish hair.

PWR 19 CCH 23
SPD 31 DGE 17
CTL 25 TGH 11
AGL 27 WPR 15
JMP 21 STM 063

Dung (ha ha!) - aside from that brilliant name, he has red hair parted into sections.

PWR 35 CCH 15
SPD 29 DGE 27
CTL 23 TGH 21
AGL 19 WPR 25
JMP 31 STM 075

7. Korea Bombers

Li - that's a heck of a 'fro that guy's got, but he's got some major stats that make him not one to laugh at.

PWR 53 CCH 21
SPD 29 DGE 33
CTL 41 TGH 45
AGL 25 WPR 49
JMP 37 STM 111

Chung - eyes constantly shut, has a blue 'fro.

PWR 33 CCH 31
SPD 27 DGE 25
CTL 39 TGH 37
AGL 35 WPR 41
JMP 29 STM 099

Han - mouth closed in a tight O, has a green 'fro. I'm seeing a 'fro trend here...

PWR 45 CCH 19
SPD 21 DGE 31
CTL 33 TGH 43
AGL 17 WPR 41
JMP 29 STM 093

Kim - appears to be forever on the verge of a humongous sneeze. Also has a blue 'fro.

PWR 35 CCH 27
SPD 29 DGE 21
CTL 41 TGH 33
AGL 31 WPR 37
JMP 25 STM 093

Pak - heck of a name (and nose); his 'fro is brown.

PWR 35 CCH 21
SPD 29 DGE 33
CTL 23 TGH 27
AGL 25 WPR 31
JMP 37 STM 087

Choi - his smile throws me off a little. Third person on the team to have a blue hair-do.

PWR 39 CCH 25
SPD 33 DGE 37
CTL 27 TGH 31
AGL 23 WPR 29
JMP 35 STM 093

Soo - by Korea Bomber standards, he doesn't even have a 'fro. It's kind of flat on his head, and brown.

PWR 37 CCH 17
SPD 31 DGE 29
CTL 25 TGH 23
AGL 21 WPR 27
JMP 33 STM 081

Rhee - almost comes off as an old man. His hair is gray, and he has a flat 'fro like his teammate Soo.

PWR 41 CCH 15
SPD 17 DGE 27
CTL 29 TGH 39
AGL 19 WPR 43
JMP 31 STM 087

8. Japan Ninjas

Fuji - messy black hair is crammed under a toboggan.

PWR 32 CCH 36
SPD 44 DGE 48
CTL 20 TGH 24
AGL 40 WPR 28
JMP 52 STM 108

Sato - kind of looks like a flounder and has middle-parted brown hair.

PWR 28 CCH 32
SPD 40 DGE 44
CTL 16 TGH 20
AGL 30 WPR 18
JMP 42 STM 090

Honda - his black hair is long, and he has a blue bandanna wrapped around his head.

PWR 32 CCH 30
SPD 44 DGE 42
CTL 20 TGH 18
AGL 34 WPR 22
JMP 46 STM 096

Aoki - big blue hat with the white brim puts a dismal shadow over his eyes.

PWR 18 CCH 34
SPD 30 DGE 28
CTL 24 TGH 22
AGL 38 WPR 26
JMP 32 STM 084

Oda - I think Oda is a girl. She (he?) looks like one, and she (again, he?) wears a blue cap backwards.

PWR 24 CCH 40
SPD 36 DGE 34
CTL 30 TGH 28
AGL 38 WPR 26
JMP 32 STM 096

Hino - his eyes are flat (denoting squinting) and he has very white hair that comes down in the front.

PWR 36 CCH 22
SPD 30 DGE 34
CTL 24 TGH 28
AGL 26 WPR 32
JMP 38 STM 090

Inoki - his simple look belies his true skill. His hat is red with an orange brim.

PWR 36 CCH 28
SPD 30 DGE 40
CTL 24 TGH 34
AGL 32 WPR 38
JMP 44 STM 102

Baba - has some of the funkiest red hair I've ever seen. The face is bright and appears ready for action.

PWR 38 CCH 30
SPD 32 DGE 42
CTL 26 TGH 36
AGL 28 WPR 34
JMP 40 STM 102

9. Australia Stars

Chad - appears to be a true Aussie (at least, the way I picture them). Brown hair is long and wavy, and he's all business on the court.

PWR 19 CCH 47
SPD 31 DGE 23
CTL 43 TGH 35
AGL 39 WPR 27
JMP 15 STM 093

Will - looks exactly like Chad, but with short brown-blondish hair.

PWR 15 CCH 37
SPD 27 DGE 13
CTL 39 TGH 25
AGL 35 WPR 23
JMP 11 STM 075

Miles - has a gray flattop. Looks tired, just about.

PWR 11 CCH 39
SPD 23 DGE 15
CTL 35 TGH 27
AGL 37 WPR 25
JMP 13 STM 075

Todd - blond wavy hair appears to have several layers. Has the same deadpan expression as Chad and Will.

PWR 24 CCH 40
SPD 36 DGE 34

CTL 30 TGH 28
AGL 32 WPR 20
JMP 26 STM 90

Bobby - his short blue hair is neatly split down the middle of his scalp.

PWR 19 CCH 29
SPD 31 DGE 23
CTL 25 TGH 17
AGL 27 WPR 15
JMP 21 STM 069

Colin - even more serious than his other colleagues. Hair is long and red with pinkish undertones.

PWR 23 CCH 27
SPD 17 DGE 21
CTL 29 TGH 33
AGL 25 WPR 31
JMP 19 STM 075

Ted - has a standard boy's haircut, but isn't one to be dismissed so quickly.

PWR 30 CCH 34
SPD 24 DGE 28
CTL 36 TGH 40
AGL 26 WPR 32
JMP 20 STM 090

Dude - lengthy black hair covers his ears. Don't ask him where your car is.

PWR 29 CCH 27
SPD 23 DGE 21
CTL 35 TGH 33
AGL 25 WPR 31
JMP 19 STM 081

MOVE LIST

=====

Here is a concise listing of each move in the game and a brief description of each. Amount of damage done may vary depending on a particular character's vital statistics. The listings are in alphabetical order, and after each move is a list of who can use it and how to execute the throw. All contestants have two special throws, so there are only two ways to do any throw, making it easy for the novice to pick up on. Therefore, there is a number by each person. The two numbers stand for how to execute a combo.

#1 - dash, jump, hold Up, Down, or Right and press B.

#2 - hold Right while dashing and press B.

Accel Shot

Short for Accelerated Shot. You should know what that means.

Fritz, Holland - #1

Boris, Russia - #1

Pak, Korea - #2

Behindshot

The ball disappears and hits a guy from behind. Not easily catchable.

Lian, China - #2
Rhee, Korea - #2
Inoki, Japan - #2

Boomerang

Moves in an ellipse before returning and hitting a person.

Roy, Canada - #2
Goaty, England - #1
Andre, Russia - #2
Wang, China - #2

Chain Shot

A special type of throw that usually hits everyone on the opposing team (unless caught, of course).

Gage, Canada - #2
Randy, USA - #2
Scott, England - #1
Choi, Korea - #1
Miles, Australia - #2

Compressor

An extremely powerful hard throw. Probably the most damaging move in the game.

Rolf, Holland - #1
Li, Korea - #1

Dive Shot

The ball goes in the air and plummets right on top of the nearest person's head.

James, England - #1
Chan, China - #1

Dizzythrow

Weaves around a little bit before hitting the enemy.

Sid, Canada - #1
Randy, USA - #1
Soo, Korea - #1

Expandshot

Ball gets bigger as it travels through the air.

Bruce, Canada - #2
Vlade, Russia - #2

Explosion

The ball explodes, and anyone in its wake is hurt.

Ray, Canada - #1
Harry, England - #2
Franz, Holland - #1
Wang, China - dash, jump, hold Up, Down or Right and press B.

Funkythrow

Ball wobbles and jiggles a little bit when thrown. Otherwise, it seems normal.

Cliff, England - #2
Ivan, Russia - #1

Miles, Australia - #1

Gambleshot

Hard toss that does a fair amount of damage.

Steve, USA - #2

Peter, England - #2

Andre, Russia - #1

Aoki, Japan - #1

Gravityhit

One of my personal picks for move to use over and over. The ball stops and sucks the whole team in toward it for the salvo.

Rolf, Holland - #2

Tsai, China - #2

Rhee, Korea - #1

Chad, Australia - #1

Guidedshot

Will go in one direction, then quickly cut to another and hit someone.

Mike, USA - #2

James, England - #2

Han, Korea - #2

Hailstorm

Dodgeball-size (get it?) hail rains down on the other side of the court.

Henry, England - #1

Hino, Japan - #1

Heatseeker

Ball grows spikes and homes in on an enemy.

Lyle, Canada - #2

Lee, China - #2

Chung, Korea - #2

Lightning

Like actual lightning, moves in unpredictable zigzags. Don't get hit by it.

Fuji, Japan - #2

Mach Throw

Similar to Warp Throw, but not as fast.

Der, Holland - #1

Igor, Russia - #1

Meteorshot

A glowing blue cloud smashes nearby opponents. Does a good bit of damage.

Lyle, Canada - #1

Steve, USA - #1

Lian, China - #1

Kim, Korea - #2

Honda, Japan - #2

Mole Throw

The ball burrows underground and tags an enemy from below.

Clark, Canada - #2
Dick, USA - #1
Volf, Russia - #1
Sato, Japan - #1

Multithrow

Sort of like Pause Shot, except with seven or eight balls suspended over the court.
Press B to make them all close in on a randomly selected target.

Lee, China - #1
Inoki, Japan - #1

Pause Shot

The ball freezes in midair until you press B. If you don't press B it will eventually go on its own.

Roy, Canada - #1
Dick, USA - #2
Roger, England - #2
Volf, Russia - #2
Tsai, China - dash, jump, hold Up, Down or Right and press B.

Pierceshot

Ball flattens itself like a saw and rips right through a target.

Oda, Japan - #2

Pistonshot

Does some pumping action before hitting the enemy.

Henry, England - #2
Gino, Holland - #1
Oda, Japan - #1

Plagueshot

Visually, one of my favorites. The target is caught in a fit of disease and sent flying.

Cliff, England - #1
Igor, Russia - #2
Chung, Korea - #1

Powerthrow

Quite self-explanatory. Rams a person into the wall behind them.

Bill, USA - #2
Franz, Holland - #2
Choi, Korea - #2

Returnshot

Returns to the person who threw it. Don't press anything or you'll let go of it.

Mike, USA - #1
Scott, England - #2
Mao, China - #1

Risingshot

Sends a person soaring straight up into the air.

Peter, England - #1
Fuji, Japan - #1

Roulette

Ball travels in a circle above the court, then chooses a target for its fury. Use at your own risk; it will sometimes even hit your own teammates.

Gage, Canada - #1
Gino, Holland - #2
Pavel, Russia - #1

Satellite

Basically heads straight for an enemy's face. Ouch, that smarts!

Troy, Canada - #1
Jim, USA - #2
Roger, England - #1

Seven Way

The ball splits off in seven directions, all of which hit your target.

Troy, Canada - #2
Boris, Russia - #2
Mao, China - #2
Kim, Korea - #1
Todd, Australia - #1

Shapeshift

Ball changes shapes before hitting the guy.

Clark, Canada - #1
Goaty, England - #2
Hank, Holland - #1
Yakov, Russia - #2
Chan, China - #2

Sidewinder

Moves in blinding spirals until it plants one right on someone's kisser.

John, USA - #1
Johann, Holland - #2
Pavel, Russia - #2

Snailthrow

Despite its hernia-induced pace, it can be powerful in the hands of the right thrower. Also because of its utterly slow speed, it is highly easy to catch.

Sam, USA - #1
Yakov, Russia - #1

Snake Shot

Moves in a wavy, snakelike pattern.

Ray, Canada - #2
Sam, USA - #2
Soo, Korea - #2

Splitthrow

You can see the trail that this shot makes when you throw it. It moves rather slow.

Dirk, Holland - #1
Vlade, Russia - #1
Baba, Japan - #1

Spiralshot
Exactly as it says: the shot spirals when thrown.

Bruce, Canada - #1
Harry, England - dash, jump, hold Up, Down, or Right, and press B.
Dung, China - #2
Hino, Japan - #2

Star Shot
Ball moves in the pattern of a star before hitting the enemy.

Jim, USA - #1
Han, Korea - #1
Baba, Japan - #2
Chad, Australia - #2

Surpriser
The ball sneaks up craftily on an enemy.

Bill, USA - #1
Chao, China - #1
Sato, Japan - #2

Sweep Shot
Goes over the entire other side of the court in big circles. Has the capacity for multiple hits and thus is very useful.

Aoki, Japan - #2

Tornado
The ball creates a tornado, and the opponent is caught up in a furious, ruthless wind.

Hank, Holland - #2

Twin Shot
The ball splits in two while on its trajectory for the opponent's face.

Der, Holland - #2
Chao, China - #2

Warp Throw
Moves at blinding speed. Fun to use.

Dirk, Holland - #2

Whirlwind
Spins in a circle and injures anyone in its wake. Not too powerful, but can hit multiple people.

Sid, Canada - #2
John, USA - #2
Li, Korea - #2

Wide Shot

Ball turns to several mini-balls that form a large wall.

Fritz, Holland - #2

Ivan, Russia - #2

Z Attack

Ball moves in a Z pattern before hitting the enemy.

Johann, Holland - #1

Pak, Korea - #1

Honda, Japan - #1

TEAM STRATEGIES

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For better use of these particular tips, you may want to use this section in conjunction with the Team Rosters to keep track of stats and who's good for what job, or the Move List to see how a particular move is done.

1. Canada Foxes

PLAYING AS

When playing as Canada, the ball will usually start in the hands of Lyle, who is capable for the moment. For virtually guaranteed hits, you'll want to go with his Heatseeker move, which does decent damage. Another very effective damage dealer is Troy's Seven Way, which will dole out bukus of pain if not caught. If you use Clark on offense, don't go without using Shapeshift. Canada is a very average team, good for the beginner but lacking in specific areas for the meticulous expert. You may want to play as them for a while in Exhibition mode to get the hang of the game's workings. Study them in the beginning to get accustomed to the game.

PLAYING AGAINST

Most of the Canadians are quick to throw the ball back at you, and usually it's not a powerful throw or even a special throw. Their hardy straightforward approach is easy to get by as long as you use powerful special moves such as Seven Way or Meteorshot. Use that weakness to their advantage. When they do employ a move that has a name, it is often easily catchable. They have an undying tendency to be prone to the same techniques time after time, so repetition is not a bad thing against them, in case you were wondering. All things considered, Canada is one of the easiest teams you can play against - not exactly a worthy opponent, but at least you're not playing the (*snicker*) USA...

2. USA Braves

PLAYING AS

The ball will start in Randy's hands, who is highly incompetent. Don't use him on offense at all. As it turns out, most of these team members are in fact incompetent, but the ball will probably be put to its best use in the hands of Sam. Despite low statistics across the board for the way-below-average ragtag team of misfits, Sam's Snailthrow is not to be underestimated. The 80 damage it does on average is not to be looked down upon, and almost makes this bunch worth a once-over. Sam's biggest disadvantage by far is that he does not have much in the way of catching capabilities. When he has to recuperate for a while, use Mike for his cheap Returnshot or John for the amazing Sidewinder technique. A good cycling schedule proves to be a good way to make use of this otherwise pitiful team.

PLAYING AGAINST

Using very much of the same gung-ho go-out-there-play-your-butt-off approach that Canada does, the USA has a more aggressive take on this strategy. Their tosses are faster and they make highly efficient use of the men on your side. Watch out for the Surpriser - if they end up using that, you might as well take the hit. A team without good catching will commonly do poorly against this group, but you can lose to any team if you play foolishly. Some of the team's members contemplate the move before they execute it, and this results in more patient work on their part and thus slower throws that are easier to catch. Exercise great patience when you play against the USA. Their methods take some getting used to, but once you have their little plan figured out, you'll do a fair job of exterminating all their team members.

----- 3. England Knights -----

PLAYING AS

As far as moves you should NOT use, don't go for Scott's Returnshot. It's impossible to get back (it's a hold-dash-B move) and the enemy almost always catches it and reciprocates with a cheap shot. Another move not to use would be Harry's Explosion - the results are minimal at best. Henry has interesting techniques that are fun to use and deal some appreciable damage, especially one in the form of a Pistonshot that not only is fun to watch but easy to execute. Tapping B repeatedly to catch a ball is an important strategy that one should use if they have to do so. In the way of power moves, James's Dive Shot is sufficient for a typical total of 40 or so, and the Spiralshot is also okay. England is definitely one of those teams where you want to show the other people what you've got, and the only way to do that is with their strongest moves. My favorite move to use when using this team is Cliff's Plagueshot - wheeeeeeee!

PLAYING AGAINST

One of the first things you probably noticed right off the bat, even before you looked at this portion of the guide, is how when an Englishman catches the ball, it goes on a diamond-shaped path around the people on your side, then back to the front man on the other side, who subsequently gets in a fast cheapie to whittle down your life. Without good catching, they'll wear you down this way until they win. To best combat this, pay attention to where the ball is at all the times when you don't have it. By studying England's pattern and knowing when the ball is on a trajectory for your face, you can catch the ball and hopefully use the best of what you have against those crooks. Once you're accustomed to them (and their unwieldy brick stadium), you'll be able to bypass these boogers quickly.

----- 4. Holland Angels -----

PLAYING AS

If you're looking for a team with truckloads of stamina, these people are your collective savior. Each of them has stamina equalling at the very least 120, which is an astounding number when compared with other teams of which the mean stamina is approximately 66. Put simply, you'll last a while with this team if you can't pull off any big-time moves. Catching is not this team's strong suit, so make sure you make full advantage of the B button when the ball speeds at you. Offensively, your best picks are the four that you normally don't start with, i.e. Fritz, Johann, Rolf, and Der. Rolf has two great moves that ensure maximum pain: Gravityhit and the almighty Compressor. Use these to the limit. Conversely, stay away from chancy moves like Gino's Roulette if at all possible. Though your team has great stamina, a move like this is far too random for you to go wasting your own teammates. With enough hit points to circle the equator twice and a man like Rolf on your side, this is a team that I would personally recommend to beginner, middleman, and expert

alike. Also, it is important to note that special throws involving only dashing are somewhat hard to pull off with this team.

PLAYING AGAINST

As per the whole "way-muy-lotta-lotta-stamina" bit, it will take a lot longer to eradicate the Holland Angels, even with really power-concentrated teams like Japan and Korea. Watch them and their ball-throwing tendencies. They tend to do a lot of unpredictable things, but they do use a standard set of passes. Sometimes they pass way over to the people next to your side of the court, and sometimes they toss it around for a little game of catch. Watch them pass and be pressing B in case it comes toward you at some point. Occasionally, the members on the team throw the ball as soon as they catch it, seemingly with no thought as to where they've thrown it. They seem to have a lot higher jumping power than when you use them as well. Your most powerful abilities are the ones you need to use, because remember, Holland's biggest advantage is the massive amount of life they have. Power moves are the only way to go.

5. Russia Bears

PLAYING AS

Ivan's Warp Throw is definitely a useful move that you'll want to keep in the repertoire. Again, there's a member of your team who has Roulette (Pavel), so either don't use that move or use his other move only. While they are from all outward appearances quite average, the Russians have a number of moves that hurt for pitifully little. You may want to do a little bit of team switching at the Position screen before the match to tinker with this team and give it optimum power. Even though Yakov looks funny and has a funny name, he's not one to laugh at. Use his Snailthrow and Shapeshift as regularly as possible to stay on top. Volf has the usually unexpected Mole Throw, which you should also use to your advantage. All in all, the Russia Bears are not a bad team if you have control of them, but there are tons of fish in the sea, if you get my drift.

PLAYING AGAINST

Unlike most teams, Russia takes a far more timid approach to the game that makes them easy to defeat, and in not much time either. They are slow to use their special moves, even though what they have is quite reputable. They use the arc formation that Canada usually does in their matches, though this is not to their advantage as you would think. Keep catching the ball and throwing it at them. It seems almost sad to use your power moves on such a withdrawn team, but you do what you have to. Russia's lack of initiative only makes it that much easier for you to take them out.

6. China Dragons

PLAYING AS

One of the most valuable assets of this team is that no matter who you choose, odds are they will probably work pretty well together. Their arsenal is very impressive: Lian has the Behindshot, which is not easily catchable at all, and there are a few team members with great moves like Meteorshot and Multithrow, which I also suggest using in excess. This team has good, airtight control that doesn't often fail you unless someone is failing in the stamina department. Behindshot provides an easy way to get in a hard-hitting cheapie when the opponent runs back to the other side of the court. In other news related to offensive greats, you have Dung's Hailstorm, which isn't funny if you're on the business end even though you might be laughing at that name. Tsai has the very formidable Gravityhit as well, though it's not as powerful as Rolf's (Holland) variant. If you combine the best of these teams, including Lian and Tsai on offense, there's practically no way you can lose at all.

PLAYING AGAINST

China's strategy - if it can be called that - is so bland and lame that I had to go ahead and play against them twice to see if I wasn't actually being suckered into playing against a bunch of practice dummies. I really don't even have to write anything down here, because I am being totally serious: all they do is throw the ball at you when they catch it. Nothing special, no tricks, not even so much as an attempt at a special shot. Seriously, they make the USA look like Korea. This team is a joke when the computer controls them. One person could take them out (although, to their credit, sometimes they appear to be "thinking" before they go ahead and mindlessly chunk the ball). The only way this team will earn a reputation is if you play as them; otherwise, they are truly the laughingstock of Super Dodge Ball Advance.

7. Korea Bombers

PLAYING AS

One word: Li. It's like this guy has the power of Zeus running through his veins and arteries. Whirlwind typically is a pretty weak move, but his muy impresivo power (53) makes it a move that you'll want to use until you're bored to death with it. Also use his Compressor as often as possible. It hits for between 80 and 99 with each successful blow and makes matches a zillion times shorter. Of course, you can't discount all the other great moves this team comes equipped with: Heatseeker, Plagueshot, Star Shot, Gravityhit, Behindshot, etc. This team is obviously all about power, but it comes with a grace and agility that is much unlike when you have power with, say, a golem from Monster Rancher. This power is definitely pure muscle, but you can use it in a way that doesn't make this team inaccurate and unwieldy. Do you get what I'm saying? If you're playing against a friend, put Li and Rhee on your offense and show him just what you're made of.

PLAYING AGAINST

As you would expect from what is only the most beefed-up team in the entirety of the game, the Korea Bombers do in fact have Li on their offense. And in a smart move by the makers of the game, the CPU Korea relies heavily on Li for its offensive strategy - a little too heavily though, one must admit. The only person who ever gets the ball is Li, and he always jumps and throws the ball at you, but it's probably fortunate for everyone on your team that he only uses Compressor once in a blue moon. However, Li is all that this team is banking on; when you take him out, it seems as though they are at a loss for what to do. Li can't seem to take hits very well, and gaining up on him when he's running back to his side and hitting him while he's down are both excellent ideas that you should keep in mind. The running start that everyone takes gets annoying, but it will all be over in short time. Remember that once you take out Li, the team is totally helpless.

8. Japan Ninjas

PLAYING AS

Even though my favorite team to play as is Korea (if I may interject with personal bias here), Japan is just as good and has that little extra "oomph" that can mold it into a great team. Several team members have moves worthy of note, especially Oda, who has a unique Pierceshot that goes right through the enemy and does fair damage. I'd use this if only for the fact that he's the only person in the game that has it. Though presumably intermediate as far as power, agility, and almost every other stat, this team comes together to form quite a great bunch of guys. Anyone starting out would do well with this team, and with the right amount of tinkering, even an expert will find this team satisfying.

PLAYING AGAINST

Mixing it up seems to be the thing with this team. While their variety of moves

might seem limited (an oxymoron, to be sure), it can be blindingly fast and can lose you if you're not watching. A favorite technique of theirs is to jump and pass it to a teammate, who will then execute a point-blank special throw. Japan makes good use of all their teammates, and they seem to also know their individual moves well, as they are avid users of specials. Either a power team or a speed team is best with these people. If you go for stamina, they're going to whittle you down and cream you. Watch their moves, see what eats at their very cores, formulate a plan, and use it.

9. Australia Stars

PLAYING AS

I have no idea why this is, but when the Australian team starts to run, they sort of slip and slide around. Call me crazy if you want, but I don't think any other teams do that sort of thing. This makes them VERY hard to control and pull off special moves with - none of which are worth your time, really (except Chad's Gravityhit, but others have it better than he). They have extremely poor footing that isn't worth wasting your time on. Unless you are the patient type and can learn to master this annoying skidding, don't blow battery power on Australia.

PLAYING AGAINST

Australia is even easier to take out than Canada is. The computer seems to share the problems with slipping and sliding that you have on the court, so their control is ineffectual and many of their throws end up wasted. Catch any special attacks that they do happen to get across to you and shove them back in their faces. You should have no problem whatsoever on Aussie turf, and if for some reason you do, there's something gravely wrong with your strategy. Use all the special throws you've got against them and never let up. Go in for the kill on each and every last one of them with no mercy whatsoever. An easy match no matter what mode you play in.

And there you have it! You know have the basic know-how needed to kick international butt in Super Dodge Ball Advance!

CREDITS 'N STUFF
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Well, we're back at that place again, the credits section. I don't have too many people to thank this time around, so that section is going to be a bit scant, but I have all the regulars to thank here, so I'll get to that now:

- ** Nintendo for releasing the Game Boy Advance. While it has graphical faults out the wazoo (rectified by the new SP, thank goodness), it's still a fun little portable system that has a number of decent games out for it - this obviously being one of them :p
- ** Atlus for making this game, a more than worthy update of the NES original.
- ** Anyone who helped develop my talents as a writer. While this isn't my best guide by a long shot, it's still a good one, and it's more than worthy to rest among my other guides.
- ** GameFAQs and IGN who post my guides and let the befuddled masses use them.

If you wish to use this guide on your FAQ website, do me a favor and drop me a quick line for permission first. The e-mail address is <eubanks1084@hotmail.com>, and it's

my only account, so all my video game-related e-mail goes there. If you have a suggestion, question, request, or complaint to register with me, go ahead and send an e-mail. My inclination to reply is about 50/50, but go ahead and send it anyway. It's kind of like a sadistic "will-he-answer-my-e-mail" lottery! Fun times!

Conversely, here are some things to NOT do with my guide:

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That's all for now! Have fun playing Super Dodge Ball Advance!

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