

# Super Smash Bros Melee FAQ/Move List

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SUPER SMASH BROTHERS MELEE 101

DR DOGG'S NINTENDO ALL-STAR DAI-RANTOU SMASH BROTHERS DX 101

Version 2.9

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## INTRODUCTION

Welcome to Super Smash Brothers Melee (Nintendo All-Star Dai-Rantou Smash Brothers DX in Japan). The first fighting game made by Nintendo/HAL for the Nintendo GAMECUBE. Smash Brothers Melee is brand new, and therefore information is somewhat scarce. This is why I have decided to write my own Smash Brothers Melee guide. Many people have given me praise on my original Smash Brothers 101 guide, so I hope I can make this one even better. Once the guide has been completed, you will find in-depth strategies for single and multiplayer games as well as the bonus stages. Plus, I will summarize and rate all the characters abilities so you know which character is best for you. I wanted to get this started and online before the US version hit stores, so please allow some time for this to grow. Now just sit back and enjoy.

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### GENERAL DEFINITIONS

#### Legend

- + - And / Together
- , - Then / Followed By
- / - Or

## Parenthesis

Following certain moves are notes in parenthesis. These notes either list certain aspects of the move, or when and how the move must be done. Below is a listing of the main terms found in parenthesis.

air - Can also be done in the air

AIR - Must be done in the air

smash attack - Move is considered a Smash Attack

platform - Attack goes through platforms

power hit - Item or attack is capable of being used to perform a power hit

charge - Special attack can be charged to produce a greater result

stun - Attack will stun opponent for a short time

comeback - Comeback Attack

clear out - Clear Out Attack

close - You must be close to your opponent to perform this technique

ground - Will hit an opponent on the ground

behind - Will hit an opponent behind you

juggle - The move will allow you to juggle or combo your opponent

directional - The move can be done at alternate angles by pressing up or down

distance - The longer you hold the analog stick or button, the further the move will go

during... - The move must be done during some other move or action

after... - The move must be done after some other move or action

bounces - The move will bounce off a wall

## Definitions

Sudden Death - When playing a multiplayer match using time instead of stock, there is always the possibility of a tie. If two or more players end in a tie, the game will move into sudden death. During sudden death, the players start in the same positions they started in at the beginning of the match however they now have 300% damage. This means that any Smash Attack, Meteor Attack, or Power Hit will finish your opponents off. However, it has to be one of these attacks. Don't expect to do a standard punch and launch your opponent. They'll go farther than normal, but it won't kill them. If there are still two or more players left after 30 seconds of Sudden Death, bombs will begin to drop from the sky.

The Crowd - Although you can't see them, there is a crowd in Smash Brothers Melee that chants your name or gasps as you save yourself from death. If you get knocked far off the playing area and save yourself, the crowd will gasp in surprise. If you are high in damage and kill an opponent, the crowd will start chanting your characters name.

Smash Attack - Just like the original Smash Brothers, if you press forward and A at the same time, your character will perform a Smash Attack. These are your most powerful non-item attacks. There are three main Smash Attacks that can be done by pressing up, down, or forward and A. If an opponent is high in damage, a Smash Attack will generally finish them off.

Meteor Attack - Every Smash Attack has a Meteor Attack counterpart. If you press forward and hold A instead of tapping it, your character will begin to charge the attack. The longer you hold A, the longer your character will charge the attack, and the greater the damage done once it's executed.

Power Hits - When you are using an item that can be swung like a sword (beam sword, star rod, etc.), if you press forward and A your character will perform a slightly different version of a Smash Attack. Power Hits are generally just as powerful as Smash Attacks, except they offer varying attributes. For

example, the beam sword gives your Smash Attack more range, while the star rod adds a projectile to your Smash Attack. Power Hits can also be charged to perform a Meteor Attack.

Note: Prince Marth and Roy will do a double attack when performing Power Hits. Instead of swinging only the item in hand, they will follow it up by swinging their sword as well.

Special Attack Power Hits - Some special attacks can also qualify as a Power Hit. Anything that can eliminate your opponent with one hit at higher damage percentages, but is not technically a Smash Attack, can be considered a power hit. This type of power hit cannot be charged like a Meteor Attack.

Grabs - One of the most important moves in Smash Brothers Melee is the grab. In the original Smash Brothers, this move was used to grab opponents and toss them out of the playing area. In Melee, the properties have changed a bit. You can now throw your opponent up or down as well as forward or behind you. This opens up combo and juggle possibilities. Some characters have a longer range on their grabs, like Link or Samus. Depending on the character, a grab may not be a good choice of attack. Some grabs will also launch opponents farther than others. Grabs are best used when an opponent has left themselves open near an edge, or has their shield up.

Shield - When an opponent is trying to attack you, the shield will stop them from doing any damage. The more damage your shield takes, the smaller or darker it will get (depending on your character). If your shield takes too much damage it will break, and you'll become stunned for a few seconds leaving you open to attack. Your shield can also break if you use it too long. Even if you are not being attacked, your shield will grow smaller or darker the longer you leave it up. Use the shield when getting attacked from a distance, but at close range be careful you don't get thrown.

Dodge - This is by far the most important addition to the Smash Brothers series. By pressing R or L in combination with Down, your character will step to the side, avoiding all attacks except throws. If you hold R or L and continually tap Down, you can dodge multiple times in quick succession. Use this technique against projectile attacks and anything that would cause your opponent to be open after a miss.

Roll - Similar to a dodge, the roll has been retained from the original Smash Brothers. Simply press R or L along with forward or back and your character will roll in whatever direction you pressed. A forward roll will turn your character around, so take note of the distance your character rolls. You don't want to end up with your back facing your opponent. During the roll animation your character cannot be harmed by attack. However, at the beginning and end of the roll you can be damaged, and at any time you can be thrown out of a roll.

Air Jumps - If you get knocked out of the playing area, this is one way to help get yourself back in the battle. Try to maneuver yourself as close to the playing area as possible, then use the air jump to either grab the edge or set up for a comeback attack, or aerial dodge. You can also use air jumps to position yourself for attacks from above.

Comeback Attack - This is your last chance to get back into the battle after you've been knocked out by another player. Your comeback attack is generally a special move that can be done in the air. Do not do this attack until you're sure it will get you back onto the playing area. If you come up short, you won't have any other way to get yourself back into the action.

Clear Out Attack - When you're surrounded by several attackers use a clear out

attack to give yourself some attacking room. This move is usually the same move you'll use as a comeback attack, and will knock away opponents on either side of you. Be careful as most Clear Out Attacks will leave you open if they're blocked.

Edge Attack - Once you've been knocked off of the playing area, if you comeback but don't quite make it to the closest platform you can grab the edge of it if you're close enough. While you're holding onto the edge, by pressing A or B, you will do an attack as your climbing back onto the platform. If you climb back up without doing the attack, you'll be temporarily open to attack. This technique only applies to platforms located on the bottom of the stage. However, if you're in the middle of a comeback attack or any other move, you won't be able to grab the edge. You can also press up while you're hanging from the edge and your character will jump instead of climbing up.

## Ratings

Note: These are my personal ratings and your views may differ from what I have for each character in these categories.

\* - The character is one of the worst in this area.

\*\* - Not the worst, but the character could definitely be better.

\*\*\* - The character is about average in this area.

\*\*\*\* - Very good in this particular area.

\*\*\*\*\* - One of the best characters in this area.

Learning Curve - The harder it is to master a characters moves and techniques, the higher this rating will be.

Power - The more damage a character can do, the higher this rating will be. The more powerful characters are generally slower, while the faster characters are usually less powerful.

Speed - This is based on combination of how fast the character can grab, run, and execute Smash Attacks. A higher rating means a character is faster in these areas. Faster characters should use their speed and agility to out maneuver slower opponents.

Recovery - There is recover time after every move. This is the time after a move when you character cannot move, put their shield up, or attack. The shorter a characters overall recovery time is, the higher this rating will be. Characters with higher recovery ratings will have to be aware of when and how they are using their attacks. A missed or blocked high recovery attack can cause you a great deal of damage.

Grab - The higher this rating is, the further an opponent will fly after being grabbed. Characters with higher grab ratings should use this technique when near an edge. If your character has a low grab rating, use a Smash Attack or power hit instead.

Offense - This covers how offensive a character can be played. The better a characters moves and attacks will work to continually damage an opponent, the higher this rating will be. Characters with high offensive ratings are usually best played aggressively.

Defense - This covers how defensive a character can be played. The better a

characters moves and attacks will defend against an attacking opponent, the higher this rating will be. In most cases, a character with a high defensive rating should wait for their opponent to attack, or anticipate an incoming attack and counter.

Comeback - The higher this rating, the easier it is for a character to comeback after being knocked off the playing area. This could mean a character has a good air jump, or a comeback attack that covers a lot of ground.

Overall - This is the overall playing ability of the character. Once a character has been mastered, this is a rating of how useful their moves, attacks, agility, and playing strategies will be in battle, and against other characters are master levels.

#### GENERAL CHARACTER MOVES

The following moves are common to all characters. These are the fundamental aspects of Super Smash Brothers Melee. You must have a good knowledge of the following moves and attacks before you can become a great player.

Up - Jump

Down - Duck / Drop Below Platform

Forward - Walk

Back - Turn Around

Hold Down - Fall Quickly / Fall Through Platforms (while in the air)

Quickly Hold Forward - Dash

A - Standard Attack / Pick Up Item / Use Item

B - Special Attack

R / L - Shield

X / Y - Jump / Double Jump / Air Jump (the longer you hold the button down, the higher you jump)

Z - Grab / Drop Item

C Stick - Smash Attack (only in Versus Mode)

Z+Forward - Throw Item Forward

Z+Back - Turn Around and Throw Item

Hold Z - Shield

Hold Z, Forward - Roll Forward and Turn Around

Hold Z, Back - Roll Back

R+A / L+A - Grab / Throw Item

R+Forward / L+Forward - Roll Forward and Turn Around

R+Back / L+Back - Roll Back

R+Down / L+Down - Dodge

R+Down / L+Down - Aerial Dodge (AIR)

R+Up / L+Up - Upward Dodge (AIR)

R+Forward / L+Forward - Forward Dodge (AIR)

R+Back / L+Back - Backward Dodge (AIR)

Up on Directional Pad - Taunt

#### CHARACTERS MOVES

Bowser

The king of the Koopas has finally graced the realm of Smash Brothers. While at first he may seem slow and less than stellar, given the proper time and training, he can become a formidable opponent. His attacks are very powerful and many of them allow for combo opportunities as well. Bowsers only real downfall comes in his lack of speed and his minimal defensive skills. While his clear out attack works well, his roll is very short and his size makes him an easy target to hit. Combine that with his relatively long recovery time and beating faster characters becomes quite a difficult task.

Ratings:

Learning Curve - \*\*\*\*

Power - \*\*\*\*\*

Speed - \*

Recovery - \*\*

Grab - \*\*\*\*

Offense - \*\*\*\*

Defense - \*\*

Comeback - \*\*

Overall - \*\*\*

Special Attacks:

Fire Breath - B (ground, stun)

Extended Fire Breath - Hold B (ground, stun)

Leaping Bowser Bomb - Down + B (clear out, ground, power hit)

Bowser Bomb - Down + B (AIR, clear out, ground, power hit)

Whirling Fortress - Up + B (air, behind, clear out, comeback, ground, power hit)

Koopa Claw Slash - Forward + B (air, ground, juggle, power hit)

Koopa Claw Grab - Forward + B (air, close)

Bowser Bite - B (after Koopa Claw Grab, you can bite up to 8 times)

Koopa Head Ram - Forward (after Koopa Claw Grab, juggle, stun)

Koopa Toss - Back (after Koopa Claw Grab)

Regular Attacks:

Quick Slash - A

Quick Double Slash - A, A

Koopa Shell Spin - Down + A (behind, ground, juggle, smash attack, stun)

Koopa Shell Slam - Down + A (AIR, ground, platform)

Bowser Head Smash - Forward + A (ground, smash attack)

Shell Hop - Up + A (behind, clear out, juggle, smash attack)

Overhead Swipe - Hold Up, A (behind, juggle)

Double Ground Swipe - Hold Down, A (ground)

Koopa Punch - Hold Forward, A

Upward Swipe - Hold Up, A (AIR)

Forward Swipe - Hold Forward, A (AIR)

Shell Attack - Hold Back, A (AIR)

## Captain Falcon

Falcon is one of the many returning characters from the original Smash Brothers. He's also more of an advanced character. Many of his attacks take some time to execute and therefore you need to have very precise timing to have any success with him. He does have his strong points in that many of his attacks distance the opponent from Falcon, giving you time to set up your next move. However, the Captain doesn't have a quick clear out attack when you're surrounded by a group of attackers. His new attack, the Falcon Dash Uppercut helps his juggling game a great deal. Just be careful of quick poking opponents as Falcon can easily be knocked out of this new move. The advantages of using Captain Falcon aren't enough to warrant the time it will take most players to become skilled with him. Ganondorf is very similar to Falcon, except his attacks seem to have better priority and dish out more damage. There are also other characters which are just as effective and take much less time to learn.

### Ratings:

Learning Curve - \*\*\*\*

Power - \*\*\*\*

Speed - \*\*\*\*

Recovery - \*\*

Grab - \*\*

Offense - \*\*\*

Defense - \*\*

Comeback - \*\*

Overall - \*\*\*

### Special Attacks:

Falcon Punch - B (air, power hit)

Falcon Kick - Down + B (air, ground, stun)

Falcon Dive - Up + B (air, close, comeback, platform)

Raptor Boost - Forward + B

Raptor Boost Uppercut - Forward + B (behind, close, ground, juggle, stun)

Aerial Raptor - Forward + B (AIR, stun)

### Regular Attacks:

Jab - A

1,2 Punch - A, A

1,2, Knee, Multi-Punch Combo - A, A, A

Continuous Rapid Punches - Rapidly Tap A (during 1,2, Knee, Multi-Punch Combo, stun)

Double Vertical Kicks - Up + A (ground, juggle, smash attack)

Double Soccer Kick - Down + A (behind, ground, smash attack only on first kick)

Falcon Elbow - Forward + A (smash attack)

Vertical Stomp Kick - Hold Up, A (behind, ground)

Spin Sweep - Hold Down, A (ground, juggle)

Spin Side Kick - Hold Forward, A

Flip Kick - Hold Up, A (AIR)

Aerial Stomp - Hold Down, A (AIR, ground, juggle)



Aerial Knee Stun - Hold Forward, A (AIR, stun)

Aerial Back Fist - Hold Back, A (AIR)

## Donkey Kong

This is the Donkey Kong from his series on the Super Nintendo. He is one of the most powerful characters in the game. Use the wind-up punch at full power and anyone even close to 100% damage will be gone for good. Don't overuse it or else the other players will catch on and distance themselves when you've got it charged up. Try using it during jumps when your opponents aren't expecting it. His spinning move is also great for coming back from Smash Attacks and getting out of big groups. DK's new Smackdown attack is great for setting up combos and juggles. Old school DK players need to work this attack into their game. The only problems Donkey Kong has are his high learning curve and his size. Unfortunately DK is one of the hardest characters to master and it will take a DK player much longer to escape attacks because of his size. Use your shield to defend against long range attacks, and dash in to close gaps between opponents.

### Ratings:

Learning Curve - \*\*\*\*

Power - \*\*\*\*\*

Speed - \*\*

Recovery - \*\*

Grab - \*\*\*\*\*

Offense - \*\*\*\*\*

Defense - \*\*\*

Comeback - \*\*\*

Overall - \*\*\*\*

### Special Attacks:

Windup - B (air)

Giant Punch - B (during/after Windup, air, behind, power hit)

Spinning Kong - Up + B (air, behind, clear out, comeback, ground)

Hand Slap - Down + B (behind, clear out, ground, juggle, stun)

Headbutt - Forward + B (air, juggle, stun)

### Regular Attacks:

Side Swipe - A

Side Swipe, Uppercut - A, A

DK Clap - Forward + A (ground, smash attack)

DK Double Fist - Down + A (behind, clear out, ground, smash attack)

DK Overhead Clap - Up + A (juggle, platform, smash attack, stun)

Horizontal Slap - Hold Forward, A

Low Slap - Hold Down, A (ground)

Upward Swipe - Hold Up, A (behind, juggle)

Aerial Spin Punch - A (AIR, behind)

Aerial Head Butt - Hold Up, A (AIR)

Aerial Foot Stomp - Hold Down, A (AIR, ground)

Aerial Roll Punch - Hold Forward, A (AIR)

Aerial Back Kick - Hold Back, A (AIR, behind)

Dr. Mario

The good doctor has been welcomed into the Smash Brothers family. His moves are very similar to Mario's. In fact, there are only a few differences between Mario and physician counterpart. Dr. Mario shoots pills instead of fireballs, and he's also a bit slower and stronger than his plumber variation. This doesn't mean the two can be played alike. If you're looking for speed and agility, use Mario. If you want more power and slightly more stamina, make Dr. Mario your character.

Ratings:

Learning Curve - \*\*\*

Power - \*\*\*

Speed - \*\*

Recovery - \*\*

Grab - \*\*\*\*

Offense - \*\*\*

Defense - \*\*\*\*\*

Comeback - \*\*

Overall - \*\*\*\*

Special Attacks:

Pill Toss - B (air, bounces)

Spin Attack - Down + B (air, behind, clear out, ground, power hit)

Coin Uppercut - Up + B (air, comeback, ground, juggle)

Cape Counter - Forward + B (air, behind)

Regular Attacks:

Quick Jab - A

Quick 1,2 Punch - A, A

1,2 Punch, Boot - A, A, A

Physician Sweep - Down + A (behind, clear out, grounded, smash attack)

X-Ray Palm - Forward + A (smash attack)

Doctor's Smash - Up + A (behind, juggle, smash attack)

Nurses Uppercut - Hold Up, A

Nurses Sweep - Hold Down, A (ground)

Nurses Boot - Hold Forward, A

Flip Kick - Hold Up, A (AIR, behind)

Spinning Heel Kick - Hold Down, A (AIR, ground, juggle)

Aerial Doctor's Smash - Hold Forward, A (AIR)

Aerial Back Kick - Hold Back, A (AIR, behind)

Falco Lombardi

Fox McCloud has been joined by another member of the Star Fox team. In a similar fashion to Mario and Dr. Mario, Falco shares Fox McCloud's arsenal of attacks. Their main differences once again fall under speed and power. Falco's Laser Blast does more damage and slightly stuns the opponent. He also has more recovery time after some of his attacks. Lombardi's jump is well above the average height of jumps in Melee. Use this to your advantage when running from an opponent, or setting up an aerial attack. Once again, if you're looking for speed, take Fox for a spin. Power and stamina players stick with Falco.

Ratings:

Learning Curve - \*\*\*\*

Power - \*\*\*

Speed - \*\*\*\*

Recovery - \*\*

Grab - \*\*\*

Offense - \*\*\*

Defense - \*\*\*\*

Comeback - \*\*

Overall - \*\*\*

Special Attacks:

Laser - B (air, stun)

Lift Off - Up + B (air, behind, clear out, comeback, directional, ground, platform, stun)

Shield - Down + B (air, behind, juggle)

Falco Dash - Forward + B (air, behind, clear out, ground, stun)

Regular Attacks:

Quick Jab - A

Double Punch Combo - A, A

Double Punch, Rapid Kick Combo - A, A, A

Continuous Rapid Kicks - Rapidly Tap A (during Double Punch, Rapid Kick Combo, stun)

Flip Kick - Up + A (ground, juggle, smash attack)

Splits Kick - Down + A (behind, clear out, ground, smash attack)

Flying Falco Kick - Forward + A (ground, juggle, smash attack)

Vertical Back Kick - Hold Up, A (behind, juggle)

Tail Spin - Hold Down, A (ground, juggle)

Side Kick - Hold Forward, A

Aerial Flip Kick - Hold Up, A (AIR, juggle)

Aerial Multi-Kick - Hold Forward, A (AIR)

Downward Spin Kick - Hold Down, A (AIR, ground)

Aerial Back Kick - Hold Back, A (AIR, behind)

Fox McCloud

Fox is from Star Fox and Star Fox 64. He carries a laser gun which gives him the fastest projectile attack in the game. He's also equipped with a special

shield that can serve two purposes. It can be used to damage your opponents if you're close enough, and it will also deflect projectile attacks. As one of the faster characters in the game, Fox can get out of tight situations with ease. You can occasionally use McCloud's Fire Fox move as a clear out, but without a true clear out attack you'll have to rely more heavily on his other abilities. McCloud's new attack is a quick ground dash. It's so fast, it almost appears as if Fox is teleporting. Use this move from mid-range and you should be safe against most counterattacks.

Ratings:

Learning Curve - \*\*\*\*

Power - \*\*

Speed - \*\*\*\*\*

Recovery - \*\*\*\*

Grab - \*\*\*

Offense - \*\*\*

Defense - \*\*\*\*

Comeback - \*\*

Overall - \*\*\*

Special Attacks:

Blaster - B (air)

Fire Fox - Up + B (air, behind, clear out, comeback, directional, ground, platform, stun)

Reflector - Down + B (air, behind, juggle)

Fox Illusion - Forward + B (air, behind, clear out, ground, juggle, stun)

Regular Attacks:

Quick Jab - A

Double Punch Combo - A, A

Double Punch, Rapid Kick Combo - A, A, A

Continuous Rapid Kicks - Rapidly Tap A (during Double Punch, Rapid Kick Combo, stun)

Flip Kick - Up + A (behind, ground, juggle, smash attack)

Splits Kick - Down + A (behind, clear out, ground, smash attack)

Flying Fox Kick - Forward + A (ground, juggle, smash attack)

Vertical Back Kick - Hold Up, A (behind, juggle)

Tail Spin - Hold Down, A (ground, juggle)

Side Kick - Hold Forward, A

Aerial Flip Kick - Hold Up, A (AIR, juggle)

Aerial Multi-Kick - Hold Forward, A (AIR)

Downward Spin Kick - Hold Down, A (AIR, ground)

Aerial Back Kick - Hold Back, A (AIR, behind)

Ganondorf

The Gerudo tribesman has come to wreak havoc on the simple battles of Melee. His abilities are very similar to those of Captain Falcon, yet he is not a

complete clone. While Falcon excels in speed and agility, Ganondorf is all about brute force. His attacks will do more damage than Falcon's, and will also stun your opponent for a longer period of time. As with most power characters, Ganondorf is also a little on the slow side. Many of his attacks also have a lengthy recovery time, so be careful when and how you attack.

#### Ratings:

Learning Curve - \*\*\*\*

Power - \*\*\*\*\*

Speed - \*\*

Recovery - \*\*

Grab - \*

Offense - \*\*\*\*

Defense - \*\*

Comeback - \*\*\*

Overall - \*\*\*

#### Special Attacks:

Warlock Punch - B (air, power hit)

Warlock Kick - Down + B (air, ground, power hit, stun)

Warlock Grab - Up + B (air, close, comeback, platform, stun)

Warlock Dash - Forward + B

Warlock Dash Uppercut - Forward + B (behind, close, ground, juggle, stun)

Gerudo Smash - Forward + B (AIR, stun)

#### Regular Attacks:

Jab - A

Double Vertical Kicks - Up + A (ground, juggle, smash attack)

Double Gerudo Kick - Down + A (behind, ground, juggle, smash attack, stun)

Warlock Elbow - Forward + A (juggle, smash attack, stun)

Delayed Gerudo Stomp - Hold Up, A (ground, power hit, stun)

Spin Sweep - Hold Down, A (ground, juggle)

Spin Side Kick - Hold Forward, A

Flip Kick - Hold Up, A (AIR, behind)

Aerial Stomp - Hold Down, A (AIR, ground, juggle)

Aerial Gerudo Smash - Hold Forward, A (AIR, power hit, stun)

Aerial Back Fist - Hold Back, A (AIR, behind)

#### Ice Climbers

Popo and Nana have returned from the land of lost video games. The Ice Climbers are back and out for revenge. This unique duo fight as a team. You choose which Ice Climber you wish to control, then the other mimics your actions. Both characters can be hit, but only the one you control takes damage. Even if the secondary character gets KO'd, you can still fight it out with just the primary Ice Climber. However, without your partner your attacks will not be as potent, and you'll have trouble coming back after getting launched out of the playing field. While you can jump right in and start hammering away with them, once you

have a grasp on everything the two are capable of, they will become a fearsome pair.

Ratings:

Learning Curve - \*\*\*\*\*

Power - \*\*\*\*\*

Speed - \*\*\*\*

Recovery - \*\*

Grab - \*\*

Offense - \*\*\*

Defense - \*\*

Comeback - \*\*

Overall - \*\*\*

Special Attacks:

Ice Shot - B (air, bounces)

Ice Hammer- B (air, behind, close, juggle)

Blizzard - Down + B (air, behind, ground)

Belay - Up + B (air, comeback, secondary Ice Climber must be close)

Squall Hammer - Forward + B (air, comeback, distance)

Regular Attacks:

Downward Hammer- A

Double Hammer Swing - A, A (behind)

Hammer Smash - Forward + A (ground, smash attack)

Hammer Sweep - Down + A (ground, smash attack)

Vertical Hammer Smash - Up + A (juggle, smash attack, stun)

Vertical Hammer Spin - Hold Up, A (ground, juggle)

Mini Hammer Sweep - Hold Down, A (ground, juggle)

Horizontal Hammer- Hold Forward, A

Aerial Vertical Hammer- Hold Up, A (AIR)

Hammer Drop - Hold Down, A (AIR, ground)

Aerial Hammer Smash - Hold Forward, A (AIR, ground)

Reverse Horizontal Hammer- Hold Back, A (AIR, juggle)

Jigglypuff

As one of four playable Pokemon characters in Smash Brothers Melee, Jigglypuff has the steepest learning curve in the game. Her sleep attack is effective when used properly, as it will leave an opponent completely open to attack. However, any characters with long range throws will have a field day, and after her first few seconds of singing, the attack will no longer put people to sleep, leaving her wide open. Her defensive attack in which she puts herself to sleep is good when you're surrounded, but once again, it only defends for the first few seconds of the attack. Then she becomes completely open to counterattacks. All that needs to be said about Jigglypuff is train, train, train!

Ratings:

Learning Curve - \*\*\*\*\*

Power - \*\*\*

Speed - \*\*\*

Recovery - \*\*\*\*

Grab - \*\*

Offense - \*\*

Defense - \*\*\*\*\*

Comeback - \*\*\*\*\*

Overall - \*\*\*\*

Special Attacks:

Jiggly Spin - B (air, behind, directional)

Jiggly Power Spin - Hold B (air, behind, charge, directional, power hit)

Jiggly Punch - Forward + B (air, juggle, ground)

Sleep - Up + B (air, behind, platform, stun)

Self Sleep Counter - Down + B (air, behind, power hit on counter)

Regular Attacks:

Jab - A

Double Jab - A, A

Dash Kick - Forward + A (ground, smash attack)

Head Butt - Up + A (behind, ground, smash attack)

Spin Splits Kick - Down + A (behind, ground, smash attack)

Spin Kick - Hold Forward, A (ground)

Vertical Kick - Hold Up, A (juggle, ground, behind)

Low Kick - Hold Down, A (ground)

Vertical Punch - Hold Up, A (AIR, ground, juggle)

Aerial Spin Kick - Hold Down, A (AIR, ground)

Double Kick - Hold Forward, A (AIR)

Single Kick - Hold Back, A (AIR, behind, juggle)

Kirby

Kirby is of course from all of the various Kirby games. Although he may look like a cute little pink ball, he packs a mean punch. Most of his special moves act like power hits or chain hits together, and he can absorb an additional special move from his opponents. His throw also has strategic value as it can move you to a higher platform and out of danger. One of his special moves, the brick, even acts as a power hit and a shield. During this move, Kirby cannot take any damage unless thrown. He can even take out someone with the hammer if he attacks with this move. His new Melee attack gives him a hammer to swing at foes. On the ground, you may opt for a Smash Attack, but in the air, this multi-hit technique is very useful. If you're looking for an offensive character, Kirby will definitely do the job.

Ratings:

Learning Curve - \*\*\*

Power - \*\*\*\*

Speed - \*\*\*

Recovery - \*\*\*\*

Grab - \*\*\*

Offense - \*\*\*\*

Defense - \*\*\*\*

Comeback - \*\*\*\*\*

Overall - \*\*\*\*\*

#### Special Attacks:

Inhale - B (air)

Star Spit - A (after Inhale)

Absorb - B (after Inhale)

Absorb Cancel - Taunt (after Absorb)

Final Cutter - Up + B (air, behind, comeback, directional)

Stone - Down + B (air, clear out, ground, power hit)

Hammer Swing - Forward + B (behind, ground, power hit from behind)

Hammer Spin - Forward + B (AIR, behind, ground, stun)

#### Regular Attacks:

Jab - A

1,2 Punch - A, A

Rapid Punch Combo - A, A, A (stun)

Continuous Rapid Punch - Rapidly Tap A (during Rapid Punch Combo, stun)

Flip Kick - Up + A (behind, ground, juggle, smash attack)

Spin Sweep - Down + A (behind, clear out, ground, smash attack)

Lunge Kick - Forward + A (ground, juggle, smash attack)

Vertical Kick - Hold Up, A (behind, ground, juggle)

Low Kick - Hold Down, A (ground)

Spin Kick - Hold Forward, A (ground)

Aerial Vertical Kick - Hold Up, A (AIR, behind, ground)

Aerial Spin Kick - Hold Down, A (AIR, ground)

Aerial Multi-Kick - Hold Forward, A (AIR)

Aerial Back Kick - Hold Back, A (AIR, behind)

#### Link

As one of the most popular characters in the original Smash Brothers, Link remains one of the easier characters to learn and master. He's one of the more powerful characters, his clear out move has a wide range, and he now has three projectile attacks. The bomb has been toned down a bit, but is still very useful. The boomerang can hit opponents going out or coming back and will stun opponents. His new Arrow Shot covers more distance than the bomb, and does more damage than the boomerang. Link's grab is also long range, which can be good or bad depending on how you play. However, his best addition is his ability to grab edges with the hook shot. Link players no longer have to rely on the sword spin as a comeback move. Once mastered, Link can be very difficult to defeat.

#### Ratings:



Learning Curve - \*\*

Power - \*\*\*\*

Speed - \*\*\*

Recovery - \*\*

Grab - \*\*

Offense - \*\*\*\*\*

Defense - \*\*\*\*

Comeback - \*\*\*\*

Overall - \*\*\*\*\*

Special Attacks:

Silver Arrow - B (air, charge, distance)

Sword Spin - Up + B (air, behind, clear out, comeback, ground)

Bomb Pull - Down + B (air)

Bomb Throw - Down + B (after Bomb Pull, explodes on impact, air, stun)

Bomb Toss - A (after Bomb Pull, explodes on impact, air, directional, distance, stun)

Boomerang - Forward + B (air, bounces, directional, ground, stun)

Regular Attacks:

Sword Swipe - A

Double Sword Swipe - A, A

Sword Swipe Combo - A, A, A

Rapid Sword Combo - A, A, A (close, stun)

Continuous Rapid Sword - Rapidly Tap A (during Rapid Sword Combo)

Sword Thrust - Forward + A (ground, smash attack)

Double Sword Thrust - Forward + A, A (ground, smash attack)

Double Low Swipe - Down + A (behind, clear out, ground, smash attack)

Triple Upward Swipe - Up + A (behind, ground, juggle, smash attack)

Upward Thrust - Hold Up, A (behind, clear out, ground, juggle)

Low Swipe - Hold Down, A (ground, juggle)

Sword Swipe - Hold Forward, A (behind)

Kick - A (AIR)

Upward Stab - Hold Up, A (AIR, platform)

Spin Swipe - Hold Forward, A (AIR, behind)

Double Back Kick - Hold Back, A (AIR, behind)

Luigi

Not only did Luigi get his own game with the launch of the GAMECUBE, but he has been given new abilities that separate him from Mario even more so than the original Smash. The differences between Mario and Luigi are quite similar to their differences in Super Mario Brothers 2. Luigi can jump higher and longer than Mario which in this game can be the difference between life and death. Luigi's fireball also only goes straight whereas Mario's has a downward slant to it. Luigi's newest attack makes him the only character in the game that can use a special attack multiple times while in the air. The Luigi Rocket attack adds a great deal to his comeback abilities, as well as his offensive skills.

Ratings:

Learning Curve - \*\*

Power - \*\*\*

Speed - \*\*

Recovery - \*\*\*

Grab - \*\*\*

Offense - \*\*\*

Defense - \*\*\*\*

Comeback - \*\*\*

Overall - \*\*\*

Special Attacks:

Fireball - B (air, bounces, stun)

Super Jump Punch - Up + B (air, comeback)

Luigi Cyclone - Down + B (air, behind, clear out, ground)

Green Missile - Forward + B (air, charge, distance, power hit, stun)

Regular Attacks:

Jab - A

1,2 Punch - A, A

Butt Thrust Combo - A, A, A

Finger Smash - Forward + A (smash attack)

360 Low Kick - Down + A (behind, clear out, ground, juggle, smash attack)

Luigi Slap - Up + A (behind, juggle, smash attack)

Reverse Kick - Hold Forward, A (directional)

Upward Punch - Hold Up, A (behind, juggle)

Ground Kick - Hold Down, A (ground)

Aerial Kick - A (AIR, juggle)

Flip Kick - Hold Up, A (AIR, behind, juggle)

Luigi Chop - Hold Forward, A (AIR)

Foot Spin - Hold Down, A (AIR, ground)

Reverse Kick - Hold Back, A (AIR, behind)

Mario

What would a Nintendo game be without this little Italian plumber? And like all other games with multiple Nintendo characters, Mario is the all around average character. At least at first glance. In Melee, Mario has been given the ability to deflect almost any attack. Projectiles, the homerun bat, Smash Attacks, he can deflect it all. The Cape Counter has given Mario new life in the Smash series. New players and veterans alike should be able to dominate over most characters with Mario's newfound skills.

Ratings:

Learning Curve - \*\*\*\*

Power - \*\*\*

Speed - \*\*\*

Recovery - \*\*\*\*

Grab - \*\*\*\*

Offense - \*\*\*

Defense - \*\*\*\*\*

Comeback - \*\*

Overall - \*\*\*\*

Special Attacks:

Fireball - B (air, bounces, stun)

Mario Tornado - Down + B (air, behind, clear out, ground, juggle, power hit)

Super Jump Punch - Up + B (air, behind, comeback, ground)

Cape Counter - Forward + B (air, behind)

Regular Attacks:

Quick Jab - A

Quick 1,2 Punch - A, A

1,2 Punch, Boot - A, A, A

Plumber Sweep - Down + A (behind, clear out, grounded, smash attack)

Fire Palm - Forward + A (smash attack)

Mario Smash - Up + A (behind, juggle, smash attack)

Punch Uppercut - Hold Up, A (juggle)

Kick Sweep - Hold Down, A (ground)

Spin Kick - Hold Forward, A

Flip Kick - Hold Up, A (AIR, behind)

Spinning Heel Kick - Hold Down, A (AIR, ground, juggle)

Aerial Plumber's Smash - Hold Forward, A (AIR)

Aerial Back Kick - Hold Back, A (AIR, behind)

Mewtwo

The genetically enhanced Pokemon has come back in movie form, and in Smash Brothers Melee. At first glance, he may appear to be just an average character. However, in the hands of a master, Mewtwo is an unstoppable force. His attacks are deceptive and damaging, his grab is one of the best in the game, and his comeback techniques make him very difficult to KO. Beware of this Pokemon. He will destroy you...

Ratings:

Learning Curve - \*\*\*\*

Power - \*\*\*\*\*

Speed - \*\*\*

Recovery - \*\*\*\*

Grab - \*\*\*\*\*

Offense - \*\*\*\*\*

Defense - \*\*\*\*\*

Comeback - \*\*\*\*\*

Overall - \*\*\*\*\*

Special Attacks:

Psychic Charge - B (air, stun)

Evade - Forward / Back (during Psychic Charge)

Psychic Ball - B (air, during/after Psychic Charge, power hit, stun)

Psychic Force - (after complete Psychic Charge, behind, stun)

Psychic Force Cancel - Forward / Back / A / B (during Psychic Force)

Psychic Stun - Down + B (air, stun)

Psychic Push - Down + B (after Psychic Stun)

Teleport - Up + B (air, comeback, directional, platform)

Psychic Flip - Forward + B (air, platform)

Regular Attacks:

Psychic Spark - A (stun)

Psychic Shock Combo - A, A (stun)

Continuous Shock - Rapidly Tap A (during Psychic Shock Combo, stun)

Psychic Blast - Forward + A (smash attack, stun)

Vertical Psychic Blast - Up + A (behind, juggle, smash attack, stun)

Low Psychic Blast - Down + A (ground, smash attack, stun)

Tail Flip - Hold Up, A (behind, ground, juggle)

Tail Sweep - Hold Down, A (ground, juggle)

Tail Whip - Hold Forward, A

Aerial Psychic Shock - A (AIR, stun)

Aerial Flip - Hold Up, A (AIR)

Psychic Flip - Hold Down, A (AIR, juggle)

Aerial Psychic Blast - Hold Forward, A (AIR, juggle, stun)

Aerial Tail Whip - Hold Back, A (AIR, behind)

Mr. Game & Watch

New video game enthusiasts probably don't know who this character is. Mr. Game & Watch is from the Game & Watch series of portable games that Nintendo made before the original Game Boy. Think of Tiger Electronics games, only more than a decade ago. In Melee, Mr. G&W is one of the better characters. Because his attacks are made up of less frames of animation than the other characters, he can be very deceptive. In the hands of a skilled player, his well-rounded game will make him difficult to defeat.

Ratings:

Learning Curve - \*\*\*

Power - \*\*\*\*

Speed - \*\*\*

Recovery - \*\*\*\*

Grab - \*\*\*\*

Offense - \*\*\*

Defense - \*\*\*\*

Comeback - \*\*\*\*

Overall - \*\*\*\*

#### Special Attacks:

Bacon Toss - B (air, platform, can toss up to five pieces of bacon in succession)

Bucket Catch - Down + B (air, absorbs up to three projectiles)

Bucket Dump - Down + B (air, after Bucket Catch has absorbed three projectiles)

Assist Jump - Up + B (air, behind, comeback)

Varied Number Hammer - Forward + B (air, stun on certain numbers)

#### Regular Attacks:

Pump - A

Rapid Pump - Rapidly Tap A

Double Ground Hammer - Down + A (behind, clear out, ground, smash attack)

Flaming Stick - Forward + A (ground, smash attack)

Scuba Helmet Smash - Up + A (behind, juggle, smash attack)

Flag Uppercut - Hold Up, A (behind, ground, juggle)

Pot Hole - Hold Down, A (ground, juggle)

Chair - Hold Forward, A

Parachute - A (AIR, power hit)

Aerial Blow - Hold Up, A (AIR, juggle, platform)

Downward Key - Hold Down, A (AIR, ground, juggle)

Box Slam - Hold Forward, A (AIR)

Reverse Crab Claw - Hold Back, A (AIR, juggle)

#### Ness

Making only his second appearance since Earthbound (Mother 2 in Japan), Ness is one of the hardest characters to master. He's got several powerful special moves that have a variety of uses, plus his air jump is one of the highest in the game. If used correctly, Ness' PK Fire attack has the ability to stun an opponent, setting them up for a throw or Smash Attack. His other projectiles can be manually controlled, and either propel Ness out of danger while attacking other players, or attack characters from a safe distance. Once mastered, Ness is extremely deadly.

#### Ratings:

Learning Curve - \*\*\*\*\*

Power - \*\*\*\*

Speed - \*

Recovery - \*\*

Grab - \*\*\*\*

Offense - \*\*\*\*

Defense - \*\*\*

Comeback - \*\*\*\*\*

Overall - \*\*\*\*

Special Attacks:

PK Flash - B (air, charge, directional, distance, ground, juggle, platform, power hit, stun)

PK Fire - Forward + B (air, ground, juggle, stun)

PK Thunder - Up + B (air, behind, comeback, clear out, directional, ground, power hit, stun)

PSI Magnet - Down + B (air)

Regular Attacks:

Jab, Step Kick - A (behind)

1,2 Punch, Step Kick - A, A (behind)

Punch/Kick Combo - A, A, A (behind)

Vertical Yo-Yo - Up + A (behind, clear out, ground, juggle, smash attack, stun)

Horizontal Yo-Yo - Down + A (behind, clear out, ground, smash attack)

Bat - Forward + A (ground, smash attack)

Double Palm - Hold Up, A (behind, ground, juggle)

Low Kick - Hold Down, A (ground)

Side Kick - Hold Forward, A

Aerial Spin - A (AIR)

Aerial Headbutt - Hold Up, A (AIR, juggle)

Downward Kick - Hold Down, A (AIR, ground, juggle)

Dive Shock - Hold Forward, A (AIR, stun)

Shock Kick - Hold Back, A (AIR, behind, stun)

Pichu

Pikachu's Pokemon Gold and Silver counterpart is more than just a simple clone. While he shares all of Pikachu's attacks, his moves have slightly different properties. Any electricity attack will cause Pichu damage. His Electric Strike will send opponents straight up, instead of knocking them away like Pikachu's. This gives Pichu a better juggling ability, but also leaves enemies close by if they're low on damage. Pikachu players will need to learn how Pichu's moves differ in order to use him properly.

Ratings:

Learning Curve - \*\*\*\*\*

Power - \*\*\*\*

Speed - \*\*\*\*\*

Recovery - \*\*\*\*\*

Grab - \*\*\*

Offense - \*\*\*\*

Defense - \*

Comeback - \*\*\*\*

Overall - \*\*\*\*

#### Special Atttacks:

Electric Shot - B (air, bounces, stun)

Electric Strike - Down + B (air, clear out, juggle, stun)

Teleport - Up + B (air, directional, comeback)

Double Teleport - Any Direction (after Teleport, air, directional, comeback, stun)

Pichu Launch - Forward + B (air, charge, comeback, distance, ground, power hit)

#### Regular Attacks:

Head Butt - A

Super Head Butt - Up + A (behind, ground, juggle, smash attack)

Pichu Spin - Down + A (behind, clear out, ground, smash attack)

Electric Spit - Forward + A (ground, smash attack)

Tail Flip - Hold Up, A (behind, ground, juggle)

Tail Spin - Hold Down, A (ground)

Double Kick - Hold Forward, A (ground)

Pichu Flip - A (AIR, behind)

Flip Kick - Hold Up, A (AIR, juggle)

Downward Electric Head Butt - Hold Down, A (AIR, ground, stun)

Electric Spin - Hold Forward, A (AIR, stun)

Back Spin - Hold Back, A (AIR, behind)

#### Pikachu

How popular can one little Pokemon get? This guy gets into everything, and he's a pretty good fighter too. Pikachu's special moves have a uniqueness to them that separates him from all of the other characters (except Pichu). His projectile attack will keep going until it hits a wall or gap in the ground. The Electric Strike will hit any opponent above or around him depending on the situation, and can even act as a clear out attack. He's also one of the fastest and smallest characters in the game. His comeback attack is fast, has limited invincibility and can catch opponents off guard, while doing damage as well. His learning curve is a bit higher than some of the other characters, but it's well worth the extra time. He is lacking in the area of defense, but if you play mostly offensive you won't have a problem. You will need to watch your damage though. Pikachu can get KO'd at relatively low damage percentages.

#### Ratings:

Learning Curve - \*\*\*\*

Power - \*\*\*\*

Speed - \*\*\*\*

Recovery - \*\*\*\*

Grab - \*\*\*

Offense - \*\*\*\*

Defense - \*

Comeback - \*\*\*\*

Overall - \*\*\*\*

#### Special Atttacks:

Thunder - B (air, bounces, stun)

Thunder Jolt - Down + B (air, clear out, power hit)

Teleport - Up + B (air, directional, comeback, stun)

Double Teleport - Any Direction (after Teleport, air, directional, comeback, stun)

Skull Bash - Forward + B (air, charge, comeback, distance, ground, power hit)

#### Regular Attacks:

Headbutt - A

Super Headbutt - Up + A (behind, ground, juggle, smash attack)

Pikachu Shock Spin - Down + A (behind, ground, juggle, smash attack, stun)

Electric Spit - Forward + A (ground, smash attack)

Tail Flip - Hold Up, A (behind, ground, juggle)

Tail Spin - Hold Down, A (ground)

Double Kick - Hold Forward, A (ground)

Pikachu Flip - A (AIR, behind)

Flip Kick - Hold Up, A (AIR, juggle)

Downward Electric Head Butt - Hold Down, A (AIR, ground, stun)

Electric Spin - Hold Forward, A (AIR, stun)

Back Spin - Hold Back, A (AIR, behind)

#### Prince Marth

The Fire Emblem series never made it to the US, but thankfully, Prince Marth did. Marth plays similar to Link, but with the added finesse of a master swordsman. His mix of power, speed, and agility will make him a choice character for many people new to the game. However, the simple fact is that Roy is everything Marth is and quite a bit more. It's very difficult to warrant playing as Marth, unless you're just looking for a change from Roy.

#### Ratings:

Learning Curve - \*\*\*

Power - \*\*\*

Speed - \*\*\*\*

Recovery - \*\*\*

Grab - \*

Offense - \*\*\*

Defense - \*\*\*\*

Comeback - \*\*

Overall - \*\*\*

#### Special Attacks:

Shield Breaker - B (air, charge, ground, platform, power hit, will break



shields at max charge)  
Sword Counter - Down + B (air, behind)  
Dolphin Splash - Up + B (air, comeback)  
Red Slash - Forward + B (air, comeback, ground, juggle)  
Green Slash - B (after Red Slash, air, ground, juggle)  
Blue Slash - B (after Green Slash, air, ground, juggle)  
Final Red Slash - B (after Blue Slash, air, ground)

#### Regular Attacks:

Single Slash - A  
Double Slash - A, A  
Double Low Slash - Down + A (behind, ground, smash attack)  
Great Slash - Forward + A (ground, platform, smash attack)  
Vertical Force Slash - Up + A (behind, juggle, platform, smash attack)  
Vertical Slash - Hold Up, A (behind, ground, juggle)  
Sword Poke - Hold Down, A (ground)  
Wide Slash - Hold Forward, A (ground)  
Whipping Slash - A (AIR, behind)  
Upward Slash - Hold Up, A (AIR, platform)  
Downward Slash - Hold Down, A (AIR)  
Aerial Slash - Hold Forward, A (AIR)  
Reverse Slash - Hold Back, A (AIR, behind)

#### Princess Peach

Smash Brothers Melee features the Mushroom Kingdom in full force. Mario, Luigi and Yoshi have now been joined by Peach and Bowser. To get a grasp on Peach's capabilities, think of how she played in Super Mario Brothers 2. She's retained many of her abilities from that game, as well as a very useful umbrella. While the princess may not dish out a great deal of damage, she is extremely skilled at juggling her opponents. She can also link several moves together to assist her in coming back after getting knocked out of the playing field. This results in giving her the best comeback ability in the game. Spend some time in Training Mode figuring out what moves you can juggle and link together, then you'll be a force to reckon with.

#### Ratings:

Learning Curve - \*\*\*\*\*

Power - \*\*\*

Speed - \*\*\*

Recovery - \*\*\*\*

Grab - \*\*

Offense - \*\*\*

Defense - \*\*\*\*\*

Comeback - \*\*\*\*\*

Overall - \*\*\*\*\*

#### Special Attacks:

Toad Counter - B (air, stun)  
Vegetable Pull - Down + B  
Vegetable Toss - Down + B (after Vegetable Pull)  
Parasol Uppercut - Up + B (air, comeback, juggle, platform)  
Parasol Float - (air, juggle, automatically occurs after Parasol Uppercut)  
Parasol Float Cancel - Down (during Parasol Float / Parasol Re-Float)  
Parasol Re-Float - Up (after Parasol Float Cancel)  
Peach Bomber - Forward + B (air, clear out, power hit, stun)  
Float - Hold Up / Hold X / Hold Y (AIR, comeback, directional)

#### Regular Attacks:

Slap - A  
Double Slap - A, A  
Dress Spin - Down + A (behind, ground, smash attack)  
Random Smash - Forward + A (behind, ground, smash attack)  
Ballerina Spin - Up + A (behind, ground, juggle, smash attack)  
Princess Head Butt - Hold Up, A (behind, ground, juggle)  
Low Slap - Hold Down, A (ground, juggle)  
Vertical Kick - Hold Forward, A (behind, ground, juggle)  
Aerial Spin - A (AIR, behind)  
Aerial Vertical Kick - Hold Up, A (AIR)  
Aerial Multi-Stomp - Hold Down, A (AIR, behind)  
Aerial Slap - Hold Forward, A (AIR)  
Aerial Rear Slam - Hold Back, A (AIR, behind)

#### Princess Zelda

A second princess has joined the ranks of Melee, only this time she's from the Hyrule gang. With the ability to change back and forth between Zelda and Sheik, the princess is a formidable opponent. Unlike some of the other characters in Melee, Zelda and Sheik are very different characters. Zelda's strategy should revolve around proper setups for her attacks. You can't jump right in with Smash Attacks and special moves. Everything will have to be planned out and setup. Her two different play styles should be used to completely change your playing strategy mid-match.

#### Ratings:

Learning Curve - \*\*\*\*

Power - \*\*\*

Speed - \*\*\*

Recovery - \*\*\*\*

Grab - \*\*\*

Offense - \*\*\*

Defense - \*\*\*

Comeback - \*\*\*\*

Overall - \*\*\*

#### Special Attacks:

Nayru's Love - B (air, behind, ground)  
Farore's Wind - Up + B (air, behind, directional, comeback)  
Din's Fire - Forward + B (air, directional, distance, stun)  
Sheik Transformation - Down + B (air)

#### Regular Attacks:

Mystic Shock - A (stun)  
Spin Kick - Down + A (behind, ground, smash attack)  
Mystic Smash Shock - Forward + A (ground, smash attack)  
Mystic Circle - Up + A (behind, ground, juggle, smash attack)  
Mystic Wave - Hold Up, A (behind, juggle)  
Low Kick - Hold Down, A  
Mystic Swing - Hold Forward, A (juggle)  
Mystic Spin - A (AIR, behind, juggle)  
Flaming Smash - Hold Up, A (AIR, platform, stun)  
Downward Multi-Kick - Hold Down, A (AIR, behind)  
Flying Kick - Hold Forward, A (AIR)  
Flying Back Kick - Hold Back, A (AIR, behind)

#### Roy

As the second half of the Fire Emblem crew, Roy is one of the best characters in Super Smash Brothers Melee... Period. He delivers a great deal of damage, has the ability to counter virtually any attack on the ground, or in the air, and half of his moves will slightly stun your opponent. Roy's sword gives him an extended reach and the ability to attack opponents on certain platforms above him. The only possible downfall Roy has is his lack of a good comeback move. While you can combine a few of his moves to help get him back in the playing area, his comeback ability simply cannot compare to some of the other characters. However, all of his good points severely outweigh this one bad point.

#### Ratings:

Learning Curve - \*\*\*

Power - \*\*\*\*\*

Speed - \*\*\*\*

Recovery - \*\*\*

Grab - \*

Offense - \*\*\*\*

Defense - \*\*\*\*\*

Comeback - \*\*

Overall - \*\*\*\*\*

#### Special Attacks:

Flaming Shield Breaker - B (air, charge, ground, platform, power hit, stun, will break shields at max charge, will KO at max charge on first use in match)  
Flame Sword Counter - Down + B (air, behind, stun)  
Flaming Sword Uppercut - Up + B (air, comeback, stun)

Red Slash - Forward + B (air, comeback, ground, juggle)  
Green Slash - B (after Red Slash, air, ground, juggle)  
Blue Slash - B (after Green Slash, air, ground, juggle)  
Flaming Final Red Slash - B (after Blue Slash, air, ground, power hit, stun)

#### Regular Attacks:

Single Slash - A  
Double Low Slash - Down + A (behind, ground, smash attack)  
Great Slash - Forward + A (ground, smash attack)  
Flaming Force Slash - Up + A (behind, juggle, platform, smash attack, stun)  
Vertical Slash - Hold Up, A (behind, ground, juggle)  
Precision Sword Poke - Hold Down, A (ground, juggle)  
Wide Slash - Hold Forward, A (ground)  
Whipping Slash - A (AIR, behind)  
Upward Slash - Hold Up, A (AIR, platform)  
Downward Slash - Hold Down, A (AIR)  
Aerial Slash - Hold Forward, A (AIR)  
Reverse Slash - Hold Back, A (AIR, behind)

#### Samus Aran

Making her first appearance on the Nintendo GAMECUBE, Samus will become an instant crowd favorite for new players. In fact, along with Link, she's one of the easiest characters to master. Her projectile can be charged up and used as a power hit. Like Donkey Kong, while the attack is charging, you can press forward or back to roll and dodge any incoming attack. By rolling up into a ball and dropping bombs, she becomes hard to hit and the bombs will briefly stun an opponent if laid correctly. Her throw has a longer range than Link's but seems to be a little slower. All in all, Samus makes a great starting character and a formidable opponent once mastered.

#### Ratings:

Learning Curve - \*\*

Power - \*\*\*\*

Speed - \*\*\*\*

Recovery - \*\*\*\*

Grab - \*\*

Offense - \*\*\*\*

Defense - \*\*\*

Comeback - \*\*\*

Overall - \*\*\*

#### Special Attacks:

Blast Charge - B  
Blast - B (after/during Blast Charge, air, power hit at full charge)  
Screw Attack - Up + B (air, comeback, platform, stun)  
Bomb - Down + B (air, stun)  
Straight Missile - Forward + B (air, stun)

Homing Missile - Hold Forward + B (air, stun)

#### Regular Attacks:

Jab - A

Jab, Overhead - A, A

Gun Thrust - Forward + A (ground, smash attack)

Upward Flame - Up + A (behind, juggle, smash attack, stun)

Spin Sweep - Down + A (behind, ground, juggle, smash attack)

Spin Kick - Hold Forward, A (directional, ground)

Double Kick - Hold Up, A (ground, juggle)

Ground Flame - Hold Down, A (ground, juggle)

Front Kick - A (AIR, behind)

Gun Smash - Down + A (AIR, juggle, power hit)

Downward Flame - Hold Forward, A (AIR, juggle, stun)

Reverse Kick - Hold Back, A (AIR, behind)

#### Sheik

A second princess has joined the ranks of Melee, only this time she's from the Hyrule gang. With the ability to change back and forth between Zelda and Sheik, the princess is a formidable opponent. Unlike some of the other characters in Melee, Zelda and Sheik are very different characters. Sheik's strategy should be very offensive. Many of her attacks can be chained together to form juggles and combos. Use this to rack up the damage, then send your opponents flying with a Smash Attack.

#### Ratings:

Learning Curve - \*\*\*\*\*

Power - \*\*\*

Speed - \*\*\*\*

Recovery - \*\*\*\*

Grab - \*\*

Offense - \*\*\*\*

Defense - \*\*

Comeback - \*\*\*

Overall - \*\*\*\*

#### Special Attacks:

Needle Throw - B (air)

Needle Storm - Hold B (air, charge for up to six needles)

Vanish - Up + B (air, behind, comeback, directional, juggle)

Chain - Forward + B (air, behind, ground, stun)

Custom Chain - Forward + Hold B (behind, directional, ground, juggle, platform, stun)

Zelda Transformation - Down + B

#### Regular Attacks:

Sheik Slap - A  
Double Sheik Slap - A, A  
Rapid Slap Combo - A, A, A  
Continuous Slapping - Rapidly Tap A (during Rapid Slap Combo)  
Spinning Sheik Kick - Down + A (behind, ground, smash attack)  
Double Sheik Kick - Forward + A (ground, smash attack)  
Sheik Palm Thrust - Up + A (behind, ground, juggle, smash attack)  
Reverse Vertical Kick - Hold Up, A (behind, juggle)  
Low Sheik Spin - Hold Down, A (ground, juggle)  
Forward Sheik Spin - Hold Forward, A (juggle)  
Aerial Simple Kick - A (AIR)  
Inverted Sheik Spin - Hold Up, A (AIR, behind)  
Slanted Sheik Kick - Hold Down, A (AIR, behind, ground, juggle)  
Aerial Sheik Slap - Hold Forward, A (AIR)  
Reverse Kick - Hold Back, A (AIR, behind)

Yoshi

What's Mario without Yoshi? Unfortunately, they don't work very well once they've been separated. Yoshi's projectile takes some getting used to. The harder you push on the controller the higher or farther it goes. His air jump is one of the best in the game, which gives him great comeback ability if you still have your air jump. However, he has no real comeback move. His throw has longer range than most characters, but it's shorter than Link and Samus making it difficult to avoid. Yoshi has potential, but his learning curve is extremely steep and his moves somewhat limit his overall fighting ability.

Ratings:

Learning Curve - \*\*\*\*\*

Power - \*\*\*

Speed - \*\*\*

Recovery - \*\*\*

Grab - \*

Offense - \*\*\*

Defense - \*\*\*

Comeback - \*\*\*

Overall - \*\*\*

Special Attacks:

Egg Lay - B (air, stun)  
Egg Throw - Up + B (air, directional, distance, ground)  
Yoshi Bomb - Down + B (air, ground, juggle)  
Egg Roll - Forward + B (air, directional, ground)  
Egg Roll Cancel - Back, B (during Egg Roll)

Regular Attacks:

Yoshi Boot - A  
Double Yoshi Boot - A, A

Head Butt - Up + A (behind, juggle, smash attack)  
Double Tail Whip - Down + A (behind, clear out, ground, smash attack)  
Horizontal Head Butt - Forward + A (ground, smash attack)  
Vertical Tail Whip - Hold Up, A (behind, ground, juggle)  
Tail Spin - Hold Down, A (ground)  
Side Kick - Hold Forward, A (juggle, ground)  
Aerial Tap Kick - A (AIR, behind)  
Tail Flip - Hold Up, A (AIR, behind)  
Aerial Run - Hold Down, A (AIR, behind, ground)  
Head Smash - Hold Forward, A (AIR, juggle)  
Reverse Multi-Kick - Hold Back, A (AIR)

## Young Link

It's Link, but seven years in the past and with a slightly different outlook for the future. Don't be fooled into thinking Young Link is a mirror image of the original. While they share the same moves, the younger version is weaker and more agile than the aging legend. His Sword Spin will open up opportunities to juggle your opponents, but it will also keep them closer to you, and within attacking distance. He also shoots a fire arrow instead of the silver arrows of older Link's arsenal. The fire arrow will stun, but it doesn't seem to have the same range as the silver arrows. If you always wanted a smaller, faster version of Link, he's right here.

## Ratings:

Learning Curve - \*\*\*

Power - \*\*

Speed - \*\*\*\*

Recovery - \*\*\*\*

Grab - \*

Offense - \*\*\*\*

Defense - \*\*\*

Comeback - \*\*\*

Overall - \*\*\*\*

## Special Attacks:

Fire Arrow - B (air, charge, distance, juggle, stun)  
Sword Spin - Up + B (air, behind, comeback, ground, juggle)  
Bomb Pull - Down + B (air)  
Bomb Throw - Down + B (after Bomb Pull, air, explodes on impact, stun)  
Bomb Toss - A (after Bomb Pull, air, explodes on impact, directional, Distance, stun)  
Boomerang - Forward + B (air, bounces, directional, ground, juggle, stun)

## Regular Attacks:

Sword Swipe - A  
Double Sword Swipe - A, A  
Sword Swipe Combo - A, A, A

Rapid Sword Combo - A, A, A (close)  
Continuous Rapid Sword - Rapidly Tap A (during Rapid Sword Combo)  
Sword Thrust - Forward + A (ground, juggle)  
Double Sword Thrust - Forward + A, A (ground, smash attack on second hit)  
Double Low Swipe - Down + A (behind, clear out, ground, smash attack)  
Triple Upward Swipe - Up + A (behind, ground, juggle, smash attack)  
Upward Thrust - Hold Up, A (behind, clear out, ground, juggle)  
Low Swipe - Hold Down, A (ground, juggle)  
Sword Swipe - Hold Forward, A  
Kick - A (AIR)  
Upward Stab - Hold Up, A (AIR, platform)  
Spin Swipe - Hold Forward, A (AIR, behind)  
Double Back Kick - Hold Back, A (AIR, behind)

#### ITEM DESCRIPTIONS

These will regularly appear during one player and multiplayer battles. Items can simply appear on the playing area, in a capsule, barrel, crate or party ball, or by way of a Chansey Pokemon. Once an item has appeared it will stay in the same spot for 25 seconds. At that time it will start to flash for an additional five seconds before it disappears. Below you will find descriptions for all of the items in Super Smash Brothers Melee.

Barrel Cannon - This is the same barrel cannon that can be found at the bottom of DK's stage, and in all of the Donkey Kong Country games on SNES. When you throw this item at someone, they'll be engulfed by the barrel. Then it's up to them to shoot themselves out at the right time. The direction the arrow points is the direction they'll fly out. If they don't get out before the barrel rolls over the edge, they'll be KO'd.

Beam Sword - This is one of the best close range weapons. It has a long reach allowing you to hit opponents while still avoiding their attacks. Plus, by performing a Smash Attack with the beam sword it greatly increases the chances of getting a KO on an opponent. They'll often times show up in groups, so grab one ASAP.

Bob-omb - Once the bob-omb has appeared it will be motionless for five seconds. During this time it's safe to pick it up. It will explode upon impact once it's been thrown. After five seconds it will start to walk around. At this point you can no longer pick it up. If you touch it, it will blow up. At ten seconds the bob-omb will automatically explode. If your opponent is around the damage percentage limit, the bomb trooper will KO them. Be careful though, because if you're close enough to the opponent, you'll also get the full impact of the explosion.

Bunny Hood - Dawn the bunny hood and you'll be able to jump higher and move considerably faster than before. You'll be able to juggle opponents higher into the air and, avoid attacks with ease. Just be careful not to run off the edge.

Cloaking Device - Pick up this baby and no one will be able to see you, including yourself. You'll be vaguely visible when you move and clearly visible when you attack. This is great for sneaking up on people, but you can also easily KO yourself as well. Just follow your character instead of the action around them. When you're playing using your custom name for data, your name will still be visible over your cloaked character.

Fan - This is a great weapon for trapping people in corners and racking up damage. It doesn't do power hits, but even if you're not in a corner, you can usually get off several hits before the opponent is out of range. Just



continually tap the A button and your opponent will not be able to escape until you've done a substantial amount of damage to them. A very good weapon to use against players who have little to no damage.

Fire Flower - The fire flower is basically a flame thrower. You can either hold down the A button to get a continuous stream of fire, or you can tap the A button to regulate the flow. Each time you press the A button it will do five hits. Once you've reached 59 hits the fire flower will no longer work.

Flipper - This is one of the few items than you can get hurt by. Once you've throw this item, it will hover in midair. Anyone who touches it, or hits it with a projectile will make the flipper start to spin and knock people away. This item is great for edge guarding. Toss it near the edge and anyone trying to come back will hit it and get knocked away.

Food - Another health item, food will usually appear after a party ball has been broken. Each food item will lower your damage by 5%. While this may not seem like a lot, it will add up over time and when multiple food items appear at once. You can pick up food while you're holding other items in your hand.

Freezie - A new item from the Ice Climbers, freezie will freeze your opponent on impact. While they're frozen, take this opportunity to rack up as much damage as possible. If you freeze them near an edge, try to knock them off the edge. Your opponent will not be able to move until they break out of the glacier.

Green Shell - Use the green shell as a midrange projectile attack. Each time you hit an opponent with a green shell it will act like a power hit. You can also use the item without picking it up. By hitting it with a projectile or any other attack, it will be active for a short while. Try hitting it with your projectile, while a group of opponents are duking it out close by.

Hammer - This is the same hammer found in the original Donkey Kong for the arcades. In fact, when you pick up the hammer you'll even get the original music. Once you've picked up the hammer, each time you hit another player it will act like a super power hit. It should take no more than two hits with the hammer before an opponent is KO'd. While you have the hammer it's still possible to get hit by other players. It does not give you invincibility. You'll also lose the ability to air jump while you've got the hammer in hand. Also, new to Melee, there's a 30% chance the hammer will break. If this happens, you will be completely open to attack the entire time you have it. The hammer will last for 15 seconds once you've picked it up.

Heart Container - The heart will bring your damage back down to zero percent. Once you've picked up a heart, your damage percentage will rapidly count down until it reaches zero. Draw your opponents to the heart, then use it. While your damage is getting smaller, any hits you take won't do any damage to you. Once your damage hits zero, put your shield up and begin your counter attack. You can pick up the heart container while you're holding other items in your hand.

Home-Run Bat - This is one of the best items in the game. A power hit with the home-run bat will permanently launch opponents out of the playing area with only one or two hits depending on how high their damage is and if they bounce after the hit. Either dodge an opponents attack then power hit with the home-run bat, or stun your opponent with a projectile or upward hitting move. You're almost guaranteed a KO. Try to sneak up on groups of opponents to really cash in.

Lip's Stick - This item may look similar to the fire flower, but it performs

very differently. When you hit an opponent with Lip's stick, a flower will sprout from their head. As long as the flower remains on top of their head, they will take a small amount of damage. The only way to remove the flower is to joggle the analog stick from left to right.

Maxim Tomato - The maxim tomato has almost the same effect as the heart container. However, instead of resetting your damage back down to zero percent, it will only relieve up to 150% of your damage. Draw your opponents to the maxim tomato, then use it. While your damage is getting smaller, any hits you take won't do any damage. Once your damage hits zero, put your shield up and begin your counter attack. You can pick up the maxim tomato while you're holding other items in your hand.

Metal Box - Everyone wants to believe that metal versions of their favorite character are playable. Well, now they are. With the metal box, your character will be covered in metal for a short period of time. During this time, they will take on all the attributes of the item. You will not be able to jump as high, or move as fast. However, you'll also be able to take more damage, and you won't move as far when hit. This is a great item to get when you're high in damage. Smash Attacks will rarely be able to KO you if you grab the metal box and stay near the center of the stage.

Motion Sensor Bomb - The motion sensor bomb is great for catching opponents off guard. Lay it close to a group of players, then be careful not to step on it. Anyone who touches it will be launched off the playing area. They are also great when placed close to the edge of a playing area. It will usually KO anyone over 70% damage.

Mr. Saturn - Hailing from Earthbound, Mr. Saturn doesn't serve a great purpose. He'll just walk around moving items and getting in the way. You can pick him up and toss him at your opponents, but he won't inflict that much damage. It may be better to grab these guys and toss them off the edge.

Parasol - More commonly known as the umbrella, this item is great for helping you come back after getting knocked off the stage. When you're airborne, the parasol will open and you'll slowly float back down to the stage. It also works great as a weapon. Any opponent attempting to attack you from above will be hit by the parasol, and you can swing it just like a beam sword or bat. Grab this item and hold on to it. The parasol could easily save you from getting KO'd.

Party Ball - Similar to the barrel and crate, once thrown the party ball will float into the air, flash red a few times, then open. When it opens, a number of items will fall to the ground below. Generally, these items are all the same, or have some relation. Be careful though, there are times when the party ball will drop a number of bob-ombs and you'll need to either grab them all, or clear the area.

Poison Mushroom - This is not the most ideal item. If you touch the poison mushroom, your character will shrink. At this point, you'll fly farther and take more damage when hit. You'll also be easier to KO, since it won't take as much damage. However, you're also out of the normal attack range. Most opponents will have to use low attacks in order to hit you once you've touched a poison mushroom. You can tell the poison mushroom apart from the super mushroom by it's darker, slightly purple tint.

Poke Ball - The poke ball will unleash one of many different Pokemon. Pick these up and break them open ASAP. Even if you have to throw it straight down. Any attack that a Pokemon does from a poke ball you threw won't do any damage to you (there are some exceptions). Try to throw them into groups of players for the best results. If your damage is fairly high, stand right on top of the

opening poke ball. Most attacking Pokemon will keep other players away from you.

Ray Gun - The lay gun is your basic laser gun. When hit, you will be temporarily shocked and unable to move. The best use for the lay gun is to juggle your opponents off the playing area or to use it in combination with the edge guard strategy. You can shoot the lay gun 16 times. After that you will no longer be able to use it.

Red Shell - The red shell is from Mario Kart and acts the same as it always did. Once the shell has been thrown it will home in on whoever is on the same platform as the shell. If no one is on the platform it will move back and forth trying to find a target. After ten seconds the shell will disappear.

Screw Attack - Donated to Melee by Samus, once you've picked up the screw attack you will mimic Samus every time you jump. Instead of a normal jump, you'll perform the screw attack. While not quite as powerful as Samus' version, it still works well as an aerial attack. If you throw the screw attack at an opponent, they will take damage and perform the screw attack themselves. Use this to hit opponents above them, then move in for an attack while they're stunned.

Star Rod - If you hold forward, then press A you will do a regular swing and a star will shoot from the tip of the rod. If you press forward and A together, you will do a power hit and the star will shoot further.

Starman - Just like in Super Mario Bros, the star will give you temporary invincibility. You won't be effected by any attacks. Start doing power hits and don't look back. Couple this with the homerun bat and you're in business.

Super Mushroom - Similar to the poison mushroom, the super version will make your character giant. Your attacks will do more damage, and you'll be much harder to KO. However, you'll also be a much larger and easier target to hit. You may also have a hard time hitting smaller characters as most of your attacks will go over their heads. You can tell the super mushroom apart from the poison mushroom by it's lighter tint.

Super Scope - Remember this one from the Super Nintendo days? This is probably one of the best new items. If you tap the A button rapidly, the super scope will shoot a continuous barrage of shots that will go through other opponents. This means you can line up your opponents and unleash this bad boy to inflict damage on all of them. Then, you can charge up the super scope by holding down A. Once up to a full charge, it can KO an opponent with one hit if they're high enough in damage. Just be careful, it doesn't have the range of the ray gun, and you'll be stunned for a moment after you shoot it.

#### CLASSIC MODE BREAKDOWN

The original Super Smash Brothers was played in multiplayer mode for the most part. However, it still had a decent single player mode. This single player mode has made the jump to Melee in the form of Classic Mode. You'll battle through eleven stages in an effort to beat the game and sharpen your Melee skills. Below you will find the order in which you fight through each stage, and a description of each match type. You are given four minutes to complete each match unless otherwise noted.

Match Order:

Stage 1 - Standard Match

Stage 2 - Team Match (With One Ally)  
Stage 3 - Target Test  
Stage 4 - Standard Match  
Stage 5 - Standard Match (Against Giant Opponent)  
Stage 6 - Grab the Trophy  
Stage 7 - Standard Match  
Stage 8 - Team Match (Against Ten Opponents)  
Stage 9 - Race to the Finish  
Stage 10 - Standard Match (Against Metal Opponents)  
Stage 11 - Standard Match (Against Master Hand and Crazy Hand)

#### Match Descriptions:

Standard Match - This is your typical Smash Brothers match. You against a single computer controlled opponent. There's nothing special going on here. Just KO your opponent one time and move on to the next stage.

Team Match (One Ally) - You'll be given one computer controlled ally to assist as you fight against two opponents. Don't rely much on your ally as they tend to do very little at higher difficulty levels. Go after one opponent at a time. Don't let them team up on you. If the other opponent is heading over to help, either clear out the one you're currently dealing with, or take off to avoid getting double teamed.

Target Test - You'll have to break ten targets placed throughout a stage designed specifically for your character. Many of the targets will be easy to break, while others will be difficult. You'll have to use all of your attacks in a creative way in order to break all ten targets in the fastest time possible. You are given two minutes to break all ten targets before you automatically move to the next stage.

Giant Match (Three Allies) - In a similar fashion to the previous team match, your three allies will likely not do much work. However, since you have three computer controlled players helping you out, let them do all the attacking and stay back until you have to fight. They will wear down your opponent, then you can go in with a few Smash Attacks or power hits and finish your opponent off. That's the easy way to go it. However, skilled players may just want to get right in and take out your opponent without the help of your partners.

Grab the Trophy - The object here is to hit three falling trophies into a ringed container. You only have to capture one to be successful, but ever trophy you grab, you get to keep, so try for all three. When the stage begins, wait on top of the container and watch which direction the camera moves. If it moves to the right, the first trophy will fall on that side. The same is true if the camera moves to the left. Once you know which side the first trophy is falling on, jump to the corresponding platform. Then you'll need to use a very basic attack to knock the trophies into the container. Do not use Smash Attacks or power hits. They will knock the trophy too far away and you'll lose it.

Team Match (Against Ten Opponents) - This is just like the Polygon Team match from the original Smash Brothers. It will be your character, against ten opponents. You'll fight them fight at a time. Depending on the difficulty setting, this could be as simple as sitting in the middle of the stage and doing a clear out attack. However, on the higher difficulty settings you'll have to add more strategy to your game.

Race to Finish - If you've played the original Smash, you'll remember the "Race to the Finish" mini-game. Consider this to be the Melee version of that stage. You'll race through a maze of numerous obstacles and hazards until you reach the doorway. However, instead of having one doorway, there are now a plethora

of doorways. Your task is to get as far as you can in the 50 seconds allotted. The more doors you pass, the more points and coins you'll receive at the end.

Standard Match (Against Metal Opponents) - Just like the metal match of the original Smash Brothers, you take on a permanently metal opponent. It will take more effort on your part to inflict damage and move your opponent off the stage. Work your way to the edge, then do anything you can to knock them off. If you can get them high enough in damage, they'll be too heavy to get themselves back up to the platform.

Standard Match (Against Master Hand and Crazy Hand) - Yet another stage that's been taken from the original game, and enhanced for Melee. On Easy and Very Easy difficulty, Master Hand will have 150 hit points. When you bump it up to Normal or higher, it will have 300 hit points. The Master Hand match has also taken on a slightly new look. While the Master Hand looks the same, it's got a slew of new moves to attack you with. In addition, you'll also have to defeat Crazy Hand on Normal difficulty or higher. Crazy Hand has a completely new set of moves and will enter the battle once you get Master Hand down to 150 hit points. Your best bet is to learn their patterns and continue the attack against Master Hand. Once it's defeated you'll have a much easier time finishing off Crazy Hand. Together they have several team attacks that will heavily damage you. Alone, you can avoid many of their attacks with ease.

#### ADVENTURE MODE BREAKDOWN

The Adventure Mode is a nice combination of Classic Mode and some old school levels from Nintendo games of the past. Adventure Mode is divided up into twelve stages. Some of the stages have multiple areas consisting of an Adventure level, and a Standard Match level. Below you will find the order in which you go through each stage, and a description of each stage type. You are given four minutes to complete each stage segment, unless otherwise noted.

Stage Order:

Stage 1 - Mushroom Kingdom

- Adventure Level
- Team Match (Against Princess Peach, and Mario or Luigi)

Stage 2 - Kongo Jungle

- Team Match (Against Two Mini-Donkey Kong's)
- Standard Match (Against Giant Donkey Kong)

Stage 3 Underground Maze

- Adventure Level
- Standard Match (Against Princess Zelda)

Stage 4 - Brinstar

- Standard Match (Against Samus Aran)
- Adventure Level

Stage 5 - Green Greens

- Standard Match (Against Kirby)
- Team Match (Against 15 Kirby's)
- Standard Match (Against Giant Kirby)

Stage 6 - Corneria

- Standard Match (Against Fox McCloud)
- Standard Match (Against Fox McCloud or Falco Lombardi)

Stage 7 - Pokemon Stadium

- Team Match (Against 12 Pikachu's)

Stage 8 - F-Zero Grand Prix

- Adventure Level
- Standard Match (Against Captain Falcon)

Stage 9 - Onett

- Team Match (Against 3 Ness')

Stage 10 - Icicle Mountain

- Standard Match (Against 2 Ice Climbers)

Stage 11 - Battlefield

- Standard Match (Against 15 Wire-Frame Opponents)

- Standard Match (Against Metal Mario and Metal Luigi)

Stage 12 - Final Destination

- Standard Match (Against Bowser)

- Standard Match (Against Giga Bowser)

Stage Descriptions:

Mushroom Kingdom - Welcome to old school Super Mario Brothers. Nintendo takes you back to the NES as you work your way through a standard Super Mario Bros. Stage. Complete with blocks to break, and Goombas and Para Koopas to battle. Halfway through the stage you'll have to stop and battle a team of ten Yoshi opponents. You'll fight them five at a time, but it shouldn't take more than a single Smash Attack or power hit to KO them. After you've completed the Adventure level, you'll fight a team match against Princess Peach, and either Mario or Luigi depending on what time you finished the Adventure level. If you finished the Adventure level with a time ending in 2 seconds (10:02:00), Luigi will beat out Mario to fight alongside Peach.

Kongo Jungle - There's nothing old school about this stage. You'll battle two miniature Donkey Kong opponents in the Kongo Jungle. Focus on attacks that will hit the smaller DKs. If you're a larger character, many of your attacks may go over their heads. Once you've beat them both, you head over to the Jungle Japes to battle a giant DK. Stay on the middle platform and rack up as much damage as you can. Then knock him off and keep him off.

Underground Maze - While this isn't technically an old school stage, you will find some familiar enemies from the Legend of Zelda series. You've got seven minutes to navigate your way through a maze. Within the maze you'll find one main corridor with three passageways on either side of it. Through each passageway you'll find either one of five battles with Link, or the Tri-Force. The location of the Tri-Force will randomly move each time you play through the stage. If you're on a higher difficulty level, slowly edge up to each battle area and see if there's a Tri-Force, or a Master Sword in the middle. A Master Sword indicates a battle with Link. If you don't want to fight Link, just turn around and take another passage. Once you have found the Tri-Force, you'll battle Princess Zelda in a standard match.

Brinstar - Here you'll fight in a standard match against Samus. No tricks or anything, you'll just have to fight her based on the level of difficulty you're playing at. On higher difficulty levels you'll need to use rolls and dodges to succeed. Once you have defeated Samus, a warning message will flash on the screen. From here you'll be taken through the end of the original Metroid. You've got 40 seconds to make your way up a vertical corridor to your ship before Planet Zebes explodes. Some characters will be better here than others, depending on their jumping ability.

Green Greens - Nothing special here. Just your standard battle against Kirby. Once you've defeated him, you'll move on to a team match against 15 Kirby opponents. You'll fight them five at a time in standard team battle fashion. The easiest way to beat them at higher difficulty levels is to simply break through the blocks on either side of the main platform. That way they won't hit anything to stop them from getting KO'd. After you have dealt with them, if you've met certain requirements, you'll battle against a giant Kirby in another standard match.

Corneria - Jump on top of the Great Fox and battle Fox in a standard match. Once you've defeated him, you'll see a cut-scene featuring Peppy, Slippy, and either Fox or Flaco. If you get Falco in the cut-scene, you'll battle Fox a second time in another standard match. If you get Fox in the cut-scene, you'll get a slight change and battle Falco in a standard match.

Pokemon Stadium - This is once again you're typical team match against twelve Pikachu opponents. The only trick here is that Poke Balls will be appearing at a high rate. Make sure you break open as many as possible before Pikachu can get to them. The Poke Balls should do most of the work for you.

F-Zero Grand Prix - You'll be taken down to Mute City to race alongside the F-Zero racers. Unfortunately, they all remain in their hovercraft while you get to run. You'll need to race from the starting point, to the finishing line without getting knocked off the stage. Watch the right side of the screen for the warning of when the hovercraft are about to speed past. When you see it, jump on one of the platforms positioned above the track. If you're using a slower character, jump off the platform before the racers have completed their pass, and use your air jump and comeback attack to prevent yourself from hitting them. This will give you a little more time to get to the next platform. Once you have reached the finish, you'll move on to fight Captain Falcon in a standard match.

Onett - Welcome to another normal team battle match. This time it's your character against three computer controlled Ness opponents. Just watch out for the stage hazards on the lowest level, and you should have no trouble completing this stage with normal tactics.

Icicle Mountain - Yet another normal team match. You'll take on two sets of Ice Climbers as their stage scrolls vertically throughout the match. For an easier battle, dispatch with the secondary Ice Climber first. This will eliminate their triple jump ability and allow you an easier win.

Battlefield - This stage is very similar to the Multi-Man Melee events. You'll take on 15 Wire-Frame opponents, five at a time. Just be careful and watch your jumps. The gravity has been turned down, so you'll jump, and be tossed abnormally far. Once you've defeated the Wire-Frame opponents, you'll face either Metal Mario alone, or Metal Mario accompanied by Metal Luigi. Once you unlock Luigi, you face them both. Treat this just like any other metal match. Get them to the edge and knock them off. Once off, it will be difficult for them to get back.

Final Destination - On Easy and Very Easy, you'll face Bowser here. On Normal and higher, after you've defeated Bowser, you'll face Giga Bowser. When you're fighting Bowser, it will be just like a normal match. Get his damage high, then draw him near the edge. He'll pick up every item, so make sure you get to them first. Once he's gone and Giga Bowser appears, you'll have a slightly harder time. He's bigger, stronger, and smarter than the normal Bowser. Your attacks will hardly move him, and he'll KO you with little effort. Stay on your toes and continue moving. He's slow...that's your only advantage.

#### EVENT MODE BREAKDOWN

Event 1: Trouble King - Fight Bowser in a classic Mushroom Kingdom clash!

Character: Mario

Stage: Battlefield

Summary: You take control of Mario in a Stock match against Bowser at CPU Level 3. You each have two lives.

Strategy: There isn't much to this match. Just go right out Bowser with Smash

Attacks and power hits. A level 3 CPU opponent shouldn't give you much trouble. Just knock him off the edge, then use an edge guard strategy to keep him off.

Event 2: Lord of the Jungle - A duel of epic proportions! Which ape is top primate?

Character: Giant Donkey Kong

Stage: Kongo Jungle

Summary: It's your Giant DK against a miniature DK in a three minute Stock match. This time, the CPU level has been upped to 4. You'll each have two lives.

Strategy: As most people would probably expect, the first few events are fairly easy to complete. The only thing you need to worry about here is using attacks that will hit the tiny DKs. Focus on grabs and the Hand Slap (Down + B), and you should have no problem taking down this event.

Event 3: Bomb-fest - Bombs are everywhere in this explosive battle.

Character: Select Any

Stage: Princess Peach's Castle

Summary: It's your choice of character in a Stock match, against Link and Samus at level 4. Each player will have one life. The only trick is that Link and Samus will be focusing on using their bomb attacks. You'll also get a lot of Poke Balls with Electrode inside (big bomb Pokemon).

Strategy: The difficulty level of the CPU opponents hasn't risen any, but the fact that they'll concentrate on bomb attacks will make them slightly harder than your typical level 4 CPU opponent. You can still get by if you focus on power hits and Smash Attacks. Just be sure to watch out for the Poke Balls. They all contain Electrode, which will deal a great amount of damage to anyone around it. Grab as many Poke Balls as possible and drop them anyway. As long as you avoid them, chances are one of the CPU opponents will fall victim to the explosion.

Event 4: Dino-wrangling - A giant Yoshi is on the loose! Somebody stop it!

Character: Select Any

Stage: Yoshi's Story

Summary: Your choice of character against a level 5 Giant Yoshi in a Stock match. You'll have three lives, while Giant Yoshi will only have one.

Strategy: Giant Yoshi's size gives you somewhat of an advantage. His main attacks will consist of the Egg Lay, and standard kicks. All you should really have to do is stay on the top platform and attack away. If Yoshi hits you with the Egg Lay, tap the buttons as quickly as possible so get out.

Event 5: Spare Change - Don't stop until you get 200 coins!

Character: Ness

Stage: Onett

Summary: Take control of Ness on his home turf against a level 4 CPU Captain Falcon in a one minute, twenty second Coin match. The first to 200 coins wins the match.

Strategy: The computer controlled Falcon will mostly try his Rapid Punch Combo. When he does this, or any of Falcon's other attacks, simply roll to the opposite side of him and perform a Smash Attack. Then grab as many coins as you can. If you hang out on the bottom level of this stage, Falcon will be hit by almost every car that goes by. Just watch for the warning sign and put up your shield when the car comes by. If Falcon gets close to 200 coins, move over to either side of the stage and try to throw him out. If you can KO him, he'll lose half his coins and you'll have an opportunity to grab them.



Event 6: Kirbys on Parade - Look out! A rainbow of Kirbys is after you!

Character: Select Any

Stage: Fountain of Dreams

Summary: Any character you choose against a trio of level three CPU Kirby's in a Team Battle Stock match. Your character will have one life, while all three Kirby's will have two lives each.

Strategy: Another fairly simple event. One or two Smash Attacks or power hits will KO each of the Kirby CPU players. All you really have to do is sit in the middle of the stage and attack them when they get close.

Event 7: Pokemon Battle - Use Poke Balls to duel with Pikachu.

Character: Select Any

Stage: Pokemon Stadium

Summary: The character of your choice against a level three CPU Pikachu in a Stock match. You will each have two lives, and Poke Balls will appear at a very high rate.

Strategy: A level 3 CPU opponent isn't much to worry about. Just focus on opening as many Poke Balls as you can. If Pikachu gets to a Poke Ball before you do, he will pick it up and open it. Try to level out the Pokemon attacks by opening balls on either side of the stage. This will make sure Pikachu can't get away from the attacks.

Event 8: Hot Date on Brinstar - You're interfering with Samus's Brinstar raid!

Character: Select Any

Stage: Brinstar

Summary: Pick your character and head to Brinstar. You'll be fighting in a Stock match against a level 3 Samus. You will each have three lives. The trick? You'll start at 102% while Samus begins the match at 130%.

Strategy: Even though you and Samus start the match with a very high damage percent, Samus' stamina has been raised and you won't be able to KO her as easily as you would expect. However, Samus is still only set at level 3, and you've got three lives to burn. Go right at her with Smash Attacks and power hits. If she begins to attack back, roll or dodge to avoid her attacks, and counterattack.

Event 9: Hide 'n' Sheik - Only Sheik KOs count! Wait for the change...

Character: Select Any

Stage: Great Bay

Summary: Select the character of your choice and go into a Stock match against two computer controlled Zelda's at level 3. You'll each have one life, but Zelda will not lose a life if she gets KO'd as Zelda. You must KO her as Sheik.

Strategy: You're only fighting level 3 computer opponents, so this event isn't too hard. Stay on the higher platform in the middle of the stage, and chip away at your opponents. Once they reach 50% damage, move to one of the lower platforms on either side of the main platform. From here, use Smash Attacks or power hits to finish her off only when she's Sheik. If she changes into Zelda, just roll back and forth until she changes back. If you start to get hit, move back up to the main platform, but stay near the edge.

Event 10: All-Star Match 1 - It's the Mario Stars: Mario, DK, Yoshi, Peach and Bowser.

Character: Select Any

Stage: Yoshi's Island, Jungle Japes, Yoshi's Story, Princess Peach's Castle, and Rainbow Cruise

Summary: Take your character of choice and KO Mario (level 3), Donkey Kong (level 3), Yoshi (level 3), Peach (level 3), and Bowser (level 4) within four

minutes. You've got two lives, while the CPU opponents will only have one. You'll also fight them all one at a time instead of a Team Battle. Strategy: As you start getting higher in the events, they start to get a little harder. The main thing that makes this one harder than most of the previous events is that you have to beat all five opponents within the four minute time limit. To do this, you'll need to lure each opponent to the edge of their respective stages. From here you should have no problem using power hits and Smash Attacks to KO them. If you have trouble, get them down to 50% or so in the middle of the stage, then lure them to the edge to finish them off.

#### HOME-RUN CONTEST

One of the main additions from the original Smash Brothers to Melee would have to be all of the new single player modes. The objective is to smash Sandbag as far as you can within 10 seconds. To do this, there are a few general strategies you should follow. Just like in a standard battle, the more damage you do to Sandbag before you hit it with the bat, the farther it will go. Below you'll find some of the best methods to inflict as much damage as possible within the 10 seconds, as well as the average distance you should get if the strategy is done correctly (you may be able to hit it further, this is just a reference point). Remember that you can swing the bat up until a split second after the one has disappeared. Even if you don't hit Sandbag until after the time has expired, as long as you start the swing immediately after the one disappears, your hit will still register. You'll also find that hitting Sandbag with the very tip of the bat will result in longer hits as well.

#### Bowser

Average Distance - 1000 Feet

Strategy - There are two methods to get the longest distance with the king of the Koopas. You can either perform your downward Smash Attack (Down + A), or your upward Smash Attack (Up + A). Your personal skill on the GameCube pad will dictate which method is best for you. Both methods should allow you to inflict at least 70% damage on Sandbag before you use the bat. Each time you attack, charge the Smash Attack as much as possible before the Sandbag drops down to within your reach. Just before time runs out, you should be able to add Bowser's Fire Breath (Tap B) for extra damage. Try out both Smash Attacks and see which one better suits your style. You may even go with a combination of the two.

#### Captain Falcon

Average Distance - 1150 Feet

Strategy - Falcon is a mixed bag. On one hand he's a powerful character. However, on the opposite hand, when you use the bat he launches Sandbag straight up into the air giving you no distance. Therefore you have to resort to using other methods for your final hit. This greatly reduces the distance you can achieve. So far, the best method for Falcon is to simply use the bat at maximum range. This will limit Falcon to hitting Sandbag with only the first portion of his swing, doing around 30% damage. Repeat this as many times as you can, then once the time is about to expire, press B to perform the Falcon Punch. Captain Falcon does not have to hit Sandbag before time expires, as long as you have already begun the Falcon Punch animation.

#### Donkey Kong

Average Distance - 1600 Feet

Strategy - To reach the average distance with DK, you'll need precision timing. You'll need to begin the session by quickly tapping left and A to grab the bat, then in the same motion, tap right and B to perform his Headbutt attack. This will plant Sandbag into the ground. From here, use DK's Hand Slap attack (Down + B), but make sure you don't duck before going into the attack. You'll need to

have 45% damage on Sandbag before he jumps into the air. At this point, follow it up and execute DK's Aerial Foot Stomp (Down + A while in the air). This will knock Sandbag back to the platform. Repeat the Headbutt and Hand Slap a second time. Once again making sure you immediately go into the Hand Slap to get the maximum amount of damage. If everything is done correctly, you should be able to rack up at least 120% damage before you use the bat. Remember to hit Sandbag with the tip of the bat to get the maximum distance.

#### Dr. Mario

Average Distance - 1100 Feet

Strategy - While the good doctor has many powerful attacks, your best bet for getting the maximum distance here is his Cape Counter (Forward + B). You should be able to get in at least nine Cape Counters. Hold forward just before you press B to move yourself slightly close to Sandbag. You have to stay fairly close to Sandbag to deliver the most damage. If done correctly, you should be able to dish out 85% damage before you use the bat. If you're a skilled player, you can also add in the Spinning Heel Kick (Down + A while in the air) either before or after the Cape Counter attacks.

#### Falco Lombardi

Average Distance - 850 Feet

Strategy - Falco's strategy here will vary depending on your personal abilities. Two methods seems to stick out among his many attacks. Either his upward Smash Attack (Up + A) or his standard upward attack (Hold Up, A). Use either of these, or a combination of the two to deal as much damage as possible to Sandbag. You should be able to get at least 60% damage before you use the bat. Skilled players should also be able to add a laser blast before you swing the bat, but you'll have to be quick.

#### Fox McCloud

Average Distance - 1050 Feet

Strategy - Out of Fox McCloud's entire arsenal of attacks, the best one to use for this mode is his weakest. The laser blast (Tap B) will not move Sandbag at all. Therefore, you can shoot it as many times as your finger will allow and it will continue to rack up damage without fear of Sandbag falling off the platform. If you're fast enough, you'll be able to deal at least 85% damage before using the bat. Skilled players will also be able to add a jab or two in before you use the blaster to get additional damage.

#### Ganondorf

Average Distance - 1200 Feet

Strategy - The Legend of Zelda bad guy is a power house in Melee. The easiest way to launch Sandbag is to use your upward Smash Attack (Up + A). You'll only be able to get two or three complete attacks off because Ganondorf sends Sandbag flying so high, you'll run out of time if you try more than that. Ganondorf's upward Smash Attack will hit twice each time you do it. If you don't time your second Smash Attack correctly, only one of the hits will connect, and you either won't do as much damage, or Sandbag will fly off the platform. Try to time it so that Sandbag is still in the air when you do the second Smash Attack. For extra distance, you can hit Sandbag one or two times before you use the two Smash Attacks. Try Ganondorf's standard Hold Forward, A attack to get 12% damage before you begin Smash Attacks. You should be able to rack up at least 80% damage before you use the bat.

#### Jigglypuff

Average Distance - 950 Feet

Strategy - The best way to launch Sandbag with Jigglypuff revolves around her Aerial Spin Kick attack (Down + A while in the air). This will help you deal the most damage to Sandbag before time expires. Tap X or Y so that you don't just very high, then hit down and A to perform the spin attack. Make sure

you're as close to Sandbag as possible. With a low jump, you'll be able to get the most hits out of the spin attack. You can also add on a variety of moves before you begin using the spin attack to dish out even more damage. A jab will work fine in this case, but you can experiment to find what attack you're able to pull off fastest. Add this on before you begin the spin attack and you'll reach maximum range with Jiggypuff.

#### Ice Climbers

Average Distance - 1250 Feet

Strategy - The Ice Climbers best bet at launching Sandbag is to use their standard upward attack (Hold Up, A). This will hit Sandbag multiple times, and send it into the air allowing you to repeat the attack. Start the event off with a normal attack to add additional damage to Sandbag. Hold Forward, A will deal 20% damage if both Ice Climbers connect. From here, run up and use their standard upward attack multiple times. You must time the attacks so that Sandbag is still in the air when you hit. This will give you the most hits out of the attack, and save you some time in the end. If done correctly, Sandbag should have at least 85% damage before you use the bat. Once you're ready to swing the bat, make sure you're close enough so that both Ice Climbers connect with an attack. After you use the bat, if both Ice Climbers hit Sandbag, it should have at least 120% damage.

#### Kirby

Average Distance - 1000 Feet

Strategy - Many of Kirby's attacks will knock Sandbag off the platform. Even his Aerial Spin Kick (Down + A while in the air) will knock Sandbag off the platform on its last hit. However, his new attack, the Hammer Spin (Forward + B while in the air) is just the thing to rack up the damage on Sandbag. You'll need to grab the bat and immediately jump in and start attacking. Depending on your angle of attack, Sandbag will move in the same direction you're spinning. Try to position Sandbag so that your last hit leaves it as close to the right edge of the platform as possible. If done properly, using the smallest jump possibly, Kirby should be able to deal at least 80% damage before using the bat.

#### Link

Average Distance - 800 Feet

Strategy - Link is one of the few characters that has a somewhat limited ability in this event. Most of his attacks send the Sandbag flying off the platform, or won't connect completely dealing very little damage. Your best bet is to use his Upward Slash (Hold Up, A) as many times as possible. You may have to turn around once or twice to keep Sandbag as close to the front of the platform as possible. If you're fast enough, you should be able to get around 55% damage.

#### Luigi

Average Distance - 1200 Feet

Strategy - Without the Cape Counter like Mario and Dr. Mario, Luigi must rely on his more basic attacks to send Sandbag flying. Use the 360 Low Kick (Down + A) will deal out nice damage and knock Sandbag into the air. This allows you to follow it up with another 360 Low Kick. This should be your main attack, however you can also add on a dashing attack as soon as you get the bat, and Luigi's Aerial Kick (A while in the air) in-between consecutive 360 Low Kicks. Combine these three attacks and you should be able to get at least 80% damage on Sandbag before you use your bat.

#### Mario

Average Distance - 1050 Feet

Strategy - Just like Dr. Mario, the original Mario can use the Cape Counter (Forward + B) to inflict a good amount of damage. You should be able to get in

at least ten Cape Counters. Hold forward just before you press B to move yourself slightly close to Sandbag. You have to stay fairly close to Sandbag to deliver the most damage. If done correctly, you should be able to dish out around 75% damage before you use the bat. If you're a skilled player, you can also add in the Spinning Heel Kick (Down + A while in the air) either before or after the Cape Counter attacks.

#### Mewtwo

Average Distance - 900 Feet

Strategy - Most of Mewtwo's attacks are too powerful to use in the Home-Run Contest. The best move for this event seems to be his Psychic Flip (Forward + B). Use this attack as fast as you can to rack up around 65% damage before you use the bat.

#### Mr. Game & Watch

Average Distance - 1050 Feet

Strategy - As odd a character as you many think Mr. Game & Watch is, his Home-Run Contest strategy breaks the mold. The best way to reach the maximum distance with Mr. G&W is to use his Scuba Helmet Smash (Up + A) three times. All three hits will knock Sandbag up and to the right, and the third hit will knock it off the platform. From here, jump after it (off the platform) and follow up with as many Aerial Blow attacks (Up + A while in the air) as you can execute in the remaining time. In order to get the farthest hit, you'll need to time the Aerial Blow attack so that both hits connect. You also must not let Sandbag hit the ground. If it does, wherever it lands will be your final distance. You'll need to time your bat swing so that it hits Sandbag in the air as well. If done correctly, you should have inflicted at least 80% damage on Sandbag before you use the bat.

#### Ness

Average Distance - 950 Feet

Strategy - Ness is by far the most unique when it comes to the Home-Run Contest. You'll have to start the session immediately with a PK Fire (Forward + B). From here you'll need to pay close attention to Ness. As soon as he retracts his arm, do an Aerial PK Fire (Forward + B while in the air). As soon you land, grab the bat and run back over to Sandbag. You'll now need to perform a very short jump (lightly tap X or Y) and execute a Downward Kick (Down + A while in the air). Follow up the Downward Kick with an Aerial Headbutt (Up + A while in the air). Then once again do a short jump into a Downward Kick as soon as Sandbag lands, and another Aerial Headbutt. By this time you'll have very little time left. Time your bat swing so that you begin just as the one begins to disappear. If you've done everything correctly, you should have inflicted around 70% damage to Sandbag before you use the bat.

#### Pichu

Average Distance - 1200 Feet

Strategy - Pichu is one of the easiest characters to rack up the distance with. Your main strategy should be to use the Thunder attack (Down + B). You should be able to pull this off three times before it knocks Sandbag off the platform. Before or after the three Thunder attacks, use whatever attack you can pull off quickly. Two Thunder Jolts (B) would be an example of something to use before the Thunder attacks. Sandbag's damage should be around 80% before you use the bat.

#### Pikachu

Average Distance - 1150 Feet

Strategy - Finding a way to launch Sandbag with Pikachu has not been an easy task. So far, the best strategy is to use his Super Headbutt (Up + A) three times on the platform. After the first hit, roll forward once to get on the right side of Sandbag. After the second hit, roll left twice to get back on the

left side of Sandbag. The final hit will knock Sandbag slightly off the platform. This is where it gets tricky. You'll need to make sure your back is facing Sandbag, then hit it out of the air with the tip of the bat. Pikachu's swing allows him to hit Sandbag from behind, and this actually makes it go further.

#### Prince Marth

Average Distance - 750 Feet

Strategy - Prince Marth is a very basic character. So far, the best strategy found for him is to simply use either his Vertical Slash (Hold Up, A) or his Upward Slash (Up + A while in the air). The Vertical Slash will be the obvious choice for beginners as it does not require the timing needed for the Upward Slash. However, either will do the job. Sandbag needs to be around 50% damage to obtain the average distance.

#### Princess Peach

Average Distance - 950 Feet

Strategy - Peach's best method for the Home-Run Contest is fairly simple. Your strategy should revolve around her low bat swing (Hold Down, A). Start your session with whichever attack you can execute fastest, that will inflict the most damage while still keeping Sandbag on the platform. Then use the low bat swing as many times as possible before doing the standard bat swing. Just make sure that you wait until Sandbag has landed before doing another low bat swing to insure you get the maximum damage. You will also find that you don't have to move to grab the bat. Simply turn around and press A. Peach will grab the bat without the need to move closer to it.

#### Princess Zelda / Sheik

Average Distance - 1200 Feet

Strategy - Thanks to Princess Zelda's unique ability to change into Sheik, you'll have to use both of them in order to obtain the average distance. As the session starts, grab the bat and change into Sheik. Head over to Sandbag and use the Sheik Palm Thrust attack (Up + A) three times. Now, you'll have to make sure that both hits of the Palm Thrust connect all three times. While Sandbag is in the air after the third Palm Thrust, change back into Zelda. From here you'll need precision timing for your bat swing. If the previous attacks were performed correctly, Sandbag will be falling slightly outside of the platforms radius. You will need to hit Sandbag out of the air with the bat. If everything was done correctly, Sandbag should have at least 85% damage before you use the bat.

#### Roy

Average Distance - 1450 Feet

Strategy - While Roy may be a powerhouse in Versus Mode. He seems to lack a little something in the Home-Run Contest. Almost all of his powerful attacks will knock Sandbag off the platform. You'll have to rely on his Flaming Force Slash (Up + A). You should be able to pull off three Slashes before the time expires. You'll need to give the first two Slash attacks a short charge, then unleash a fully charged attack for the third Slash. Then instead of using the bat, charge your Flaming Shield Breaker (Hold B). Sandbag should have around 55% damage before you use the Flaming Shield Breaker. Skilled players will also be able to add Roy's Double Low Slash (Down + A), before they use the Flaming Force Slash. This is the only way to obtain the average distance.

#### Samus Aran

Average Distance - 1250

Strategy - Samus is a little tricky when it comes to the Home-Run Contest. You'll need to use her Ground Flame (Hold Down, A) in conjunction with her Double Kick (Hold Up, A). You should use either two Double Kicks, followed by four Ground Flames, or vice versa. For the Double Kicks, you'll need to make

sure you wait until Sandbag has hit the ground before performing the second Double Kick. Otherwise, the Double Kick will knock Sandbag off of the platform. When you're ready to execute the bat swing, you'll need to make sure you hit Sandbag out of the air. The arch on Samus' swing enables her to hit Sandbag further if you knock it out of the air. If you've done everything correctly, Sandbag should have around 70% damage before you use the bat.

#### Yoshi

Average Distance - 1850 Feet

Strategy - Yoshi is a monster when it comes to the Home-Run Contest. Using his Aerial Run attack (Down + A while in the air), do the smallest jump possible (tap the X or Y buttons very lightly) and get as close as you can to Sandbag. If done correctly, you should inflict around 30% damage with each attack, and around 130% damage before you use the bat. Repeat this over and over until the time reaches one. Hold forward just before you land to move Sandbag slightly to the left to give you that little bit of extra distance when you eventually hit it.

#### Young Link

Average Distance - 850 Feet

Strategy - Young Link doesn't have a lot of power in the Home-Run Contest. You'll have to rely mainly on bombs, fire arrows, and his Upward Thrust (Hold Up, A). Use whatever combination of these three attack that leaves Sandbag around 60% damage and in the air, slightly off the right side of the platform. From here, hit it with the bat directly out of the air.

#### MULTI-MAN MELEE

10-Man Melee - This is the easiest Multi-Man Melee event. Your objective here is to defeat 10 Wire-Frame opponents. They will attack you in groups of five. When you KO one, another will appear until a total of five are fighting at once. The Wire-Frame opponents are KO'd in one or two Smash Attacks or power hits. Simply stand slightly off center and use one of these attacks. A clear out attack will also work well here.

100-Man Melee - Your objective here is to defeat 100 Wire-Frame opponents. They will attack you in groups of five. When you KO one, another will appear until a total of five are fighting at once. A counter in the upper-left corner of the screen indicates how many Wire-Frame opponents are remaining. Just like the 10-Man Melee, the Wire-Frame opponents are KO'd in one or two Smash Attacks or power hits.

Start off using the same strategy you used for 10-Man Melee. Stand slightly off center and use a Smash Attack, power hit, or clear out attack. However, once you get to around 50 opponents remaining, the computer will increase the difficulty level. This is where you may have to start using the roll and dodge. Try not to jump. As the difficulty level increases, jumping will only give the Wire-Frame opponents a chance to juggle you can gang up in there attacks. Under most circumstances it will still only take a single strong attack to KO the Wire-Frame opponents. If they begin to gang up around an edge, roll around them and perform a Smash Attack or clear out attack. Then roll again and repeat. As long as you stay out of the air, and constantly roll or dodge, you should be no trouble with the 100-Man Melee.

3-Minute Melee - Instead of having a set number of KOs you need to obtain, in this Multi-Man Melee event, you simply have to defend yourself for 3 minutes without getting KO'd. There are two ways to accomplish this task. You can run from the first 5 Wire-Frame opponents that appear, and not attempt to KO any of them. This is probably the easiest way, as the opponents will not increase in

difficulty. It shouldn't be too hard to roll around and jump from platform to platform avoiding the first 5 opponents.

The other method is the "professional" way to beat the 3-Minute Melee. Take everything you know about the 100-Man Melee and apply it here. Go for as many KOs as you can get and try to break your previous record each time you play. Which method to go with is up to you.

15-Minute Melee - This is one of the most difficult Multi-Man Melee events. In a similar fashion to the 3-Minute Melee, you'll need to fend off Wire-Frame opponents without getting KO'd for 15 minutes. Even if you go with the easy 3-Minute route and attempt to avoid the opponents, this is difficult to do for 15 minutes without KOing a few of them and increasing the difficulty level of the CPU.

Your best bet here is to open every item container that appears. Many of the items will be very useful in defending yourself. Especially the beam sword. If you stand near one of the edges (not too close), just wait for the Wire-Frame opponents to come to you. The beam sword will give you longer reach over the Wire-Frames. If you have the correct position (so that no one can drop behind you from the above platform), you should be able to go the entire 15 minutes with very little damage (once you have the beam sword).

You can also attempt to hammer your opponents with Smash Attacks and power hits, but as you defeat them, they'll begin to get harder. Defending yourself against high level computer opponents for 15 minutes is a very difficult task.

Endless Melee - There really isn't a set task you must perform in Endless Melee. Instead, you simply defeat as many Wire-Frame opponents as you can. There's no time limit, so take your time, or blow through them as fast as possible. Just like in the previous Multi-Man Melee events, the opponents will become more and more difficult with each KO. Focus on the 100-Man Melee strategies and go all out on the Wire-Frame team.

Cruel Melee - This is by far, the most difficult single player event in Super Smash Brothers Melee. Getting a single KO in this event is harder than almost anything else the game offers. The difficulty level of the Wire-Frame team is set to above level 9 computer opponents. All 5 Wire-Frame opponents will attack you more aggressively than most human opponents. Depending on your character, you can even be KO'd with as low as 25% damage. Meanwhile, you'll have to inflict at least 50% damage to defeat any of them (under most circumstances).

So far, one of the best methods found to acquire a small amount of KOs is to use either Ganondorf or Ness and stage off of the main stage as much as possible. With Ganondorf, simply jump off the stage and use his Warlock Grab (Up + B). Each time you connect with one of the Wire-Frame opponents, you'll be able to perform the attack again. Wait until you're almost out of range, otherwise the opponents will knock you out of the attack, and you'll have a very difficult time getting back to the edge. Your opponents will practically jump off the edge trying to hit you, so you shouldn't have any trouble using the attack over and over again. If you find yourself off axis, or having problems getting a rhythm going, grab the edge and roll to the opposite side as quickly as you can. From here, start over with the Warlock Grab technique.

Using Ness, do the same thing, only instead of the Warlock Grab, use his PK Thunder attack (Up + B). Move to the opposite side after every pass and you should be okay. Just make sure all 5 opponents get hit by your attack. Otherwise, you'll be in trouble.



## MULTIPLAYER STRATEGIES

Super Smash Brothers Melee has added a great deal to the one player mode of the original. However, as was the case in the original Smash, this game is all about the multiplayer. This section will help you become a better multiplayer combatant. While veterans may already know some of these strategies, or have some strategies of their own, this section should still contain at least one strategy (or variation of a strategy) that wasn't already known. Read through and see if any of these strategies can be applied to your style of play.

**Edge Guarding** - Once you've knocked an opponent off the edge of the playing field, wait for them to come back. If there's other attackers in the area, take care of them, but if not stay about two inches from the edge. At that distance an opponent won't be able to hit you with a comeback attack, and at the same time you can defend the playing field.

Depending on your character, there are a few strategies you can take to keep your opponents from coming back. Characters with long range attacks can throw a projectile at the oncoming opponent, hitting them out of their comeback attack and causing them to fall. However, you must continue launching projectiles until your opponent is far enough away that their comeback attack cannot reach the edge. If you throw only one projectile, your opponent will be able to execute their comeback attack a second time after it hits.

If your character does not have a projectile attack, you can utilize a Smash Attack to defend the edge. Try to execute your Smash Attack from its maximum range. If done successfully, the opponents comeback attack will not interrupt your Smash Attack.

Your final option is to simply do a jumping attack. However, this puts your character in a great deal of danger. You can get hit by the comeback attack, or could miss completely and fall off the edge. The best jumping technique to use is your Down + A attack. This will generally take the most priority over your opponents comeback attack. If you're skilled enough, you can even throw other opponents at whoever is trying to comeback, then repeat the process.

**Use The Edge** - When you're coming back after being launched, a smart opponent will wait for you at the edge of the playing area and try to hit you on your way back. If this happens, you've got several ways to avoid getting hit. If you're close enough to the edge, use the forward aerial dodge (Forward + R/L) to dodge the incoming attack. The only thing you'll have to worry about here is if you're not close enough to the edge, or if your opponent gets tricky and delays his attack until after you've dodged. Once you have executed the dodge technique, most characters will not be able to do anything until they reach the ground (there are some exceptions).

Another way to avoid attack is to try to angle yourself so that you land right on the edge of the playing area. That way you'll grab onto the edge. You're invincible for the first few seconds you're holding on so your opponents will not be able to hit you. Do not hold on too long or else your opponents will be able to attack you. While you're hanging, you can do an edge attack (explained in the General Definitions section) and usually catch the opponent off guard and/or give yourself a chance to counter attack. You'll also be able to jump off the edge by holding up. However, a skilled opponent will wait for you to land and launch you once more.

Whatever happens, try not to land close to an opponent after doing a comeback move. You'll be left completely open for another launch. A skilled opponent is very difficult to avoid as you're coming back. These strategies will help, but sometimes an edge attack is unavoidable.

Racquet Ball - On any stage that has a wall on one side of a platform you can bounce your opponents off of that wall. If you time your attacks correctly, the opponent will not have a chance to escape, and you can continue bouncing them off the wall until they're high in damage and bounce too far away. Just before that happens, do a power move to finish your opponent off. This technique works especially well if you have a beam sword, as it has a much longer reach than most other weapons. If you are using a character that has a move like Link's Rapid Sword Combo or Kirby's Rapid Punch Combo, you can get your opponent directly against the wall and hold them there with that move.

Hit The Hammer Guy - Once an opponent has grabbed the hammer, your normal reaction is to run. This is a good strategy, however under certain circumstances it becomes difficult to escape the hammer. Therefore you'll need to either defend yourself, or get rid of the player with the hammer. Any player with the hammer is limited to only one jump and cannot do any of their regular or special moves. If you can knock them off the edge, they won't be able to get back while they're still holding the hammer. Unlike other items, once you've got the hammer, you can't get rid of it until the fifteen second time limit is up.

If you're under the player with the hammer, do your aerial upward power hit. You'll do some damage to them and if their damage percentage is high enough, you'll KO them or knock them off the edge. Throwing certain items will also have the same effect. Try luring them to the edge of a platform, then doing a double jump and throwing an item directly down at them.

Whatever you do, keep your distance. If you must put your shield up, make sure your opponent has had the hammer for at least ten seconds or else your shield won't last and you'll be in even worse trouble. If you get KO'd by the hammer, or have just been KO'd when an opponent picks the hammer up, you have an advantage. You are invincible for the first few seconds and therefore you can walk right up and attack the person with the hammer. Don't try to do as much damage as possible, just get them off the edge. Once they're off, they won't be able to get back. Be careful not to stick around too long though. You're only invincible for a very short time.

In Melee, there's also a 30% chance that the hammer will break. If this happens, the person holding the broken hammer is completely open for attack. Take him out, then grab the detached head of hammer and use it as a projectile weapon by throwing it at an opponent.

Find the Highest Damage - It's very difficult to KO another player unless they're high in damage, or you have the bat. Therefore if you attack the players with the highest damage, you'll have the best chance of getting a KO. While this strategy will deduct points from your total score, this will only affect you in Decision Mode.

When an opponent reaches 100% damage (handicaps can change this), their damage percentage will change color from white to grey. At this point, a single Smash Attack or power hit will generally KO them. Connecting with one of these attacks is a lot easier than wearing an opponent down with multiple attacks. So for easier KOs, head for the opponent with the highest damage percentage.

Attack From Above - During multiplayer battles, you'll often find 1-on-1 and 2-on-1 fights among the other opponents when you're not engaged in combat. At this time an attack from above is usually most effective. Your opponents will be more involved in their own battle than in what you're doing. Doing an aerial downward power hit, or tossing a projectile from overhead will clear out a group of your opponents. If the other players are at a high damage percentage,

an aerial downward power hit can even earn you some KOs. You should also use this tactic immediately after you die if any of the other players are under your starting point. If you've got some distance between you and the other players, it also makes a great surprise attack. An upward power hit will overpower an aerial downward power hit, so be careful when using it.

Roll - When playing against faster characters such as Pikachu or Fox, blocking an attack will only leave you open for a throw. Because of this, it is necessary to use your roll as much as possible. You can't be damaged while you're rolling, and your opponents won't expect it if timed correctly and not overused. However, while you're going into the roll, your shield drops and you can be hit. The same thing can happen as you're coming out of the roll.

By pressing "A" during a roll, you'll do a quick throw and your opponent will have no way to escape unless they roll as well. If they're in front of you, roll forward. You'll turn around as you're rolling so that after the roll, you're still facing the opponent. When the opponent is behind you can also perform a reverse roll. If the opponent attacks, you won't take any damage and they'll be wide open for a counterattack. If they don't attack, you would've still caught them by surprise, and probably have the advantage.

Ground Dodge - One of the best additions from the original Smash Brothers to Melee would have to be the dodge technique. On the ground, you can quickly sidestep and attack, and dish out a counterattack if you utilize this move correctly. Seasoned veterans will probably have no problem using the dodge. However, other players may find that when attempting to execute a dodge, they instead put their shield up. To avoid this, limit the usage of a ground dodge to when you've got your shield up or after a roll.

Many players will attempt to attack you multiple times once you've put your shield up. Use this opportunity to dodge their secondary attacks and counterattack. In the same application, you'll use your roll to avoid incoming attacks. Skilled players will roll to avoid your post-roll counterattack, then they will try their own post-roll counter attack. Use this opportunity to dodge. Roll, then dodge and counter with a grab or a quick attack that will juggle or stun your opponent. Just be aware that a dodge will not avoid a grab attempt, only physical and projectile attacks.

Aerial Dodge - Similar to the ground dodge, the aerial dodge should be used to avoid attacks while in the air. However, the aerial dodge does not limit you to avoiding attacks by simply stepping into the background. While in the air, you can dodge up, down, forward, or backward.

Use the two vertical dodge techniques to avoid attacks from above and below while you're over the playing area. Do not use either of these dodges if you are not within the confines of the playing area. After an aerial dodge, your character will not be able to do anything else until they reach the ground (there are some exceptions). If you perform a vertical dodge outside of the playing area, unless you're close enough to grab the edge, you will not be able to use an air jump or comeback attack to get back on the playing area. Even if you avoid your opponents attack, you'll still have no way to get back on the playing area.

The only use for this technique outside of the playing area is if the leading player is attempting to steal your KO from another player. Since you're already going to be KO'd, you'll help yourself by not letting the player in the lead acquire another KO.

The horizontal dodge techniques will probably be of more use to you than the vertical dodges. These are best used to not only avoid attacks, but also get

you out of a dangerous situation, and possibly help in your comeback attempts after getting knocked off the playing area. On stages with multiple platforms, as you're falling down to a platform where an opponent is awaiting you, use one of the horizontal dodges to completely avoid that platform and fall down to an adjacent platform. Not only will your opponent be unable to attack you, you'll have time to prepare your own attack while they drop down from their current platform, to the platform you're now on.

While you're attempting to come back after being launched out of the playing area, use either of the horizontal dodge techniques to propel you closer to the edge. Not only will you avoid the attack of an opponent waiting at the edge, the horizontal dodge will also move you closer to the edge. Possibly close enough to grab the edge, or land on the ground. This technique can sometimes be more useful than a comeback attack. Especially if your opponent is skilled at guarding the edge.

The Last Hit - In timed multiplayer games, the winner is whoever has the highest point total by subtracting their number of deaths by their total number of KOs and SDs. This means that the more KOs you're attributed to, the better off you'll be. Therefore, if you see another player unable to comeback or about to be KO'd, try to position yourself to hit them before they die. The player that lands the last hit gets the KO. Even if you're both going off the edge, try your hardest to hit the other player with a projectile or some kind of attack.

Health First - Health is one of the most important items in the game. Getting health is almost like getting a free life. New to Melee, you can now pick up health items while holding other items or weapons. The heart, maxim tomato, and food will all lower your damage percent. The heart will reset your damage back to zero, while the maxim tomato will give you back up to 100% of your damage. The food only gives you back around 5%, but you'll usually find multiple food items at a time. These can add up and save you from a KO.

When you see one of these items pop up, get to them above all else, especially if you've got a high damage percentage. If you've got a low damage percentage, pick them up just to keep them away from other players. When you've worked hard to get someone up to 100% damage, you don't want them to get back down to zero. Try standing near the health and waiting for another player to go for it. They'll more than likely be trying to get that health above all else. This will work even better if you can get above or below the health as you'll have a better angle of attack.

Guard The Weapons - Often times in multiplayer battles, everyone will be bunched up in one general area. If items appear in that area, everyone will go for them. Get to the items first and grab the best ones. Multiple items will usually appear after a barrel, crate, or party ball has been broken. If someone else grabs the barrel, quickly do an aerial downward power hit to break it. If you don't, the barrel will roll until it hits something or someone, or falls off the edge. If another player grabs the crate, just wait until they've thrown it, then go after the items. Crates break on impact with any surface.

Do not attempt to break a crate or barrel if you've got a high damage percentage. They have a tendency to blow up if someone who's not holding them tries to break them. Once you have the best item, guard the rest until they disappear. If an opponent tries to grab an item, they'll be temporarily open to attack while they're picking the item up. You'll have a much better chance if you have the only item weapon, than if every player has an item weapon.

Last Minute - During the last minute of play you must be very cautious, yet you must attempt to KO as many opponents as possible, and as fast as possible.

Therefore, once you get to the one minute mark you'll need to take a look at all of the damage percentages, including your own. If you're still under 50% damage, look for the opponent with the highest damage and concentrate your attacks there. Once that opponent is out of the way, direct your attacks at anyone over 50% damage. If they're under 50%, unless you have a bat or some other high damage item, you shouldn't bother attacking them. Within that last minute, you would more than likely not be able to cause enough damage to KO them, while at the same time placing yourself in danger of being attacked or KO'd. At the 45 second mark, if none of your opponents are over 50% damage, sit back and wait for someone to get to at least 50% before you start attacking. Once you get to 30 seconds, if no opponents are over 70% damage, simply do your best to avoid them. At any point in time during the last minute of play, if you reach 80% damage and have the highest damage percentage, stay away from your opponents as best you can. These times and damage percentages may vary depending on the skill of yourself and your opponents, but use this as a guide to rack in on some KOs during the last minute of play.

#### TEAM BATTLE STRATEGIES

All team battle strategies are for team attack off with a timed game. They are also focused on the player who is outnumbered. In a 3-on-1 the strategies are geared toward the single player and not the team of three. Strategies for team attack on, a stock game and for the team with the numbers (the team of three in a 3-on-1), are located below the main strategies unless otherwise noted.

3-on-1 - This team battle is a true test of skill. If you're the one, keep moving! You'll have three opponents who will ignore each other and concentrate all of their efforts on killing you. If you get caught by one of them, the other two will be on their way to help out.

Your best strategy of attack would be to isolate each opponent and chip away at their energy until you can KO them with a single power hit. When the other two opponents get close, maneuver past them and get over to the opposite side of the stage. Once the first one catches you, start chipping away again.

Use your projectiles to keep them at bay and allow for you to make some distance on the larger stages. On smaller stages, this technique will seem like a hit and run, but it is necessary. If you get trapped by more than one opponent your shield be very ineffective. You're best course of action is to escape to the other side of the stage.

Remember that you can only hold one item at a time. If multiple beam swords appear, keep one and throw the rest off the playing area. You'll have a much greater advantage if you're the only one with a weapon. If a motion sensor bomb appears, pick it up immediately and throw it anywhere. Even if you have a weapon already. Drop that, take care of the bomb, then pick it up again.

While you may think rolling or dodging will help you out in a 3-on-1 match, sometimes that is not the case. You're vulnerable to attack before and after a roll, and just as you're coming out of a dodge. While you may avoid the attack of one opponent, the other two will have a field day. If you have isolated one opponent, then rolling and dodging will be effective as there's no one else to hit you. However, don't use it as a main defensive technique when you're surrounded by opponents.

2-on-1 - This is very similar to a 3-on-1 battle except that you only have two opponents to worry about instead of three. In this situation, concentrate on the weaker of the two opponents and use the same method as you would in a 3-on-1 match.

Isolate one of the opponents and chip away at their energy until you can KO them with a single power hit. It will be easier if you isolate the weaker opponent, however do not ignore the other player. When both opponents get close to you, maneuver past them and get over to the opposite side of the stage. Once the first one catches you, start chipping away again. On smaller stages this technique will seem like a hit and run, but it is necessary. If you get trapped by the two opponents your shield won't do you much good.

Your best course of action is to escape to the other side of the stage. Once you've KO'd one of the opponents, the match now becomes 1-on-1 for a short period of time. Use this to your advantage by doing as much damage to the remaining opponent as possible. If the stage is large enough, you may even be able to have them alternate. You KO one, and while the other is on his way back, you KO the remaining opponent.

2-on-2 - In this match it's all about team work. Never leave your partner! If your two opponents get separated, both of you should concentrate on double teaming one of the opponents. Remember that even with team attack off, bombs and mines will still hurt your team mate. It is also very important to keep an eye on both of your opponents. If you're double teaming one, the other will most likely be doing everything they can to get back into the action and help his teammate. Concentrate all of your efforts on killing the isolated opponent. When the other starts to get close, one of you should break off the attack and keep the other opponent from interrupting.

If your opponents are acting as a team, fight like you normally would and look for an opening in the other opponent. Once you see that opening, leave the one you're attacking and hit the other with a power hit or Smash Attack. The one you're attacking will not be expecting this tactic and you may even save your partner.

2-on-1-on-1 - This is a very unique battle in which it's one team against two solo players. If you are the team, simply follow the 2-on-2 strategies. Never leave your opponent, and concentrate on double teaming one of the solo players. It should be a lot easier to double team in this match because your two opponents will not be teammates. They will be after your team, but also after each other. Use this to your advantage and don't attack both of them together unless you absolutely have to. Watch out for one of the solo players trying to steal a kill if the other solo player is high in damage. If you see one of them on his way over to steal, one of you should break off your attack and stop the remaining opponent from interrupting.

Team vs 1 - When playing a 3-on-1 or 2-on-1 match as the team instead of the solo player, the strategy is very simple. Attack in groups at all times. Do not let yourselves get separated from each other. If you can surround your opponent and double or triple team them, your chances of winning will be greatly increased. Work as a team and have one player set your opponent up, while the other two prepare a power hit or Smash Attack.

Stock - If you're playing stock, your strategy should change somewhat from when you are playing a timed game. With a limited amount of lives, it now becomes very important that you keep yourself alive as long as possible. Use the same strategies as you would in a 3-on-1, 2-on-1 or 2-on-1-on-1 match, except make it a point to attack only the weakest opponent unless you absolutely must attack one of your other opponents. If you can KO the weakest opponent first, that will lessen your opponents power as they will have one less partner. This is especially true in a 2-on-1 match because it is now a 1-on-1 game.

In a 3-on-1 match, after you've KO'd the first opponent, go after the next

weakest. The best player on the other team will more than likely be looking for an opening to land a power hit while you're dealing with his teammates. Once you eliminate his teammates, he now must face you 1-on-1, where you stand a much better chance.

Motion sensor bombs are very important in a stock match. No matter who lays the bomb, anyone who hits it stands a good chance at getting KO'd. Just remember where the bombs have been laid and try to lure your opponents into them.

Team Attack On - By selecting this feature in the options menu, everyone will be able to hit each other, even teammates. If you are the one that's outnumbered this will work heavily to your advantage. Instead of running when your opponents are close to you, wait until they've all surrounded you and put your shield up. Any attacks they try against you will hit your shield and their teammates if they're close enough. However, if one of your opponents tries to throw you, unless one of the other opponents hits him, you may be in trouble as your shield does not protect against throws.

If you are part of the team, try not to attack the opponent at the same time. Get on either side of the opponent to prevent him from escaping, but stay far enough away from your teammate so you do not get hit by their attacks.

High Damage - When you get high in damage you have several options. A heart or maxim tomato will appear if a player is in need of one. However, this may take a full minute to happen, and you may not be able to get to it. If the score is fairly close, or your opponents are winning you may want to commit suicide. It's not the most honorable way to die, but your opponents won't get a KO out of it.

If you chose to stick it out, remember a few key things. Under normal circumstances only a throw or power move will KO you at high damage. A regular move or standard projectile will not. An aerial attack can also knock you far enough out that you won't be able to come back. While you're waiting for a heart or maxim tomato, don't do any moves that have a long recovery time. If you miss, you'll be in trouble.

Take heed that because you're at a high damage level, your opponents will be out for blood. They'll probably be concentrating on hitting you with a single power move. Power moves typically have longer recovery times. Use this delay time to counter and escape. Be sure to listen for the faint noise of an item appearing. After you hear it, seek it out.

## TOURNAMENT STRATEGIES

With the popularity of Smash Brothers Melee, you're bound to find several local tournaments in your area. This section is designed to help you do your absolute best in these tournaments. If you're a seasoned tournament veteran, you can probably skip this section, but for those of you that lack tournament experience, this should help you out.

Confidence - One of the keys to doing well in anything is to have confidence. You've more than likely played Smash Brothers Melee a great deal to consider yourself able to win a tournament. By reading this guide and playing the game, you have probably learned a lot about how to win. Not everyone has the internet, or the time to play the game on a regular basis. This limits your opponents overall knowledge of the game. Go into the tournament with the attitude that you can win. However, don't get a big head. Overconfidence can be a bad thing, and possibly cause you to play with less concentration. If you feel you'll massacre your opponents, you may not play as hard as if you think

you may lose. Play every game like it was the finals and make sure you play to your fullest. You never know when an opponent might surprise you with their skill.

Regroup - Going into a tournament, you'll probably be nervous. This is normal for players with less tournament experience. Because you are nervous, you may not be playing as well as you could at home, or at a friend's house. About halfway through the match, take a second to regroup. Pause for just a few short seconds after you get KO'd and take a look at where you're at and what your opponents have been doing. Have you been getting a lot of KOs, or dying more than your opponents? Which of your opponents is doing the best? Which is doing the worst? Target the player who seems to have the least amount of skill and add some KOs to your score. Watch who the top player is going after and see if you can't steal a few kills from that person. If you can't steal any kills, watch for that opponent to get high in damage and finish him off as fast as possible. You may even want to notify the other players that this person is racking up kills and will win if something isn't done. By regrouping, you'll get rid of some nervous tension and possibly get yourself back in the game or maintain your lead.

Characters - Although there will be several popular characters (Link, Samus) everyone is different. Someone may love Pokemon and only play as Jigglypuff. They may have also become very skilled with Jigglypuff. Therefore it's a good idea to at least practice with all of the characters. If you have some friends over, play a few multiplayer games with someone other than your normal characters. If you and your friends continually use Samus, Link, DK and Kirby, then you won't know how to defend against any of the other characters. Knowing your opponents attacks, how to avoid them and what to counter with can be the key to winning or losing. Even if you're better than your opponent, playing against a character that you've never used or played against before is just like playing against someone using a new strategy on you. You won't know how to counter their attacks and this could easily cause you to lose several lives.

Pay Attention - Depending on how many people are in the tournament, you'll probably have time to sit and watch the other matches before and after you play. Pay careful attention to how the other people are playing. Watch for weak points and openings. Especially in the players that seem to be winning. These are the people that you'll have to play in order to win the tournament. If at all possible, opt to play last. Everyone will be watching the first game as the tournament would just be starting. But after people have played, they may not be as concerned with watching the other players. You should hopefully be able to catch some people off guard with your strategies.

## HIDDEN SECRETS

This is probably the only section you'll be looking at for the first week or so you have the game. Please take note that there are multiple ways to unlock many of these secrets. Because of this, the methods below may not be 100% accurate. While they do work, there may be more requirements needed than what is described below. The exact methods to unlock each of these secrets should be discovered soon.

### Hidden Characters:

Play as Jigglypuff - Beat Classic Mode or Adventure Mode with any character. You can use any number of stock, and unlimited continues. Once you've cleared either mode, Jigglypuff will challenge you. Beat her and Jigglypuff will become playable.



Play as Luigi - Beat Stage One of Adventure Mode with a time in which the number of seconds ends in a 2 (i.e. 10:02:00). A cut-scene will follow showing Luigi beating out Mario to fight alongside Princess Peach. Beat Luigi and Peach without losing a life, in under 45 seconds, then complete the rest of Adventure Mode and Luigi will challenge you. Beat him and Luigi will become playable.

Play as Dr. Mario - Beat Classic Mode with Mario on any level without continuing, beat Adventure Mode with Mario without losing a life, or play 100 Versus matches. Once you have completed one of these tasks, Dr. Mario will challenge you, or the winner of the 100th Versus match. Beat him and Dr. Mario will become playable.

Play as Young Link - Beat Classic Mode with ten characters. Link and Zelda must be 2 of the 10 characters you beat it with. You can also unlock Young Link by playing 500 Versus Mode battles. Once you have beaten Classic Mode with the 10th character, or played the 500th Versus Mode match, Young Link will challenge you, or the winner of the Versus match. Beat him and Young Link will become playable.

Note: There is another requirement to unlock this character through Classic Mode. This will be updated in the future.

Play as Prince Marth - Beat Classic Mode with all 14 default characters, or play 70 Versus matches. You can also unlock Marth by playing Versus Mode with all 14 default characters (computer opponents do not count). Once you have completed one of these task, Marth will challenge you, or the winner of the 70th Versus match. Beat him and Prince Marth will become playable.

Play as Roy - After unlocking Marth, beat Adventure Mode without continuing, using any character, or beat Classic Mode with Marth without losing a life. Once you have completed either task, Roy will challenge you. Beat him, and Roy will become playable.

Play as Ganondorf - Beat Event #29. Once you have completed the event, Ganondorf will challenge you. Beat him and Ganondorf will become playable.

Play as Falco Lombardi - Clear the 100-Man Melee, or play 300 Versus matches. Once you have completed either task, Falco will challenge you, or the winner of the 300th Versus match. Beat him and Falco will become playable.

Play as Pichu - Beat Event #37, or play 200 Versus matches. Once you have completed one of these tasks, Pichu will challenge you, or the winner of the 200th Versus match. Beat him and Pichu will become playable.

Play as Mewtwo - Play Versus Mode long enough so the Combined Versus Mode timer in the Misc Records area of Data reaches 20 hours. You can also unlock him by playing 700 games in the Versus Mode. Mewtwo will challenge the winner of the match that meets whichever requirement first.

Note: Each human player in Versus Mode adds to the Combined Versus Mode timer. So playing four player matches (all human players) for 5 hours will result in 20 hours of combined play.

Play as Mr. Game & Watch - Beat Adventure Mode or Classic Mode with 24 characters (every character except Mr. Game & Watch). You can use any number of stock, and unlimited continues. Once you have completed either task, Mr. Game & Watch will challenge you. Beat him and Mr. Game & Watch will become playable.

Hidden Stages:

Unlock Past Stage: Kongo Jungle - Complete 15-Minute Melee with any character.

Unlock Past Stage: Yoshi's Island - Hit Sandbag at least 1300 feet in the Home-Run Contest.

Unlock Past Stage: Pupupuland - Complete Target Test (Break the Target) with all 25 characters. You must finish each test in under 2 minutes.

Unlock Planet Zebes: Brinstar Depths - Play 50 Versus Mode matches.

Unlock Eagleland: Fourside - Play 100 Versus Mode matches.

Unlock F-Zero Grand Prix: Big Blue - Play 150 Versus Mode matches.

Unlock Kanto Skies: Poké Floats - Play 200 Versus Mode matches.

Unlock Mushroom Kingdom II - Beat Classic Mode with Princess Peach on any difficulty level, without losing a life.

Unlock Superflat World: Flat Zone - Beat Classic Mode with Mr. Game & Watch. You can use any number of stock, and unlimited continues. You can also unlock the stage by completing Event #45.

Unlock Secret Stage: Battlefield - Beat All-Star Mode with any character.

Unlock Secret Stage: Final Destination - Clear all 51 Event Matches.

#### Other Hidden Stuff:

Unlock Events #11-30 - Once you've completed Events #1-10, more Events will open up. The more Events you complete, the more that will open up until you reach Event #30.

Unlock Events #31-39 - Complete the first 30 events and unlock Jigglypuff, Dr. Mario, Young Link, and Falco.

Unlock Events #40-50 - Unlock all 11 secret characters.

Unlock Event #51 - Complete the first 50 Event levels.

Unlock Sound Test - Once you have completed all 51 Event Mode matches, the Sound Test will become available.

Note: There is another requirement to unlock this character through Classic Mode. This will be updated in the future.

Unlock All-Star Mode - Once you have completed Adventure Mode and Classic Mode with all 25 characters, All-Star Mode will become available.

Unlock Random Stage Switch - Once you have unlocked all of the stages a random stage switch will become available. This allows you to select which stages will not be played on when using random stage select in Versus Mode.

#### CREDITS

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Official Smash Brothers Melee Site - <http://www.smashbros.com/battle/index.html>  
- Official Move Names

Smash World Forums - <http://www.smashboards.com> - Some Hidden Secrets

GameFAQs Smash Brothers Forums - <http://www.gamefaqs.com> - Some Hidden Secrets

The Pimp from AnimePimp.com - [thepimp@animepimp.com](mailto:thepimp@animepimp.com) - Alternate Method to Unlock Dr. Mario

Seapanic - Alternate Method to Unlock Prince Marth

Jago - Some Jigglypuff Move Properties

PikaPuff - Assisted with new DK Home-Run Strategies

Goolump - Assisted with new Captain Falcon Home-Run Strategies

Matt S. - Assisted with new Roy Home-Run Strategies

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