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# 16. Vs. Mode Fun Stuff #
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# 1. Introduction #
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Well, here it is, Version 1.0 to the massive SSBM guide of mine. Hope it helps, can't think of anything intelligent to say here...

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# 2. Controls #
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Controls

- L.....Shield
- R.....Shield
- L+A.....Grab
- R+A.....Grab
- Start.....Pause
- Control Stick...Move, Jump
- Z.....Grab
- Y.....Jump
- X.....Jump
- A.....Use Standard Attacks
- B.....Use Special Moves
- Control Pad.....Taunt
- C Stick.....Zoom Camera, in Vs. Mode it's to use Smash Attacks

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# 3. Overview #
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1-P Mode - Regular Match - Classic

In this mode, you can select any character you wish, and then you will be able to go through a mode similar to the 1P mode of the original Super Smash Brothers. You will face various opponents and try to complete the mode! Refer to the Classic Walkthrough in this guide to help you with it.

1-P Mode - Regular Match - Adventure

In this mode, you will once again be able to choose any character you want, but this time the mode will be an RPG kind of deal. You will go through various stages trying to defeat all the opponents and become victorious! Refer to the Adventure Walkthrough in this guide to help you with it.

1-P Mode - Regular Match - All-Star

Once you have unlocked every character, this mode will become available to you. In this mode, which is remarkably similar to Kirby's Super Star's final level, you will select any character you want, and face every opponent in the game. At the start you will only have to face one at a time, but as you go through it more, you will face 2 opponents at a time, 3 opponents at a time, then for the

final match you will face 25 Mr. Game & Watch's. After every battle, you will go to a place with 3 Hearts. You can only use these hearts once through the whole All-Star mode. So use them wisely. My advice is to use them after around 80% damage, but it depends on the character you're using. Refer to the All-Star mode walkthrough in this guide for help with it.

1-P Mode - Event Match

In this mode, you will have to complete 51 different events, all with special tasks you must perform to beat each of them. Refer to the events mode walkthrough later in this guide for help with them all.

1-P Mode - Stadium - Target Test

In the Target Test Mode, you will get to choose any character you like, then it will set you up on a stage corresponding to the character you have chosen. That stage will consist of 10 targets that you must break. Refer to the Target Test part of this guide for help with them.

1-P Mode - Stadium - Home-Run Contest

In this mode, you will select any character you want, and try to smash a sandbag with a home run bat as far as you can. Refer to the Home Run Contest part of this guide for help with hitting the sand bag as far as possible.

1-P Mode - Stadium - Multi-Man Melee

In this mode, you can choose from 6 different options: 10-Man Melee, 100-Man Melee, 3-Minute Melee, 15-Minute Melee, Endless Melee, and Cruel-Melee. In 10-man Melee, you will have to beat 10 wire frames. In 100-man melee, you will have to beat 100. In 3 minute and 15 minute melee, you will have to survive wire frames for that amount of time. In Endless Melee, you will have to beat as many wire frames as possible without dying. In Cruel melee, you will fight the hardest wire frames around, it's very hard. Refer to the Multi Man Melee section later in this FAQ for help on all of these.

1-P Mode - Training

Simple enough, choose any character and any stage you wish and train with them. Learn their moves and attacks and whatnot. It's pretty much self-explanatory.

Vs. Mode - Melee

In this mode, 1-4 players can select any character they want, then you can go brawl it out on any stage you want. There are many custom rules you can set also. It's very fun.

Vs. Mode - Tournament Melee

Basically, you can select up to a 64-man tournament, enter your guy/gal, and go through a tournament.

Vs. Mode - Special Melee - Camera Mode

In this mode, the controller plugged in to slot 4 will be able to use the camera to take pictures of the match going on. He or She can zoom in, zoom out, move the camera any way He or She wants, and whatnot. You can even save the pictures you take onto a memory card.

Vs. Mode - Special Melee - Stamina Melee

In this mode, instead of trying to knock your opponents off to make them lose a life, each character will have a set amount of life, in which you will have to take off.

Vs. Mode - Special Melee - Super Sudden Death

In this mode, each character will be set with 300% damage for easy kills. Fun if you put bomb-ombs on too. Hehe.

Vs. Mode - Special Melee - Giant Melee

In this mode, all characters will have the effect of a Super Mushroom, therefore, being Giant.

Vs. Mode - Special Melee - Tiny Melee

In this mode, all characters will have the effect of a Poison Mushroom, therefore being Tiny!

Vs. Mode - Special Melee - Invisible Melee

In this mode, all characters will have the effect of a Cloaking Device, therefore being invisible...

Vs. Mode - Special Melee - Fixed-Camera Mode

In this mode, you will battle on an arena that will have a camera that does not move. In other words, you will battle on the level without the camera moving.

Vs. Mode - Special Melee - Single-Button Mode

In this mode, each player can only use the A button. Very good for beginners.

Vs. Mode - Special Melee - Lightning Melee

In this mode, each character will move 2x as fast as normal.

Vs. Mode - Special Melee - Slo-Mo Melee

Self-explanatory, each character will move 2x as slow as usual.

Vs. Mode - Custom Rules

Here, you can set various options for the melee mode. Here are the options you can set.

RULES: Here, you can choose between Time, Stock, Coin, or Bonus. If you choose time, the match will have a certain time limit. If you choose Stock, you will have a certain amount of lives for the match. If you choose Coin, you will have to collect coins by knocking them out of your opponent during a match. If you choose Bonus, you will compete to get the most points by during certain stuff, see the Bonuses section in this guide to read a list of bonuses you can obtain.

HANDICAP: Here, you can turn the Handicap on, off, or make it auto. If you have it off, no player will have an advantage. If you turn it on, you can set which player has an advantage and which doesn't. If you set it to auto, each player will get there own handicap, determined by if they lost or won the last round and whatnot.

DAMAGE RATIO: Here, you can set the damage ration from 0.5 to 2.0. The lower you make it, the harder it will be to knock your opponents off the arena. The higher you choose, the easier it will be to knock them off.

STAGE SELECTION: Here, you can choose between On, Random, Ordered, Turns, and Loser. If you choose On, Anyone will be able to select the stage before the match starts. If you choose random, the stage you play on will be random before you start the match. If you choose Ordered, you will play the stages in order. If you choose Turns, each player will take turns choosing the stage. And lastly, if you choose loser, the lower of the previous match will select the stage.

ITEM SWITCH: Here, you can choose which items everyone will get to use for the match, and if you want the occurrence for the items to be very high to very low.

ADDITIONAL RULES - STOCK MATCH TIME LIMIT: Here, you can choose a time limit for matches with Stock.

ADDITIONAL RULES - FRIENDLY FIRE: Here, you can enable it where you can attack your teammate or not.

ADDITIONAL RULES - SELF DESTRUCT: Here, you can choose how many points you lose for dying without someone killing you.

ADDITIONAL RULES - RANDOM STAGE: Here, you can choose which stages you want to play and which ones you don't.

Vs. Mode - Name Entry

Sent in by thechanseydude@aol.com

If you create a name, data will be stored for it. KOs against other names

(but not against unnamed foes) and Most used character, etc., can be accessed

at:

Data

Melee Records

VS Records

by pressing X or Y. press X or Y again to switch back.

Trophies - Gallery

Here, you can view each of the trophies you have collected, and see information on each of them.

Trophies - Lottery

Here, you can play the slot machine using however many coins you have and try to get a new trophy for your collection.

Trophies - Collection

Here, you can view your entire collection of trophies on a table. Use X and Y to zoom in and out.

Options - Rumble

Here, you can choose if you want your controller to rumble or not.

Options - Sound

Here, you can choose if you want the sound to be in stereo or mono.

Options - Screen Display

If you turn it on, the display will be smoother and harder. Turning it off will make the screen sharper and harder.

Options - Language

Here, you can choose if you want the game in (Japanese?) or English.

Options - Erase Data

Here, you can erase various parts of the game that you have done.

Data - Snapshots

Here, you can view all the pictures you have taken in Camera Mode.

Data - Archives

Here, you can watch a video that tells you how to play the game, and you can watch a Special video that has random stuff in it.

Data - Melee Records - Vs. Records

Here, you can see how many KOs and that kind of stuff that each of the characters have got.

Data - Melee Records - Bonus Records

Here, you can see the list of bonuses you have.

Data - Miscellaneous Records

This just tells various stuff.

Data - Special

This tells you what time you unlocked each of the characters, stages, and a few other things.

4. Move List #
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##Bowser##
#####

Situation | Buttons | Move | Maximum Damage

On Ground	A	Left Scratch	5
On Ground	A, A	Right Scratch	11
On Ground	Right, A	Koopa Knuckle	12
On Ground	Left, A	Koopa Knuckle	12
On Ground	Up, A	Hammer Head	13
On Ground	Down, A	Floor Scratch	22

On Ground	Right+A	Hammer Head	32
On Ground	Left+A	Hammer Head	32
On Ground	Up+A	Shell Shock	27
On Ground	Down+A	Buzzsaw	27
On Ground	+ Pad Up	Taunt	0
Running	A	Horn Charge	11
In the air	A	Gyroscope	13
In the air	Right, A	Jump Slash	14
In the air	Left, A	Spike Stretch	13
In the air	Up, A	Horn Toss	15
In the air	Down, A	Scrub Brush	13
Grabbing	A	Bull Horns	3
Grabbing	Right	Catapult	10
Grabbing	Left	Reverse Throw	10
Grabbing	Up	Blender	9
Grabbing	Down	Bowser Slam	12
Ground or Air	B	Fire Breath	Varies
Ground or Air	Right+B	Koopa Klaw	Varies
Ground or Air	Up, B	Whirling Fortress	13
Ground or Air	Down, B	Bowser Bomb	21

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##Captain Falcon##

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Situation	Buttons	Move	Maximum Damage

On Ground	A	Jab	2
On Ground	A, A	Straight	7
On Ground	A, A, A	Knee	15
On Ground	A, A, A, A	Mach Punch	16
On Ground	Right, A	Round Kick	11
On Ground	Left, A	Round Kick	11
On Ground	Up, A	Wheel Kick	13
On Ground	Down, A	Crouching Kick	12
On Ground	Right+A	Overheat Elbow	27
On Ground	Left+A	Overheat Elbow	27
On Ground	Up+A	Pinwheel Kick	27
On Ground	Down+A	Pendulum Kick	24
On Ground	+ Pad Up	Taunt	0
Running	A	Turbo Shoulder	10
In the air	A	Rotary Kick	12
In the air	Right, A	Knee Smash	18
In the air	Left, A	Reverse Knuckle	14
In the air	Up, A	Overhead Kick	12
In the air	Down, A	Step on it	16
Grabbing	A	Captive Knee	3
Grabbing	Right	Body Blow	4
Grabbing	Left	Kickback	4
Grabbing	Up	Rising Palm	3
Grabbing	Down	Throw Down	7
Ground or Air	B	Falcon Punch	27
Ground or Air	Right+B	Raptor Boost	7
Ground or Air	Up, B	Falcon Dive	10
Ground or Air	Down, B	Falcon Kick	15

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##Donkey Kong##

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Situation	Buttons	Move	Maximum Damage

On Ground	A	Swipe	4
On Ground	A, A	Uppercut	10
On Ground	Right, A	Back hand slap	10
On Ground	Left, A	Back hand slap	10
On Ground	Up, A	Spider Web Swipe	9
On Ground	Down, A	Slouch Slap	7
On Ground	Right+A	Kong Klap	27
On Ground	Left+A	Kong Klap	27
On Ground	Up+A	Ape Applause	24
On Ground	Down+A	Twin beat	21
On Ground	+ Pad Up	Taunt	0
Running	A	Kongo Kick	11
In the air	A	Kong Whirl	10
In the air	Right, A	Hammer Knuckle	16
In the air	Left, A	Back Kick	12
In the air	Up, A	Flying Headbutt	14
In the air	Down, A	Flying Stomp	13
Grabbing	A	Jungle Chop	3
Grabbing	Right	Kong Karry	Varies
Grabbing	Left	Donkey Fling	11
Grabbing	Up	Coconut Toss	9
Grabbing	Down	Simian Slam	7
Ground or Air	B	Giant Punch	30
Ground or Air	Right+B	Head Butt	5
Ground or Air	Up, B	Spinning Kong	8
Ground or Air	Down, B	Hand Slap	11

##Dr. Mario##
#####

Situation	Buttons	Move	Maximum Damage
On Ground	A	Left Jab	4
On Ground	A, A	Right Cross	7
On Ground	A, A, A	Toe Kick	13
On Ground	Right, A	Dr. Kick	8
On Ground	Left, A	Dr. Kick	8
On Ground	Up, A	Uppercut	10
On Ground	Down, A	Reflex Test	9
On Ground	Right+A	Defibrillator	25
On Ground	Left+A	Defibrillator	25
On Ground	Up+A	Ear, Nose, and Throat	21
On Ground	Down+A	Surgical Sweep	24
On Ground	+ Pad Up	Taunt	0
Running	A	Slide	8
In the air	A	Dr. Kick	10
In the air	Right, A	Dr. Punch	17
In the air	Left, A	Drop Kick, M.D.	8
In the air	Up, A	Bicycle Kick	10
In the air	Down, A	Bone Kick	11
Grabbing	A	Eye Exam	3
Grabbing	Right	Routine Physical	9
Grabbing	Left	Traction	12
Grabbing	Up	Check Up	8
Grabbing	Down	Hospital Bed	6
Ground or Air	B	Megavitamins	8
Ground or Air	Right+B	Super Sheet	12
Ground or Air	Up, B	Super Jump Punch	13
Ground or Air	Down, B	Dr. Tornado	10

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##Falco Lombardi##

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Situation	Buttons	Move	Maximum Damage
On Ground	A	Jab	4
On Ground	A, A	Straight	8
On Ground	A, A, A	Rapid Kick	9
On Ground	Right, A	Bird Kick	9
On Ground	Left, A	Bird Kick	9
On Ground	Up, A	Back Kick	9
On Ground	Down, A	Bird Sweep	13
On Ground	Right+A	Roundhouse Kick	23
On Ground	Left+A	Roundhouse Kick	23
On Ground	Up+A	Flip Kick	19
On Ground	Down+A	Falco Split	21
On Ground	+ Pad Up	Taunt	0
Running	A	Jumping Side Kick	9
In the air	A	Flying Kick	9
In the air	Right, A	Cyclone Kick	Varies
In the air	Left, A	Reverse Spin Kick	15
In the air	Up, A	Falco Flip	15
In the air	Down, A	Air Drill	12
Grabbing	A	Knee	3
Grabbing	Right	Elbow Bash	7
Grabbing	Left	Skeet Blaster	7
Grabbing	Up	Star Blaster	7
Grabbing	Down	Floor Blaster	4
Ground or Air	B	Blaster	3
Ground or Air	Right+B	Falco Phantasm	7
Ground or Air	Up, B	Fire Bird	16
Ground or Air	Down, B	Reflector	8

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##Fox McCloud##

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Situation	Buttons	Move	Maximum Damage
On Ground	A	Jab	4
On Ground	A, A	Straight	8
On Ground	A, A, A	Multi-Kick	9
On Ground	Right, A	Fox Kick	9
On Ground	Left, A	Fox Kick	9
On Ground	Up, A	Back kick	12
On Ground	Down, A	Fox Tail	10
On Ground	Right+A	Roundhouse kick	20
On Ground	Left+A	Roundhouse kick	20
On Ground	Up+A	Flip Kick	24
On Ground	Down+A	Fox Split	20
On Ground	+ Pad Up	Taunt	0
Running	A	Jumping Side Kick	7
In the air	A	Flying Kick	12
In the air	Right, A	Tornado Kick	Varies
In the air	Left, A	Reverse Spin Kick	12
In the air	Up, A	McCloud Flip	13
In the air	Down, A	Air Drill	Varies
Grabbing	A	Knee	3
Grabbing	Right	Elbow Bash	3
Grabbing	Left	Skeet Blaster	7

Grabbing	Up	Star Blaster	7
Grabbing	Down	Floor Blaster	4
Ground or Air	B	Blaster	3
Ground or Air	Right+B	Fox Illusion	7
Ground or Air	Up, B	Fire Fox	18
Ground or Air	Down, B	Reflector	5

##Ganondorf##
#####

Situation	Buttons	Move	Maximum Damage
On Ground	A	Thunder Punch	7
On Ground	Right, A	Armor Crusher	12
On Ground	Left, A	Armor Crusher	12
On Ground	Up, A	Volcano Kick	27
On Ground	Down, A	Sweeping Snake	12
On Ground	Right+A	Nightmare Lunge	30
On Ground	Left+A	Nightmare Lunge	30
On Ground	Up+A	Tornado Kick	48
On Ground	Down+A	Leg Whip	28
On Ground	+ Pad Up	Taunt	0
Running	A	Iron Shoulder	14
In the air	A	Swooping Keese	22
In the air	Right, A	Skull Crusher	17
In the air	Left, A	Hidden Gauntlet	16
In the air	Up, A	Vulture Kick	13
In the air	Down, A	Thunder Drop	22
Grabbing	A	Armored Knee	3
Grabbing	Right	Gut Punch	4
Grabbing	Left	Blind Mule Kick	4
Grabbing	Up	Jaw Breaker	3
Grabbing	Down	Dirt Nap	7
Ground or Air	B	Warlock Punch	30
Ground or Air	Right+B	Gerudo Dragon	17
Ground or Air	Up, B	Dark Dive	13
Ground or Air	Down, B	Wizard's Foot	15

##Ice Climbers##
#####

Situation	Buttons	Move	Maximum Damage
On Ground	A	Pound	3
On Ground	A, A	Up Swing	10
On Ground	Right, A	Hammer Swing	15
On Ground	Left, A	Hammer Swing	15
On Ground	Up, A	Hammer Spin	20
On Ground	Down, A	Shin Attack	9
On Ground	Right+A	Ice hammer	36
On Ground	Left+A	Ice Hammer	36
On Ground	Up+A	Icicle Crasher	28
On Ground	Down+A	Hammer Sweep	31
On Ground	+ Pad Up	Taunt	0
Running	A	Scoop	17
In the air	A	Icy Whirlwind	15
In the air	Right, A	Hammer Slam	21
In the air	Left, A	Reverse Swing	22
In the air	Up, A	Hammer Reach	17
In the air	Down, A	Hammer Ride	18

Grabbing	A	Cold Headbutt	5
Grabbing	Right	Hockey Slapshot	11
Grabbing	Left	Snow Mt. Throw	7
Grabbing	Up	Icicle Toss	11
Grabbing	Down	Avalanche Crusher	6
Ground or Air	B	Ice Shot	10
Ground or Air	Right+B	Squall Hammer	Varies
Ground or Air	Up, B	Belay	16
Ground or Air	Down, B	Blizzard	Varies

##Jigglypuff##
#####

Situation	Buttons	Move	Maximum Damage
On Ground	A	Left Jab	3
On Ground	A, A	Right Jab	6
On Ground	Right, A	Rolling Kick	10
On Ground	Left, A	Rolling Kick	10
On Ground	Up, A	Back Kick	9
On Ground	Down, A	Trip	10
On Ground	Right+A	Lunge Kick	23
On Ground	Left+A	Lunge Kick	23
On Ground	Up+A	Headbutt	19
On Ground	Down+A	Jiggly Split	16
On Ground	+ Pad Up	Taunt	0
Running	A	Jiggly Ram	12
In the air	A	Jigglypuff Kick	12
In the air	Right, A	Drop Kick	12
In the air	Left, A	Spinning Back Kick	12
In the air	Up, A	Mow Down	12
In the air	Down, A	Spinning Kick	Varies
Grabbing	A	Slap	3
Grabbing	Right	Bumper	12
Grabbing	Left	Back Buster	10
Grabbing	Up	Puff Launch	11
Grabbing	Down	Grinder	8
Ground or Air	B	Rollout	18
Ground or Air	Right+B	Pound	13
Ground or Air	Up, B	Sing	0, but puts Opponent to Sleep.
Ground or Air	Down, B	Rest	28

##Kirby##
#####

Situation	Buttons	Move	Maximum Damage
On Ground	A	Right Punch	3
On Ground	A, A	Left Punch	7
On Ground	A, A, A	Vulcan Jab	8
On Ground	Right, A	Spinning Kick	11
On Ground	Left, A	Spinning Kick	11
On Ground	Up, A	Back Kick	8
On Ground	Down, A	Squish Kick	10
On Ground	Right+A	Smash Kick	20
On Ground	Left+A	Smash Kick	20
On Ground	Up+A	Kirby Flip Kick	20
On Ground	Down+A	Propeller Kick	19

On Ground	+ Pad Up	Taunt	0
Running	A	Fire Kirby	8
In the air	A	Twinkle Star	10
In the air	Right, A	Spiral Kick	17
In the air	Left, A	Drop Kick	14
In the air	Up, A	Floating Flip Kick	15
In the air	Down, A	Screw Driver	Varies
Grabbing	A	Slap	3
Grabbing	Right	Power Bomb	8
Grabbing	Left	Brain Buster	8
Grabbing	Up	Ninja Drop	10
Grabbing	Down	Victory Dance	7
Ground or Air	B	Swallow	0, but steals opponents Abilities.
Ground or Air	Right+B	Hammer	23
Ground or Air	Up, B	Final Cutter	15
Ground or Air	Down, B	Stone	18

##Link##
#####

Situation	Buttons	Move	Maximum Damage
On Ground	A	Slash	5
On Ground	A, A	Counter Slash	8
On Ground	A, A, A	Stab	14
On Ground	A, A, A, A	Illusion Stab	15
On Ground	Right, A	Sword Chop	14
On Ground	Left, A	Sword Chop	14
On Ground	Up, A	Half-moon Swipe	9
On Ground	Down, A	Grass Cutter	11
On Ground	Right+A	Double Sword Slice	19
On Ground	Left+A	Double Sword Slice	19
On Ground	Up+A	Triple Sword Slice	20
On Ground	Down+A	Sword Sweep	17
On Ground	+ Pad Up	Taunt	0
Running	A	Running Hack	12
In the air	A	Hylian Kick	11
In the air	Right, A	Spinning Sword	13
In the air	Left, A	Double Kick	13
In the air	Up, A	Stab up	16
In the air	Down, A	Sword Plant	22
Grabbing	A	Hilt Strike	3
Grabbing	Right	Kick Out	6
Grabbing	Left	Reverse Kick Out	6
Grabbing	Up	Sword Launch	6
Grabbing	Down	Flying Elbow	6
Ground or Air	B	Bow	18
Ground or Air	Right+B	Boomerang	6
Ground or Air	Up, B	Spin Attack	15
Ground or Air	Down, B	Bomb	8

##Luigi##
#####

Situation	Buttons	Move	Maximum Damage
On Ground	A	Left Jab	3
On Ground	A, A	Right Jab	5
On Ground	A, A, A	Plumber's Rump	10

On Ground	Right, A	Plumber Kick	10
On Ground	Left, A	Plumber Kick	10
On Ground	Up, A	Cat Punch	9
On Ground	Down, A	Heel Kick	9
On Ground	Right+A	Trowel Stab	17
On Ground	Left+A	Trowel Stab	17
On Ground	Up+A	Lead Headbutt	23
On Ground	Down+A	Breakdance Sweep	23
On Ground	+ Pad Up	Taunt	1
Running	A	Fists of Fear	11
In the air	A	Plumber's Boot	15
In the air	Right, A	Chop Chop	12
In the air	Left, A	Drop Kick	11
In the air	Up, A	Bicycle Sweep	13
In the air	Down, A	Screwdriver Kick	16
Grabbing	A	Clutch Headbutt	3
Grabbing	Right	Heave-Ho	8
Grabbing	Left	Airplane Swing	10
Grabbing	Up	Luigi Launch	7
Grabbing	Down	Down the Drain	7
Ground or Air	B	Fireball	6
Ground or Air	Right+B	Green Missile	26
Ground or Air	Up, B	Super Jump Punch	25
Ground or Air	Down, B	Luigi Cyclone	10

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##Mario##

#####

Situation	Buttons	Move	Maximum Damage
On Ground	A	Left Jab	3
On Ground	A, A	Right Cross	5
On Ground	A, A, A	Toe Kick	10
On Ground	Right, A	Plumber Kick	9
On Ground	Left, A	Plumber Kick	9
On Ground	Up, A	Uppercut	8
On Ground	Down, A	Leg Sweep	8
On Ground	Right+A	Fire Glove	24
On Ground	Left+A	Fire Glove	24
On Ground	Up+A	Lead Headbutt	20
On Ground	Down+A	Break dance sweep	25
On Ground	+ Pad Up	Taunt	0
Running	A	Slide	9
In the air	A	Plumber's Boot	12
In the air	Right, A	Plunger	15
In the air	Left, A	Drop Kick	11
In the air	Up, A	Bicycle Kick	11
In the air	Down, A	Drill Kick	7
Grabbing	A	Clutch Headbutt	3
Grabbing	Right	Heave-Ho	9
Grabbing	Left	Airplane Swing	12
Grabbing	Up	Mario Launch	8
Grabbing	Down	Down the Drain	6
Ground or Air	B	Fireball	6
Ground or Air	Right+B	Cape	10
Ground or Air	Up, B	Super Jump Punch	14
Ground or Air	Down, B	Mario Tornado	10

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##Marth##

#####

Situation	Buttons	Move	Maximum Damage
On Ground	A	Slash	6
On Ground	A, A	Counter Slash	12
On Ground	Right, A	Sharp Edge	13
On Ground	Left, A	Sharp Edge	13
On Ground	Up, A	Anti-Air Slash	13
On Ground	Down, A	Low Stab	10
On Ground	Right+A	Dragon Killer	27
On Ground	Left+A	Dragon Killer	27
On Ground	Up+A	Justice Sword	24
On Ground	Down+A	Whirlwind Blade	15
On Ground	+ Pad Up	Taunt	0
Running	A	Raid Chop	12
In the air	A	Double Slash	13
In the air	Right, A	Aerial Swipe	13
In the air	Left, A	About Face	13
In the air	Up, A	Luna Slash	13
In the air	Down, A	Half Moon	13
Grabbing	A	Knee	3
Grabbing	Right	Bounce	4
Grabbing	Left	Throw Away	4
Grabbing	Up	Emblem Toss	4
Grabbing	Down	Slam	5
Ground or Air	B	Shield Breaker	25
Ground or Air	Right+B	Dancing Blade	Varies
Ground or Air	Up, B	Dolphin Slash	13
Ground or Air	Down, B	Counter	7

#####

##Mewtwo##

#####

Situation	Buttons	Move	Maximum Damage
On Ground	A	Dark Flash	6
On Ground	A, A	Dark Flame	17
On Ground	Right, A	Tail Whip	10
On Ground	Left, A	Tail Whip	10
On Ground	Up, A	Flip	5
On Ground	Down, A	Tail Sweep	5
On Ground	Right+A	Shadow Blast	16
On Ground	Left+A	Shadow Blast	16
On Ground	Up+A	Tail Flick	13
On Ground	Down+A	Somersault Kick	12
On Ground	+ Pad Up	Taunt	0
Running	A	Dark Torch	9
In the air	A	Body Spark	Varies
In the air	Right, A	Shadow Scratch	14
In the air	Left, A	Tail Flick	13
In the air	Up, A	Somersault Kick	12
In the air	Down, A	Meteor Kick	16
Grabbing	A	Dark Shock	3
Grabbing	Right	Shadow Cannon	9
Grabbing	Left	Telekinesis	11
Grabbing	Up	Psychic Whirlwind	12
Grabbing	Down	Tail Slap	11
Ground or Air	B	Shadow Ball	25
Ground or Air	Right+B	Confusion	10
Ground or Air	Up, B	Teleport	0

Ground or Air | Down, B | Disable | 1

#####

##Mr. Game & Watch##

#####

Situation | Buttons | Move | Maximum Damage

On Ground	A	Green House	3
On Ground	A, A	Green House	Varies
On Ground	Right, A	Lion	10
On Ground	Left, A	Lion	10
On Ground	Up, A	Flag Man	9
On Ground	Down, A	Manhole	12
On Ground	Right+A	Fire Attack	24
On Ground	Left+A	Fire Attack	24
On Ground	Up+A	Octopus	24
On Ground	Down+A	Vermin	13
On Ground	+ Pad Up	Taunt	0
Running	A	Helmet	9
In the air	A	Parachute	16
In the air	Right, A	Cement Factory	16
In the air	Left, A	Turtle Bridge	5
In the air	Up, A	Spit Ball Sparky	15
In the air	Down, A	Donkey Kong Jr.	18
Grabbing	A	Alarm	3
Grabbing	Right	Forward Bell	8
Grabbing	Left	Backward Bell	8
Grabbing	Up	Vertical Bell	8
Grabbing	Down	Drop Bell	8
Ground or Air	B	Chef	16
Ground or Air	Right+B	Judgment	32
Ground or Air	Up, B	Fire	6
Ground or Air	Down, B	Oil Panic	0

#####

##Ness##

#####

Situation | Buttons | Move | Maximum Damage

On Ground	A	Hook	3
On Ground	A, A	Straight	5
On Ground	A, A, A	Kick	9
On Ground	Right, A	Short Kick	11
On Ground	Left, A	Short Kick	11
On Ground	Up, A	Push Up	7
On Ground	Down, A	Squat Kick	3
On Ground	Right+A	Home Run Swing	20
On Ground	Left+A	Home Run Swing	20
On Ground	Up+A	Around the World	Varies
On Ground	Down+A	Walk the Dog	Varies
On Ground	+ Pad Up	Taunt	0
Running	A	PK Shove	15
In the air	A	Ness Spin	11
In the air	Right, A	Flying PK Shove	15
In the air	Left, A	PK Drop kick	16
In the air	Up, A	Jumping Headbutt	13
In the air	Down, A	Meteor Kick	12
Grabbing	A	Captive Head butt	3
Grabbing	Right	PK Throw	11
Grabbing	Left	Reverse PK Throw	11

Grabbing	Up	Cowboy PK Throw	10
Grabbing	Down	PK Inferno	8
Ground or Air	B	PK Flash	36
Ground or Air	Right+B	PK Fire	15
Ground or Air	Up, B	PK Thunder	8
Ground or Air	Down, B	PSI Magnet	0, but absorbs energy Attacks.

#####

##Peach##

#####

Situation	Buttons	Move	Maximum Damage
On Ground	A	Royal Slap	3
On Ground	A, A	Double Royal Slap	5
On Ground	Right, A	Can-Can Kick	13
On Ground	Left, A	Can-can Kick	13
On Ground	Up, A	Crown bash	12
On Ground	Down, A	Elegant Sweep	12
On Ground	Right+A	Peach Swing	23
On Ground	Left+A	Peach Swing	23
On Ground	Up+A	Pirouette	10
On Ground	Down+A	Double-edged gown	34
On Ground	+ Pad Up	Taunt	0
Running	A	Lady Push	12
In the air	A	Princess Twirl	14
In the air	Right, A	Crown Smack	15
In the air	Left, A	Flying Hip	14
In the air	Up, A	Floating High Kick	15
In the air	Down, A	Stiletto kick 0	7
Grabbing	A	Heel Stomp	3
Grabbing	Right	Royal Slap	10
Grabbing	Left	Iron hip	11
Grabbing	Up	Gut Punch	6
Grabbing	Down	The Royal Treatment	7
Ground or Air	B	Toad	0, but defends attacks
Ground or Air	Right+B	Peach Bomber	18
Ground or Air	Up, B	Peach Parasol	5
Ground or Air	Down, B	Vegetable	34

#####

##Pichu##

#####

Situation	Buttons	Move	Maximum Damage
On Ground	A	Headbutt	2
On Ground	Right, A	Pichu Kick	8
On Ground	Left, A	Pichu Kick	8
On Ground	Up, A	Tail Smack	6
On Ground	Down, A	Tail Sweep	7
On Ground	Right+A	Thunder shock	20
On Ground	Left+A	Thunder shock	20
On Ground	Up+A	Jumping Headbutt	21
On Ground	Down+A	Pinning Mouse	17
On Ground	+ Pad Up	Taunt	0
Running	A	Running Headbutt	8
In the air	A	Pichu Roll	12
In the air	Right, A	Electric Drill	Varies
In the air	Left, A	Glider	9
In the air	Up, A	Tail Chop	4

In the air	Down, A	Electric Screw	15
Grabbing	A	Electric Shock	3
Grabbing	Right	Electrocution	9
Grabbing	Left	Submission	9
Grabbing	Up	Electric Skull	5
Grabbing	Down	Electric Slam	5
Ground or Air	B	Thunder Jolt	10, but does 1 Damage to you
Ground or Air	Right+B	Skull Bash	39, but does 1 Damage to you
Ground or Air	Up, B	Agility	Does 4 damage To you at most
Ground or Air	Down, B	Thunder	13

##Pikachu##
#####

Situation	Buttons	Move	Maximum Damage

On Ground	A	Headbutt	2
On Ground	Right, A	Pika Kick	8
On Ground	Left, A	Pika Kick	8
On Ground	Up, A	Tail Smack	7
On Ground	Down, A	Tail Sweep	7
On Ground	Right+A	Thundershock	28
On Ground	Left+A	Thundershock	28
On Ground	Up+A	Tail Somersault	25
On Ground	Down+A	Electric Flower	18
On Ground	+ Pad Up	Taunt	0
Running	A	Running Headbutt	8
In the air	A	Pika Roll	12
In the air	Right, A	Electric Drill	Varies
In the air	Left, A	Glider	12
In the air	Up, A	Tail Chop	4
In the air	Down, A	Electric Screw	15
Grabbing	A	Electric Shock	3
Grabbing	Right	Electrocution	9
Grabbing	Left	Submission	9
Grabbing	Up	Electric Skull	5
Grabbing	Down	Electric Slam	5
Ground or Air	B	Thunder jolt	10
Ground or Air	Right+B	Skull Bash	29
Ground or Air	Up, B	Quick Attack	5
Ground or Air	Down, B	Thunder	27

##Roy##
#####

Situation	Buttons	Move	Maximum Damage

On Ground	A	Slash	5
On Ground	Right, A	Sharp Edge	12
On Ground	Left, A	Sharp Edge	12
On Ground	Up, A	Anti-Air Slash	9
On Ground	Down, A	Low Stab	12
On Ground	Right+A	Dragon Killer	27
On Ground	Left+A	Dragon Killer	27
On Ground	Up+A	Flame Sword	22
On Ground	Down+A	Whirlwind Blade	29
On Ground	+ Pad Up	Taunt	0

Running	A	Raid Chop	12
In the air	A	Double Slash	11
In the air	Right, A	Aerial Swipe	8
In the air	Left, A	About Face	9
In the air	Up, A	Luna Slash	9
In the air	Down, A	Half Moon	6
Grabbing	A	Knee	3
Grabbing	Right	Bounce	5
Grabbing	Left	Throw Away	5
Grabbing	Up	Emblem Toss	5
Grabbing	Down	Slam	6
Ground or Air	B	Flare Blade	50
Ground or Air	Right+B	Double Edge Dance	Varies
Ground or Air	Up, B	Blazer	Varies
Ground or Air	Down, B	Counter	3

##Samus Aran##
#####

Situation	Buttons	Move	Maximum Damage
On Ground	A	Straight	3
On Ground	A, A	Cannon hammer	10
On Ground	Right, A	Spin Kick	13
On Ground	Left, A	Spin Kick	13
On Ground	Up, A	Hell kick	14
On Ground	Down, A	Earth Blaster	8
On Ground	Right+A	Cannon Lunge	19
On Ground	Left+A	Cannon Lunge	19
On Ground	Up+A	Cover Fire	21
On Ground	Down+A	Spinning Leg Sweep	21
On Ground	+ Pad Up	Taunt	0
Running	A	Shoulder Tackle	13
In the air	A	Chozo Kick	14
In the air	Right, A	Aerial Fire	14
In the air	Left, A	Flying Back Kick	10
In the air	Up, A	Drill Kick	Varies
In the air	Down, A	Meteor Cannon	16
Grabbing	A	Chozo Chop	3
Grabbing	Right	Beam Throw	9
Grabbing	Left	Reverse Beam Throw	8
Grabbing	Up	Beam Launch	7
Grabbing	Down	Beam Shot	6
Ground or Air	B	Charge Shot	25
Ground or Air	Right+B	Missile	12
Ground or Air	Right, B	Heat Seeker	5
Ground or Air	Up, B	Screw Attack	12
Ground or Air	Down, B	Bomb	7

##Sheik##
#####

Situation	Buttons	Move	Maximum Damage
On Ground	A	Slicing Blade	4
On Ground	A, A	Cutting Blade	7
On Ground	A, A, A	Piercing blade	8
On Ground	Right, A	Wheel kick	7
On Ground	Left, A	Wheel Kick	7
On Ground	Up, A	Bow form	11

On Ground	Down, A	Crouching Sweep	8
On Ground	Right+A	Double Snake	19
On Ground	Left+A	Double Snake	19
On Ground	Up+A	Razor Wing	17
On Ground	Down+A	Windmill	17
On Ground	+ Pad Up	Taunt	0
Running	A	Gale Form	10
In the air	A	Falling Leaves	14
In the air	Right, A	Hatchet	13
In the air	Left, A	Flying Swallow	8
In the air	Up, A	Vortex Form	12
In the air	Down, A	Butcher Bird	11
Grabbing	A	Forearm	3
Grabbing	Right	Battering Ram	8
Grabbing	Left	Backlash	7
Grabbing	Up	Standing Crane	8
Grabbing	Down	Guillotine	8
Ground or Air	B	Needle Storm	16
Ground or Air	Right+B	Chain	6
Ground or Air	Up, B	Vanish	12
Ground or Air	Down, B	Transform	0

##Yoshi##
#####

Situation	Buttons	Move	Maximum Damage

On Ground	A	Left Kick	3
On Ground	A, A	Right Kick	5
On Ground	Right, A	Dino kick	12
On Ground	Left, A	Dino kick	12
On Ground	Up, A	Tail Snap	10
On Ground	Down, A	Tail Sweep	10
On Ground	Right+A	Noggin' Floggin	21
On Ground	Left+A	Noggin' Floggin	21
On Ground	Up+A	Jumping Headbutt	19
On Ground	Down+A	Double Tail-Whip	19
On Ground	+ Pad Up	Taunt	0
Running	A	Noggin' Kick	9
In the air	A	Yoshi's Kick	14
In the air	Right, A	Noggin' Dunk	9
In the air	Left, A	Tail Wag	17
In the air	Up, A	Dino Flip	13
In the air	Down, A	Flutter Kick	18
Grabbing	A	Chew	3
Grabbing	Right	Spit Out	6
Grabbing	Left	Spin n' Spit	6
Grabbing	Up	Spit up	5
Grabbing	Down	Jump n' Spit	4
Ground or Air	B	Egg lay	7
Ground or Air	Right+B	Egg Roll	13
Ground or Air	Up, B	Egg Throw	12
Ground or Air	Down, B	Yoshi Bomb	16

##Young Link##
#####

Situation	Buttons	Move	Maximum Damage

On Ground	A	Slash	3

On Ground	A, A	Counter Slash	5
On Ground	A, A, A	Stab	10
On Ground	A, A, A, A	Illusion Stab	11
On Ground	Right, A	Sword Chop	11
On Ground	Left, A	Sword Chop	11
On Ground	Up, A	Half-Moon Swipe	8
On Ground	Down, A	Grass Cutter	10
On Ground	Right+A	Double Sword Slice	13
On Ground	Left+A	Double Sword Slice	13
On Ground	Up+A	Triple Sword Swipe	15
On Ground	Down+A	Sword Sweep	17
On Ground	+ Pad Up	Taunt	0
Running	A	Running Hack	10
In the air	A	Hylia Kick	12
In the air	Right, A	Spinning Sword	12
In the air	Left, A	Double Kick	13
In the air	Up, A	Stab Up	15
In the air	Down, A	Sword Plant	17
Grabbing	A	Hilt Strike	3
Grabbing	Right	Kick Out	6
Grabbing	Left	Reverse Kick Out	6
Grabbing	Up	Sword Launch	6
Grabbing	Down	Flying Elbow	6
Ground or Air	B	Fire Bow	15
Ground or Air	Right+B	Boomerang	7
Ground or Air	Up, B	Spin Attack	13
Ground or Air	Down, B	Bomb	11

#####

##Zelda##

#####

Situation	Buttons	Move	Maximum Damage
-----------	---------	------	----------------

On Ground	A	Short Flash	5
On Ground	Right, A	Mystic Swipe	13
On Ground	Left, A	Mystic Swipe	13
On Ground	Up, A	Protective Sweep	11
On Ground	Down, A	Trip	7
On Ground	Right+A	Shining Palm	22
On Ground	Left+A	Shining Palm	22
On Ground	Up+A	Power Sweep	18
On Ground	Down+A	Compass Spin	15
On Ground	+ Pad Up	Taunt	0
Running	A	Magical Push	13
In the air	A	Magic Spin	Varies
In the air	Right, A	Lightning Kick	10
In the air	Left, A	Reverse Lightning Kick	10
In the air	Up, A	Condensed Blast	13
In the air	Down, A	Meteor Heel	8
Grabbing	A	Hex	3
Grabbing	Right	Levitation	12
Grabbing	Left	Reverse Levitation	11
Grabbing	Up	Levitation Launch	11
Grabbing	Down	Plasma blast	9
Ground or Air	B	Nayru's Love	12
Ground or Air	Right+B	Din's Fire	13
Ground or Air	Up, B	Farore's Wind	4
Ground or Air	Down, B	Transform	0

```
#####  
# 5. Target Test #  
#####
```

Only 2 done so far, rest coming soon!

```
-----  
Pikachu  
-----
```

Target #1
Jump up immediately and kick the first target.

Target #2
Then move to the right and double jump and hit the next target.

Target #3
Then rush right and go to the edge and press B and shoot the next target.

Target #4
Then double jump up and use agility to shoot down and hit the next target.

Target #5
Use Agility to go to the right and hit that target now.

Target #6
Now go to the left and double jump up and use agility to hit number 6.

Target #7
While still using agility, use Pikachu's second movement to shoot left and hit the next target.

Target #8
Fall down all the way to the left. Shoot electric to go around the platform and hit the next target.

Target #9
Jump up around the left and use another electric shock to hit the target below.

Target #10
Then, simply jump up and hit the next target.

```
-----  
Bowser  
-----
```

Target #1
Jump up immediately to the right and hit the first target.

Target #2
Then simply hit the target on your left.

Target #3
Then jump up and hit the target further left.

Target #4
Drop down and use fire breath to easily get past the flipper and hit the next target.

Target #5
Now, drop down even further left and use a dash attack to hit the next target.

Target #6

Drop down the lower of the platforms and hit the next target.

Target #7

Now, jump over right and hit the next one.

Target #8

Now, jump up the stairs and over the pillar to hit the next target in mid air.

Target #9

Drop down and hit the target on the lower platform now.

Target #10

Now, drop down below the next target and use Whirling Fortress to hit the last one.

```
#####  
# 6. Homerun Contest #  
#####
```

Bowser

Ok, the best way I have found to do this is to use Bowser's Up+A Smash. But first, be sure to grab the bat, then when the clock gets down to one second, smash it hard.

Captain Falcon

Hmm, I really don't have any strategies for this one that are good, but I usually just beat up the bag with Random moves, then use a Falcon Punch at the end to send the bag flying. If you have a good strategy for this guy please send it to me =P.

Donkey Kong

Ok, I have to admit, I'm not too good with these Homerun things, but the best I've found to do this one is to pick up the bat immediately and then charge at it with the Forward+B move. Then Press Down+B a few times until it goes into the air. Then Headbutt it and hit it with the bat...

Dr. Mario

Grab the bat right at the start, then turn around and immediately throw a pill. Dash in and hit the bag with the cape a few times, then when time is about to run out, smash it far.

Falco

I just kept juggling this one with an Up+A smash. Then slammed it with the bat at the end.

Fox

I just used one forward+a smash attack on the bag, then shot it with a laser the

rest of the time. Then smashed it with the bat at the end.

Ganondorf

Grab the bat immediately, then charge towards the bat and use an Up+A Smash. Then when it's coming back down, jump up and press Down+A. Repeat once more, and then smash it with the bat.

Ice Climbers

Grab the bat immediately, then juggle the bag using the Up+A move, NOT THE SMASH, then at the end smash it with the bat as usual.

Jigglypuff

Don't grab the bat at the start. Instead, go right for the bat and juggle it with Up+A. Then at the end, use rest to send it flying.

Kirby

Grab the bat immediately, then charge at the bag and use the hammer a few times. At the end, smash it with the bat as usual.

Link

Grab the bat immediately, then keep jumping over the bag while doing smash boomerang throws. Then at the end, smash it with your bat.

Luigi

Grab the bat immediately, then use the Down+A smash attack around 5 times. Then shoot two fireballs, and then slam the bat with the bat.

Mario

Grab the bat and use the Forward+B Smash attack as many times as you can without hitting the bag off the ledge. Then smash the bag at the end with the bat.

Marth

Grab the bat and use the Up+A smash attack a few times. At the end, smash the bag with the bat.

Mewtwo

Use the Up+A Smash attack 3 times, be sure to grab the bat first, then use the Forward+B move until the clock is about out, then smash it with the bat.

Mr. Game & Watch

I have no idea how to hit this one far...Send a strategy in to
yoshi13n@yahoo.com.

Ness

Grab the bat immediately, then use a PK fire on the bag and jump up and use a
Down+A to hit it. Repeat a few times then smash with the bat at the end.

Pichu

Simply grab the bat at the start, then juggle the sandbag with the Thunder move
3-4 times. At the end smash it.

Pikachu

Ok, the best way I have found to do this is to use Pikachu's Up+A Smash Attack
at it's full power a few times, thunder usually doesn't work. Be sure to grab
the bat at the start, then hit the sandbag once with it. Then you can get a
few of the Smash's off before slamming it a good distance...

Peach

Like many others, use the Up+A Smash attack a lot, and also do a bicycle kick
while it's in the air.

Roy

Up+A Smashed a lot... Then, uh, smash it with the bat.

Samus

Use a Upwards drill kick a lot on the bag, and smash it with the bat at the end.

Young Link

Grab the bat immediately, then keep jumping over the bag while doing smash
boomerang throws. Then at the end, smash it with your bat.

Yoshi

To hit a long homerun as Yoshi, grab the bat as soon as you can start. Turn
around and walk up close to the bag. Tap Jump as lightly as possible so Yoshi
jumps no more then the size of the bag, then quickly tap Down + A to make him do
his downward multi-kick. You will notice the multi-kick will bump the bag's
percentage up 30+. Keep doing the multi-kick until the countdown is at one, then
blast him with the bat. It is possible to get over 1700+ feet with this trick.

Zelda/Sheik

Turn into Sheik immediately, then go grab the bat. Smash the bag with Up+A a
few times, then at the end slam it with the bat.

7. Multi-Man Melee #
#####

Bowser

10 Man Melee

This is very easy, especially for Bowser. Up and B is a great move to easily kill all 10 of these. Don't be worried here.

100 Man Melee

This gets harder. Try to keep using Up and B as much as you can when there is a pack of around 3-5 enemies near by. Other than that, use smash attacks.

3-Minute Melee

This is hard for Bowser. But if you're good at attacking and don't want to run away for 3 minutes, use smash attacks and with a little luck you'll win.

15-Minute Melee

This one is hard. You will have to survive 15 minutes worth of punishment from a ton of Wire Frames. Just keep using smash attacks and you'll get out of it unharmed.

Endless melee

Not much advice here, just use the Up+B Smash attack a lot.

Cruel Melee

This One is extremely hard, especially for Bowser. So, I suggest that you just keep trying the Up+B Smash, but use whatever you can to beat these guys.

Captain Falcon

10 Man Melee

Just use the A Button smash attacks as they approach from all sides.

100 Man Melee

Same Approach as the 10 Man Melee.

3-Minute Melee

This is kind of easy with falcon, but not the easiest. Just try to run as fast as you can and stay out of battle for 3 minutes.

15-Minute Melee

Hard, for anyone really, but all you have to do is jump and run out of harms way for 15 minutes.

Endless melee

I suggest getting on either the left or right and using a Falcon Punch to kill all your enemies.

Cruel Melee

I guess you should just keep trying the Falcon Punch. After awhile, they shall die.

Donkey Kong

10 Man Melee
Down+B, easy.

100 Man Melee
mmm...Down+B

3-Minute Melee
Down+B

15-Minute Melee
Kind of hard, but Down+B will win it after a few tries,

Endless melee
Down+B I guess.

Cruel Melee
Use a combination of Down+B and Up+A.

Dr. Mario

10 Man Melee
Very Simple. Just use the Up+B Move to easily kill all 10 of these guys.

100 Man Melee
Use pretty much the same strategy as before, just keep using the Up+B move and easily kill 100. Well, maybe not easy.

3-Minute Melee
This is hard for Dr. Mario. Just try to stay out of harms way as much as you can, but if you must, use Up+B when needed.

15-Minute Melee
Same strategy as above.

Endless melee
Get under crowds of Wire Frames and use the Up+B move a lot..

Cruel Melee
I got 8 KOs with Dr. Mario on this one. Using the Up+A Smash attack at full power a few times can knock them quite far.

Falco

10 Man Melee
Use the Up+B move (your third jump) to easily KO all 10 of these guys.

100 Man Melee
Use Smashes as much as possible, and be sure to use the Up+B move as soon as you get near a group of enemies.

3-Minute Melee
Falco is a good character for surviving this. Just try to jump and stay away with his quick speed.

15-Minute Melee
Same strategy as above.

Endless melee

Use Smashes as much as possible, and be sure to use the Up+B move as soon as you get near a group of enemies.

Cruel Melee

Stay on the very bottom platform, and use the Up+A smash whenever you can.

Fox McCloud

10 Man Melee

Use the Up+B move (your third jump) to easily KO all 10 of these guys.

100 Man Melee

Use Smashes as much as possible, and be sure to use the Up+B move as soon as you get near a group of enemies.

3-Minute Melee

Fox is a good character for surviving this. Just try to jump and stay away with his quick speed.

15-Minute Melee

Same strategy as above.

Endless melee

Use Smashes as much as possible, and be sure to use the Up+B move as soon as you get near a group of enemies.

Cruel Melee

Stay on the very bottom platform, and use the Up+A smash whenever you can.

Ganondorf

10 Man Melee

Get on the left part of the stage, and use the Forward+A smash on your opponents to easily win.

100 Man Melee

Get on the left part of the stage, and use the Forward+A smash on your opponents to not so easily win! Hehe...

3-Minute Melee

Ganondorf is just about the worst character for this, mainly because he sucks at jumping and speed. Just use smashes and try to survive.

15-Minute Melee

Same strategy as above.

Endless melee

Get to the left of the stage, and use the forward+a smash...

Cruel Melee

You need really good timing for this. Get to the right or left of the stage and face the opposite way. Then press the B button and hold it to see if you can blast them away.

Ice Climbers

10 Man Melee

Get on the left part of the stage, and use the Forward+A smash on your opponents to easily win.

100 Man Melee

Get on the left part of the stage, and use the Forward+A smash on your opponents to not so easily win, heh.

3-Minute Melee

The Ice Climbers are hard to use for this. Just try to survive and don't worry about KOs.

15-Minute Melee

Just about impossible for the Ice Climbers, but I guess use the same strategy as above.

Endless melee

Get to the left of the stage, and use the forward+a smash...

Cruel Melee

If you lose Nana on this, you might as well give up, because you need that extra power. Anyway, get to the left of the stage and use the forward+a smash at full power and see if you can kill em'.

Jigglypuff

Kirby

Mario

10 Man Melee

Very easy, just try to use the Up and B move, you'll kill them easy.

100 Man Melee

Not much change of a strategy from the last one, so just keep trying the Up+B move.

3-Minute Melee

Still pretty much the same strategy, so use the Up+B move a lot.

15-Minute Melee

This one is very, very hard for Mario. The only advice I can give you is to use left and right smashes as they come at you, and be sure to use the Up and B move when enemies are above you.

Endless melee

Same strategy as the 15 minute melee, keep using left and right smashes, and using the Up and B move when enemies are above you.

Cruel Melee

Very hard, Almost impossible. Try the Up+B Move and see how that goes.

Marth

10 Man Melee

Very easy, just try to use the Up+B move, you'll kill them easy.

100 Man Melee

Not much change of a strategy from the last one, so just keep trying the Up+B move.

3-Minute Melee

Still pretty much the same strategy, so use the Up+B move a lot.

15-Minute Melee

Hard, but it's hard for everyone. Just go to the left and use the Forward+A smash I guess.

Endless melee

Same strategy as the 15 minute melee, keep using left and right smashes, and using the Up and B move when enemies are above you.

Cruel Melee

Marth is a good character to do this with, Up+B is very effective.

Mewtwo

10 Man Melee

Mewtwo is strong, and so are his smashes. Just use any of them to easily kill off 10 opponents.

100 Man Melee

Just go to the left and smash them right, they'll all eventually die in 1-2 hits.

3-Minute Melee

This one is pretty much the same strategy for the 100-man melee.

15-Minute Melee

Hectic for Mewtwo, but I guess you could try to go to the left and smash them right and hope you survive for 15 minutes ^_^.

Endless melee

Use left and right smashes as much as possible.

Cruel Melee

Go all the way over to the left at the start, and then use Mewtwo's Psychic ball. It should get them fairly good.

Mr. Game & Watch

10 Man Melee

Just use A smashes, you'll kill 10 easy.

100 Man Melee

This is kind of hell for Mr. Game & Watch, but you can go to one side and use smashes corresponding to the opposite side that you're standing on.

3-Minute Melee

I don't know about this one, I guess you can try dodging the whole time, but you can kill them off with some good powered up smashes.

15-Minute Melee

This. Is. Hell. Good luck, I have no idea what kind of advice to give you for this one.

Endless melee

Use left and right smashes as opponents come at you.

Cruel Melee

Try using Mr. Game & Watch's 3rd jump. I know it's not effective, but it's the best way to kill em', or at least try.

Link

10 Man Melee

Use Forward Smashes as your standing on the left or right.

100 Man Melee

Same as the strategy for 10-man melee

3-Minute Melee

Stand in one place, and use left and right A button smashes as they come towards you.

15-Minute Melee

Very hard, just try to use the same strategy as I said in 3-Minute Melee.

Endless melee

Use Left and Right A button smashes...

Cruel Melee

Using his 3rd jump is probably the most effective way if you can get about 20 hits off, so keep trying and you'll get it one of these days...

Luigi

10 Man Melee

Very easy, just try to use the Up and B move, you'll kill them easy.

100 Man Melee

Not much change of a strategy from the last one, so just keep trying the Up+B move.

3-Minute Melee

Still pretty much the same strategy, so use the Up+B move a lot.

15-Minute Melee

This one is very, very hard for Luigi. The only advice I can give you is to use left and right smashes as they come at you, and be sure to use the Up and B move when enemies are above you.

Endless melee

Same strategy as the 15 minute melee, keep using left and right smashes, and using the Up and B move when enemies are above you.

Cruel Melee

Very hard, Almost impossible. Try the Up+B Move and see how that goes.

Ness

10 Man Melee

Just smash them all away with your bat =P

100 Man Melee

Not much of a change in strategy, just keep smashing them with the bat.

3-Minute Melee

Stay to one side and smash them with the bat the whole time.

15-Minute Melee

Same as above.

Endless melee

Use the same strategy as in all the others, the bat @_@.

Cruel Melee

PK Flash works fairly good on these guys, so just try to get as much power as you can from it.

Peach

10 Man Melee

Just smack them all away with the Frying Pan, Golf Club stuff, they will easily die.

100 Man Melee

Smash them with the Forward+A Move.

3-Minute Melee

If you can, try to run away the whole battle to win, but if you must, smash them away with Forward+A.

15-Minute Melee

This is extremely Hard for Peach. Just try using the same strategy as all the others and use the Forward+A Smash.

Endless melee

Same strategy as the 15 minute melee, keep using left and right smashes.

Cruel Melee

I can't give you any advice on this one, you just need luck and skill with Peach.

Pichu

Ok, This is pretty easy, all you really have to do is kill 10 of the crappy guys. Simply Use you're A Smash attacks and you'll be set. Simple.

100 Man Melee

This gets harder. Try to keep using the Up+A Smash Attack, and when a pack comes from the left or right, just use the Smash attack in the corresponding direction.

3-Minute Melee

This is pretty easy for Pikachu. Just stay away from the enemies as much as you can if you want to complete it, but if you're going for KO's, use smash attacks as much as possible. It might take 1 or 2 tries, but you'll beat it.

15-Minute Melee

Now, this is hard. You will have to survive 15 minutes worth of Wire Frames. They are still easy, but that damage may or may not rack up fast. Just keep using your smashes and with a little luck you won't get hit that much. But if you want to play it a little more safe, simply use Pichu's agility to zip past the enemies, and just stay away for 15 minutes.

Endless melee

Not much advice here, just use the Up+A Smash Attack a lot.

Cruel Melee

Uh, try to use thunder as much as possible.

Pikachu

10 Man Melee

Ok, This is pretty easy, all you really have to do is kill 10 of the crappy guys. Simply Use you're A Smash attacks and you'll be set. Simple.

100 Man Melee

This gets harder. Try to keep using the Up+A Smash Attack, and when a pack comes from the left or right, just use the Smash attack in the corresponding direction.

3-Minute Melee

This is pretty easy for Pikachu. Just stay away from the enemies as much as you can if you want to complete it, but if you're going for KO's, use smash attacks as much as possible. It might take 1 or 2 tries, but you'll beat it.

15-Minute Melee

Now, this is hard. You will have to survive 15 minutes worth of Wire Frames. They are still easy, but that damage may or may not rack up fast. Just keep using your smashes and with a little luck you won't get hit that much. But if you want to play it a little more safe, simply use Pikachu's agility to zip past the enemies, and just stay away for 15 minutes.

Endless melee

Not much advice here, just use the Up+A Smash Attack a lot.

Cruel Melee

Uh, try to use thunder as much as possible.

Roy

10 Man Melee

Very easy, just try to use the Up+B move, you'll kill them easy.

100 Man Melee

Not much change of a strategy from the last one, so just keep trying the Up+B move.

3-Minute Melee

Still pretty much the same strategy, so use the Up+B move a lot.

15-Minute Melee

Hard, but it's hard for everyone. Just go to the left and use the Forward+A smash I guess.

Endless melee

Same strategy as the 15 minute melee, keep using left and right smashes, and using the Up and B move when enemies are above you.

Cruel Melee

Roy is the best character for this. Up+B kills them in 1-2 hits.

Samus

10 Man Melee

Try kicking and punching your way to victory, because nothing else really helps.

100 Man Melee

I say get to the ledge and smash them to the right. Eventually they will die.

3-Minute Melee

Same Strategy as the 100-man melee.

15-Minute Melee

Try to run around and avoid everyone for 15 minutes, because this is

Endless melee

Left and Right Smashes I suppose.

Cruel Melee

Get to the edge and try to use the blaster at full power, IF you even have the chance.

Yoshi

10 Man Melee

Get on the top platform and jump up, then use Down+B to easily kill anyone under you.

100 Man Melee

Don't approach it the way as stated before, because you'll die eventually. Just use left and right smashes as much as possible.

3-Minute Melee

Still pretty much the same strategy, so use the Forward+A Smash a lot.

15-Minute Melee

Just run away, because Yoshi has no other hope of surviving.

Endless melee

Same strategy as the 15 minute melee, keep using left and right smashes.

Cruel Melee

Jump up in the air and use your Ground Pound move thingy. It will kill them after around 5-6 hits, maybe less. Maybe more?

Young Link

10 Man Melee

Use Forward Smashes as your standing on the left or right.

100 Man Melee
Same as the strategy for 10-man melee

3-Minute Melee
Stand in one place, and use left and right A button smashes as they come towards you.

15-Minute Melee
Very hard, just try to use the same strategy as I said in 3-Minute Melee.

Endless melee
Use Left and Right A button smashes...

Cruel Melee
Using his 3rd jump is probably the most effective way if you can get about 20 hits off, so keep trying and you'll get it one of these days...

Zelda/Sheik

10 Man Melee
Turn into Sheik immediately. From there use your smashes to easily kill off 10 of em'.

100 Man Melee
Turn into Sheik immediately. Then use left and right smashes to kill off 100 of them after a hard battle.

3-Minute Melee
Same Strategy as above.

15-Minute Melee
This one is hard, very hard. The best idea to do is to change into Sheik and use his speed to stay away from battle.

Endless melee
Same strategy as 100-Man Melee, use left and right smashes.

Cruel Melee
Use left and right smashes I suppose. I have never got a KO on these guys with Zelda...

8. Classic Walkthrough #
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Coming Soon!

9. Adventure Walkthrough #
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Coming Soon!

10. All-Star Walkthrough #
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Coming Soon!

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# 11. Items #  
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Coming Soon!

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# 12. Stages #  
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Coming Soon!

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# 13. Bonuses #  
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150% Damage: 1,000: Took 150% damage or more
200% Damage: 3,000: Took 200% damage or more
250% Damage: 7,000: Took 250% damage or more
300% Damage: 10,000: Took 300% damage or more
350% Damage: 15,000: Took 350% damage or more
Acrobat: 3,000: Always did a midair jump
Adventure Clear: 50,000: Cleared Adventure Mode
Aerialist: 2,500: Did not jump from the ground
All Aerial: 4,000: Used all standard aerial attacks
All Ground: 6,000: Used all standard ground attacks
All on One: 20,000: Used all attacks except finishing blows on one enemy
All Thumbs: -1,500: All dash-grab attempts failed (at least 4)
All Variations: 10,000: Used all attacks except finishing blows on enemies
All-Star Clear: 50,000: Clear All-Star mode
Ambler: 2,500: Walked a lot
Angelic: 2,000: Was standing on revival platform when match ended
Assisted KO: x1,500: KO'd a foe with an item
Avenger KO: x2,500: KO'd a foe 5 seconds within foe KO'd you
Backstabber: 2,000: 70% or more of attacks were from rear
Bank-Shot KO: x3,000: KO'd an enemy with a deflected item
Battering Ram: 1,500: Used 3 or more battering items
Beam Swordsman: x800: KO'd a foe with a beam sword
Berserker: 3,500: Attacked in a freanzy (60+ attacks in 1 minute)
Bird of Prey: 4,000: used only aerial attacks
Blind Eye: 3,000: Always looking in opposite direction as oncoming attack
Bob-omb Squad: x2,500: Grabbed a bob-omb just before it exploded, and wasn't hurt
Bob-omb's away: -500: KO'd by a wandering bob-omb
Brawler: 2,000: Hit only with direct attacks
Bubble-Blast KO: x1,200: KO'd a magnified enemy
Bull's-eye KO: x800: KO'd a foe with a firing item
Bully: -2,000: Always KO'd a particular player
Bunny-Hood Blast: X1,200: KO'd someone while wearing a bunny hood
Butterfingers: -500: Had a high rate of grab and dash-grab failures
Button Holder: 4,000: Held down A or B for entire match
Button Masher: 700: Pressed buttons twice as fast as second fastest player
Capsule KO: x800: KO'd an enemy with a capsule
Carrier KO: x800: KO'd a foe with a large item carrier
Celebi Catcher: 8,000: Celebi appeared
Cement Shoes: 4,000: Never jumped
Center Stage: 2,000: Spent a long time in the middle of arena
Cheap KO: x500: KO'd an enemy from behind
Chuck Wagon: 1,500: Only grabbed 3 or more throwing items (3+)
Classic Clear: 50,000: Cleared Classic mode

Clean Sweep: 5,000: All attacks were low attacks
Cliff Diver: 500: Let go of the edge of a cliff and fell off the stage
Cliffhanger: 2,000: Grabbed a lot of edges after being knocked off the stage
Climactic Clash: x1,200: Hit same enemy with progressively stronger blows
Close Call: 2,000: Threw just before enemy broke your hold
Collector: 30,000: Snagged all trophies that appeared
Combo King: 2,500: Used many combos (2.5+)
Compass Tosser: 3,500: Threw in all four directions
Connoisseur: 3,000: Got every kind of food that appeared
Continuation: -20,000: Cleared by continuing
Control Freak: 1,000: Tapped the control stick twice as fast as second fastest tapper
Coward: -500: Spent a long time a great distance away from enemies
Crazy Hand KO: 80,000: Defeated Crazy Hand in Classic mode
Crowd Favorite: 2,500: Audience cheered for player
Cuddly Bear: 2,000: Performed at least 3 grabs, but did not attack or throw player
Dead-Weight KO: x4,000: KO'd an enemy by throwing another enemy at him
Dedicated Specialist: 3,100: Used only one kind of special move
Down, But Not Out: 2,000: Fell all the way down, but got back up the most in a match
Double KO: x2,000: KO'd two enemies at once
Eagle: 1,500: Went airborne a lot
Edge Hog: x2,500: Hung from edge to prevent opponent from doing the same
Elbow Room: 2,000: bumped into or pushed foes a lot
Environmental Hazard: 1,000: Got KO'd by a part of the stage environment
Exceptional Aim: 4,000: Hit with most attacks
Face Planter: 1,500: Always fell face down
Fall Guy: -500: Had the most falls
Falls: x-500: Counts each fall (not self-destructs)
Fighter Stance: 500: Finished match while taunting
First Place: 1,000: Got 1st place in a timed match
First Strike: 500: Delivered first blow of match
First to Fall: -1,000: First one to be KO'd
Fists of Fury: 2,500: After grabbing always held and punched, never threw
Flame Thrower: 1,600: Got a 10 combo or higher with the fire flower
Flipper KO: x2,000: KO'd enemy with a flipper
Floor Diver: 1,500: Dropped through floors often (12+ times in 1 minute)
Floored: 300: Took a lot of damage from floors (50%+ of damage)
Flower Finish: 1,700: Had a flower on head when the match ended
Flying Meteor: x4,000: Hit a flying enemy with a meteor attack
Foresight: x500: Hit the front of the screen
Freezie KO: x2,000: Froze enemy with Freezie then KO'd enemy
Frequent Faller: -1,000: had a lot of falls
Friendly Foe: 3,000: Never pushed an enemy
Full Power: 2,000: Damage at 0% at finish
Gardener Finish: 2,000: Put a flower on an enemy's head at match's end
Giant Kirby KO: 10,000: Defeated Giant Kirby in Adventure mode
Giant KO: x600: KO'd a foe while giant
Giga Bowser KO: 100,000: Defeated Giga Bowser in Adventure mode
Goomba KO: x100: KO'd a Goomba
Gourmet: 2,000: Used only food items (3+)
Ground Pounded: 500: Got KO'd by a damaging floor
Half-Minute Man: 2,500: Beat level within 30 seconds
Hammer Throw: 1,500: Threw the hammer away
Hangman's KO: x2,000: Attacked an enemy that was hanging from an edge for a KO
Head Banger: 800: Hit walls a lot (3 or more times per minute)
Headless Hammer: 2,500: Grabbed a broken hammer
Heartthrob: 2,800: Got two or more Heart Containers
Heavy Damage: 20,000: Took 400% damage or more

Hobbyist: 1,000: Got at least one trophy before the stage ended
Home-Run King: x600: KO'd an enemy with the Home-Run Bat
Immortal: 5,000: Never got knocked down
Impervious: 7,000: Didn't suffer a single attack
In the Fray: 2,000: Average distance between you and foes was very small
Invincible Finish: 1,200: Player is invincible at the end of the match
Invincible KO: x800: KO'd a foe while invincible
Invisible KO: x800: KO'd a foe while invisible
Instant Poser: x800: Tauned within 1 second of knocking down a foe
Item Catcher: x1,000: Caught an item thrown at you
Item Chucker: 3,000: Hit only by throwing items
Item Collector: 4,000: Got every kind of item that appeared
Item Hog: 4,000: Got ten or more different types of items
Item Self-Destruct: -1,000: Item caused player to self-destruct
Item Smasher: 3,000: Used only smash attacks with swinging weapons
Item Specialist: 2,000: Only hit with item attacks
Item-less: 1,800: Did not use any items
Jackpot: 1,110: Damage at end was the same number repeated three times
Juggler: 1,500: Struck an enemy many times while keeping him airborne
Kiss-the-Floor KO: x1,000: Threw an enemy onto a damaging floor for a KO
KO 64: x640: KO'd an enemy when the enemy was at 64% damage
KO Artist: 3,000: Had a lot of KO's (3+ and doubled second place)
KO Master: 1,500: Had the most KO's (not awarded if KO Artist is earned)
Koopas KO: x200: KO'd a Koopa
KO's: x500: Counts each KO
Laser Marksman: 4,000: Hit with every blast from the Ray Gun until it ran out
Last Place: -1,000: Got last place in a timed match
Last Second: 5,000: Finished with :01 left
Lethal Weapon: 7,000: Hit with a wide variety of attacks
Life on the Edge: x800: After being hit, grabbed edge without a midair jump
Like Like KO: x500: KO'd a Like Like
Link Master: 30,000: Defeated all five Links in Adventure mode
Lost in Space: 2,000: Frequently magnified (1/4 of the time in magnifying glass)
Lost Luggage: 3,000: Was in magnifying glass on all four sides of the screen
Lucky Number Seven: 3,000: Finished with :07 left
Lucky Threes: 3,330: Finished with 3:33 left
Luigi KO: 20: Defeated Luigi in Adventure mode
Magnified Finish: 1,000: Ended the match in a magnifying glass
Materialist: 100: Spent the longest amount of time holding items
Marathon Man: 2,000: Ran a lot
Mario Maniac: 8,000: Used only mushrooms, fire flowers, and starmen
Master of Disaster: -1,000: Had the most self-destructs
Master of Suspense: 2,500: Surprised the crowd often (3+ in 1 minute)
Melee Master: 100,000: Cleared all-star mode without recovering damage even once
Merciful Master: 3,000: Won without KO'ing anybody
Metal Bros. KO: 8,000: Defeated Metal Bros. in Adventure mode
Metal KO: x800: KO'd enemy while metal
Meteor Clear: 3,000: cleared the level with a meteor attack
Meteor Master: 8,000: Every meteor attack KO'd an opponent (minimum of 2)
Meteor Smash: x800: KO'd foe with a meteor attack
Meteor Survivor: x2,000: Succeeded in recovering from a meteor attack
Mew Catcher: 10,000: Mew appeared
Minimalist: 1,500: Spent the least amount of time holding items
Moment of Silence: 3,000: Took no damage for 1 minute
Mr. Saturn Fan: 3,000: Only item used was Mr. Saturn
Mrs. Saturn: 1,500: Held Mr. Saturn for 30+ seconds
Mycologist: 2,500: Got 3+ mushrooms
Mystic: 2,000: Ended match while offscreen
Never Look Back: 5,000: never changed direction
No Hurry: 1,000: Did not run

No-Damage Clear: 300,000: Cleared all levels without taking any damage
No-Miss Clear: 10,000: Cleared without losing a single life
No R 4 U: 300: Did not press L or R
Octorok KO: x150: KO'd an Octorok
Offensive Artist: 2,000: Caused a lot of damage
Offensive Master: 1,000: Caused the most damage
One-Two Punch: 1,800: Hit consecutively with all weak attacks
Opportunist: -1,000: Didn't attack for a very long period of time
Pacifist: 3,000: Never attacked even once, including misses
Parasol Finish: 1,600: Was parachuting with parasol at match's end
Paratroopa KO: x300: KO'd a paratroopa
Peaceful Warrior: 5,000: Never attacked, but didn't lose the match
Perfect Aim: 10,000: Hit with all attacks (at least 8 per minute)
Pitcher: 6,000: Fought only with grabs and throws
Pokemon KO: x1,000: KO'd a foe with a Pokemon
Polar Bear KO: x800: KO'd a Polar Bear
Pose Breaker: x800: Gave a quick weak attack a taunting opponent
Poser: 2,000: Taunted often (6+ in 1 minute)
Poser KO: x5,000: KO'd an enemy with a taunt
Poser Poseur: x500: Taunted within 1 second of someone else
Poser Power: x700: Attacked someone with a taunt
Power Shielder: 5,000: Used power shield often (3+ in 1 minute)
Pratfaller: 1,500: Always landed face up
Precise Aim: 10,000: All attacks hit immediately after execution
Predator: -1,500: Only attacked opponents with high amounts of damage
Pummeler: 1,500: Did a lot of damage by holding and punching foes
Punching Bag: 100: Got stuck between two enemies and hit back and forth
Quadruple KO: x8,000: KO'd four enemies at once
Quintuple KO: x15,000: KO'd five enemies at once
Quitter: x-1,000: Fell off stage without even trying to recover
Reciprocator: x2,000: Threw an item thrown at you back at an enemy
ReDead KO: x300: KO'd a ReDead
Rock Climber: 800: hung from many edges (4+ in 1 minute)
Rock Steady: 3,000: Did not fall down
Rocket KO: 5,000: Sent all team enemies flying off the top of the screen
Run, Don't Walk: 6,5000: Did not walk (extremely short distances doesn't count)
Sacrificial KO: x1,500: The same attack KO'd both you and your enemy
Saturn Ringer: 4,000: Caught a Mr. Saturn thrown at you
Saturn Siblings: 4,000: Got three or more Mr. Saturns
Screw-Attack KO: x2,500: Used a screw attack to KO an enemy
Screwed Up: 2,000: Held screw attack for 30 seconds or more
SD's: x-500: Counts each self-destruct
Self-Destructor: -2,000: Had a lot of self-destructs
Shameful Fall: x-1,500: At less than 50%, got KO'd by a foe with over 100% of damage
Shape-Shifter: 1,500: Used 3+ transformation items
Shattered Shield: x-1,000: Shield was broken by an enemy
Shield Buster: x2,500: Broke enemy's shield
Shield Saver: 500: Dropped shield just before it was broken
Shield Stupidity: x-2,000: Broke own shield
Shooting Star: 1,500: Ended match as a star
Shy Guy KO: x20: KO'd a Shy Guy
Skid Master: 1,000: Had long stun-slide distance (9+ feet in 1 minute)
Smash King: 3,000: Used many smash attacks (50%+ of all hits)
Smash Maniac: 3,500: Only used smash attacks
Smash-less: 1,500: Used no smash attacks
Sniper: 2,000: Hit only with flying items
Solar Being: 800: Only left stage by flying off screen and becoming a star
Special KO: x800: KO'd an enemy with a special attack
Specialist: 2,200: Hit with only special moves

Spectator: -2,500: Spent a long time on sloped terrain
Speed Demon: 20,000: Cleared all levels very quickly
Speedster: 10,000: Cleared all levels quickly
Stale Moves: -2,000: Persistently used same attack
Stalker: -1,000: Always attacked a particular player
Star KO: x300: KO'd an enemy and turned him into a star
Statue: 500: Little left-to-right movement
Stiff Knees: 300: Did not crouch
Straight Shooter: 1,500: Used only shooting items (3+)
Super Scoper: 2,000: Did 100%+ damage firing the super scope
Super Spy: x800: KO'd someone with a motion-sensor bomb
Sweeper: 2,500: High % of attacks were low (50%+ of total)
Switzerland: 12,000: Never attacked anyone, never took any damage
Target Master: 30,000: Smashed all targets in Target Test
Throw Down: 2,500: Threw last foe to clear game
Timely KO: x3,500: KO'd a foe at the time limit
Tiny KO: x2,500: KO'd a foe while tiny
Topi KO: x200: KO'd a Topi
Triple Items: 3,000: got the same item three times in a row
Triple KO: x4,000: KO'd three enemies at once
Twinkle Toes: 2,500: Succeeded on every attempt to absorb damage
Vegetarian: 1,800: Got 2+ maxim tomatoes
Very-Hard Clear: 200,000: Cleared the very-hard mode
Warp-Star KO: x1,000: KO'd a foe using a Warp Star
Weight Lifter: 1,500: Frequently held heavy items (5+ seconds per minute)
Whipping boy: -1,500: Trailed in points from the start to the finish
Wimp: 1,500: Used only recovery items
Wimpy KO: x4,000: KO'd a foe with a weak attack
Wire to Wire: 2,000: Led in points from the start to the finish
World Traveler: got KO'd off all four sides of the screen.

14. Trophies #
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Coming Soon!

15. Events #
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Coming Soon!

16. Vs. Mode Fun Stuff #
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Really Giant Melee:
Set the Item Switches to have only Super Mushrooms and a frequency of Very High.
Start a Giant Melee match.
Have all players select Mario.
Choose a stage with limited area, such as Mute City.
During the match, if you do your fighter stance with a Super Mushroom in effect,
you'll be as big as can be.

Really Tiny Melee:
Set the Item Switches to have only Poison Mushrooms and a frequency of Very High.
Start a Tiny Melee match.
Have all players select Pichu.

Choose a stage with a really large area, such as Hyrule Temple.
During the match, if you run to the opposite end of the stage with a Poison Mushroom in effect, you'll be as small as can be.

Tons of Pokémon Melee:

Set the Item Switches to have only Poké Balls and a frequency of Very High.
Have all players select one of the four Pokémon.
Choose the Poké Floats stage.

Hazardous Melee:

Set the Item Switches to have only Bob-Ombs, Proximity Mines, and Hammers and a frequency of Very High.
Set the damage ratio to 2.0.
Have all players select a character they're not good with.
Choose a stage with lots of hazards, such as Mute City, Brinstar, Icicle Mountain, or Rainbow Ride.

Really Fast Melee:

Set the Item Switches to have only Bunny Hoods and a frequency of Very High.
Start a Lightning Melee match.
Have all players select Pichu (or whoever is fastest).
Choose the Big Blue stage.

Classic Mario Melee:

Stage: Mushroom Kingdom
Items: Super Mushroom, Fire Flower, Starman
Characters: Mario, Luigi, Peach, Bowser
If you hit the question blocks it feels, uh, nostalgic.

Good vs. Evil Melee:

Stage: Final Destination
Items: Star Rod, Beam Sword, Fire Flower, Lip's Stick, Party Ball, Heart Container, Super Scope, Ray Gun
Characters: Mario & Link vs. Bowser & Ganondorf

Ultra Sudden Death Melee:

Stage: Any small stage, such as Fountain of Dreams, Past Dream Land, or Kongo Jungle
Items: Bob-ombs, Red/Green Shells, Motion-Sensor Bombs, Home Run Bat, Heart Containers, Cloaking Device, on Very High frequency
Set the Damage Ratio to 2.0
Characters: Bowser, Ganondorf, Link, Mewtwo, Marth, Roy, DK, or Samus
Extra Conditions: Super Sudden Death, Time on 1 minute

Star Wars Melee:

Turn on only beam swords
Set drop rate to very high
Select your characters and may the force be with you.

Dragon Ball Z Melee:

Characters: have all players choose Mewtwo and only use B and Control Stick.
(Exceptions are to pick up and use items)
Items: only Sniper scope set to very high appearances
Damage: 1.5

Catch

Set Only Pokeballs to Very High
Damage Ratio= 2.0
Stock: 1
Stage: A flat surface stage such as Dreamland

Directions: Throw a pokeballs back and forth relatively close to each other. Anyone who doesn't catch the pokeballs is in for a big surprise. Throw in another pokeball to make things interesting.

King Kong vs. Godzilla.

Giant Melee

Bowser (Godzilla) vs. DK (King Kong)

Teams of 2 Bowsers vs. 2 DKs are acceptable

Play in Four Square

Put mushrooms on high frequency

Gravity Melee:

Turn on metal box on very high

turn damage ratio all the way down

Might not be the best but it could add some enjoyment

Cyber Melee:

Set the Item Switches to have only Metal Boxes and Beam Swords and a frequency of Very High.

Choose a stage with a futuristic and/or cyber theme, such as Battlefield or Final Destination.

Metal Melee:

Characters: any

Items: Metal Box

Damage: 1.0

Mega Speed Jump Melee:

Set bunny hood and Metal cap to VERY HIGH frequency.

Start a match.

If your character gets the bunny hood AND a metal cap. He'll fly around like a maniac and can do his move without interference (It's a lot cooler than it sounds).

Absolutely Insane Melee:

Coin battle, time limit 5:00

Character : Mr. Game & Watch (CPs are Level 6)

Stage : Subcon, alternate music (Dr. Mario)

All items on, Occurrence - Very High

Damage Ratio : 0.5

Picnic Melee:

Characters (and why): Peach (Vegetables), Kirby (Swallow), Young Link (Milk Taunt), and Mr. G&W (Sausages)

Items: Food, Maxim Tomatoes, Party Balls, and Mushrooms (Parasols and Lip's Sticks optional)

Stage: Yoshi's Story

Pikmin Melee:

Only Lip's stick, possibly poison mushrooms, set very high, in tiny mode.

Appropriate place for the battle would be the Yoshi stage that has the blocks.

Best if you use small characters like Pichu or maybe Kirby.

No-Name-But-Really-Funny Melee:

Fixed camera mode, no CPs allowed, on Big Blue. Run to the front of the cars, jump on the track, and jump back on the cars. It's just too funny. As Marth, I can constantly jump forward on the track, and actually outrun the cars. Yoshi's Egg Roll can almost keep up with the cars given enough room.

Baseball Melee:

Items: Homerun Bat

Occurrence: High

Players: Ness

Stage: Final Destination

Damage: Either 0.5 or 2.0, depending on how you want to play.

Rules: No jumping, no throwing, no B moves, and no A moves except Smash

Forward+A. The only allowable moves are the Bat Smash (and the item bat smash).

See how long you can stay alive!

Old Fashioned Pirate Melee:

Set weapons to only beam swords (The cutlass).

Play on the Rainbow Ride Stage.

Use only Link, Young Link, Prince Marth and Roy. Other chars may be used if you get a beam sword real fast.

Mew Vs. Mewtwo:

Select Kirby (original pink color) and Mewtwo.

Have Kirby eat Mewtwo at the beginning.

Clear all items except for Pokeballs (You need Pokemon slaves!)

Sword Fight

Items: Beam Sword

Frequency: High

Characters: Marth, Roy, Link, Young Link

Stage: Battlefield

It's the sword battle of the century! You can either allow Link and Young Link to use their Boomerangs and Bows, or you can say that only sword attacks are allowed.

Cold Hammer Melee

Characters: Ice Climbers

Items: Hammer

Stage: Ice Climber's Stage

Weakest Link

game: bonus 2 minutes

players: any human, any computer

location: hyrule or great bay

damage: 0.5

items: heart container, very low

characters: all must be link or young link.

rules: fight for your life

Sniper

game: time 3 minutes

players: any human, no computer

location: fourside

damage: 1.0

items: super scope, very high

characters: any

rules: you must only attack with super scope

Dodgeball

game: stock 1

players: any human, no computer

location: any flat area

damage: 2.0

items: party ball thingy, very high

characters: any

rules: you must only attack using items

Pokemon Battle

game: bonus 4 minutes

players: 2 teams of 2 - each team consists of 1 human and 1 level 9 computer

location: pokemon stadium

damage: 0.5

items: none

characters: humans must be ness, each chooses a pokemon for a partner on his/her team.

rules: each human stands on one of the pokemon platforms, and watch their pokemon computer partners duke it out with each other. each human is not allowed to attack, if he does, he must fall off the platform. each human can not leave their platform (unless the stadium changes, anything until then, they must stand away from each other) if they leave the platform they must fall off. computers are allowed to hit the opposing trainer

TAG

game: bonus 10 minutes

players: any human

location: any

damage: 0.5

items: beam sword, very high

characters: any

rules: you cannot attack. choose one person to be it. whoever is it MUST hold a beam sword at ALL TIMES. the person who is it can tag someone else only if the one who is it hits them with the beam sword (can not be thrown). whoever gets tagged becomes it. the former it can throw away the beam sword and the new it must carry a beam sword at all times. The person at the end of the battle with the award for holding an item the longest LOSES and must be it for the next match.

Pokemon Battle II

game: stamina

players: 2 humans

location: pokemon stadium

damage: 2.0

items: none

characters: any pokemon

rules: take turns attacking. when one player is attacking, they can only launch ONE attack. if they do perform one attack, the next player gets the turn in attacking. even if the attack misses the turn has to be passed to the other player. defending player may move around and try to dodge the attack

Pokemon Battle III

game: stamina

players: any # of humans

location: final destination

damage: 1.0

items: pokeballs, very high

characters: both must be ness (resembles ash)

rules: same rules as PBII, except that instead of taking turns attacking, you take turns throwing pokeballs at each other.

Ping Pong Pills

game: stock any amount, super sudden death

players: 2 humans

location: final destination (or any plain flat surface arenas)

damage: 2.0

characters: both players must be dr. mario

items: none

rules: you can only use pill attacks against each other. one begins by serving by throwing a pill (B button). returner must use the cape move to deflect an oncoming pill. the pill must be deflected back and forth until it disappears or one player fails to return the pill or gets hit by it. person who gets hit/misses serves next. continue until someone dies. each character must stay at opposite ends of the court

Self-Destruct Mania

Char : Jigglypuff

Stage : Final Destination

Items : Warp Star, Bob-omb, Super Mushroom, Poison Mushroom, Party Ball.

Occurance : Very High.

Damage ratio : 2.0.

Screw You

Characters: All Samus

Stage: Any

Damage: 2.0

Items: Very High, only Screw Attack on

Rules: Can only attack with Screw Attack (item or Up+B)

Really Giant Melee:

Set the Item Switches to have only Super Mushrooms and a frequency of Very High.

Start a Giant Melee match.

Have all players select Mario.

Choose a stage with limited area, such as Mute City.

During the match, if you do your fighter stance with a Super Mushroom in effect, you'll be as big as can be.

Green With Envy

Luigi, Yoshi, Link, and Bowser

Items: Items from Mario, and Zelda games on very high.

Stage: Battlefield or Yoshi's Island.

Monster Melee:

Mode: Giant mode

Characters: Bowser (Godzilla), and D.K. (King Kong)

Items: Super Mushrooms

Stage: Onett

Saturday Night Monster Theatre

Rules: Giant Melee

Level: Fourside, Onett, Hyrule Temple

Characters: Bowser, DK, Mewtwo, Yoshi (most characters that aren't human)

Items: Fire Flower

The Real Game & Watch Gallery

Mode: Sudden Death

Players: All Hum. (Any Number)

Stage: Flatworld

Char: Mr. Game & Watch

Items: None

Rules: No attacking or jumping (jumping part optional, but recommended). See who can survive the barrage of 2D stuff the longest.

DragonballZ

Mode: Normal

Damage:.5

Lives:1

Players: Any

Stage: Final Destination or Battlefield

Char: Ness, Mewtwo, Samus, and/or Zelda (no changing)

Items: Ray Gun, Super Scope, Maxim Tomato, and Bo-Bomb on Med.

Rules: May your fight be a Grand Tour!

Panic Attack

Mode: Stamina

Players: All Hum. (Any No.)

Stage: Any

Char.: Any

Items: Bo-Bomb on Very High

Rules: You may not move or attack at the beginning of the match. You may move once your HP is under 140. You may use A attacks once you are under 100 HP (no picking up bombs). When you are under 75 HP, you may use B attacks. When you are under 10 HP, you may use the bombs as a last resort!

Super Stamina

Items: Food, Hearts, Maxim Tomatos, Party Balls, on Very High

Mode: Stamina

Stage: Any Moving Stage

Character: Any

Notes: Heh. This is fun. The Party Balls will drop more food. Unless you knock someone off, this could go on forever.

Mario Party Tourney

Participants: Mario, Luigi, Peach, Yoshi, DK, Wario(Mario), Waluigi(Luigi), Daisy(Peach)

Items: Super Mushroom, Poison Mushroom, Parasol, Metal Box, Party Ball, Fire Flower, Freezie, Barrel Cannon, Starman, Parasol, Red Shell, Green Shell, Heart Container, Starrod, Fan, Bomb-omb, Hammer set to very high.

Stage: Mario,DK, & Yoshi stages.

Realistic People Tourney

Participants: Link, Young Link, Zelda, Ganondorf, Samus, Marth, Roy, Captain Falcon

Items: Techno weapons and Heart Container set to very high.

Stage: Stages belonging to the above plus Battlefield and Final Destination

Game and Watch tourney

Participants: Mario, Luigi, Wario(Mario), Peach, DK, Yoshi, Bowser, Mr. G&W

Item: Heart Container set to very low.

Stage: Flat Zone

Chef Showdown

Participants: Peach & Yoshi vs. Mr.G&W & Kirby

Items: Heart Container set to very low.

Stage: Peach's Castle

Matrix Melee

Characters: Any

Stage: Battlefield

Items: Ray Gun, Super Scope, Bunny Hood set to very high

Game Type: Slow Motion Melee

Mecha Melee

Players: 2

Characters: Any

Stage: Final Destination

Items: Metal Box, set to very high

Damage: 0.5 (or whatever the lowest is)

Game Type: Giant Melee

Rules: Stock Match

Link Rainbow

Characters: 4 Links

Arena: Hyrule Temple

Ganondorf's Revenge

Characters: Ganondorf VS Link, Young Link, Zelda

Arena: Final Destination

Items: Heart Containers and Star Rods

Paper Mario

Characters: Mario and Mario VS Mr. Game and Watch and Mr. G&W

Arena: Flatzone

Items: Motion Sensor Bombs, Bob-ombs

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---Characters---

Jigglypuff

There are two ways to unlock Jigglypuff.

Successfully complete the game with any character under any difficulty setting.
Continues are allowed.

Alternately, fight 50 multi-player battles.

Luigi

There are 3 ways to unlock Luigi.

Complete the first stage of adventure mode with a time of xx:x2:xx. You will have to battle Luigi and defeat him in under one minute. Finish the remainder of adventure mode. At the end of adventure mode you will fight Luigi. Defeat Luigi and he will become a playable character.

Alternately, Play adventure mode as the Princess. At Princess Peach's castle, Luigi will take Mario's place in the opening intermission. Win this board. Proceed to win adventure mode with Zelda. Luigi will attack again after the credits complete. Defeat him again to unlock him. Lives, continues, and difficulty settings do not matter.

Alternately, playing 800 versus mode battles. After you have played 800 battles, the winner of the battle will be challenged by Luigi. Defeat him and he will become a playable character. If you lose, Luigi will challenge the winner of the next versus mode battle.

Young Link

There are 4 ways to unlock Young Link.

Finish classic mode 10 times. One time must be with Link.

Alternately, complete adventure mode as Ganondorf.

Alternately, play 500 versus mode matches.

Alternately, complete classic mode with Ness.

Dr. Mario

There are 3 ways to unlock Dr. Mario.

Successfully complete the game in classic mode as Mario.

Alternately, play 100 versus mode matches. The winner of the 100th match will fight Dr. Mario. Defeat him and he will become a playable character.

Instead of shooting fireballs like Mario, Dr. Mario shoots pills. Dr. Mario's cape is just the coat on his doctor uniform.

Ganondorf

There are two ways to unlock Ganondorf.

Complete event mode #29 to unlock Ganondorf.

Alternately, play 600 versus mode matches.

Pichu

There are 3 ways to unlock Pichu.

Complete event mode #37. After winning, Pichu will become playable.

Complete adventure mode as Mewtwo.

Play 200 matches in versus mode.

Marth

There are two ways to unlock Marth

Play with all 14 default characters in classic mode without continuing.

Alternately, play vs. mode more than 400 times.

Roy

There are two ways to unlock Roy.

Successfully complete the game as Prince Marth in classic mode.

Alternately, play over 900 versus mode matches.

Falco

There are two ways to unlock Falco.

Complete the 100 man melee.

Alternately, play 300 versus mode matches.

Mewtwo

Mewtwo will appear at random at the end of a multi-player match and challenge the winner. He will be unlocked as a selectable character after he is defeated. Alternately, in versus mode, play 700 battles or get a total of 20 hours of game play. To get Mewtwo easily, go into Custom Rules Melee and change Stock to 3 and Item Flow to None, and Stock Time Limit to Off. Choose two of your best characters (for fighting Mewtwo) and go into a match in the Pokemon Stadium level. Place both fighters on the Pokeball in the middle. Do not pause the game. Unplug the controllers, and leave the system on overnight to accumulate game time. Plug in the controllers again, and have one of the fighters die three times. If enough hours have been obtained, Mewtwo will challenge you. Defeat him to unlock him next to Jigglypuff as a playable character. Another way is to Set up a one life battle with as many humans as possible and no CPU players. Leave the game on overnight, then defeat the other players and Mewtwo.

Mr. Game & Watch

There are 3 ways to unlock Mr. Game & Watch.

Complete the game in classic mode with all characters.

Alternately, complete the target test mode with all of the other 24 characters.

Alternately, play over 1,000 versus mode matches.

---Stages---

Brinstar Depths

Fight over 50 multi-player matches.

Fourside

Fight over 100 multi-player matches.

Big Blue

Fight over 150 multi-player matches.

Poke Floats

Fight over 200 multi-player matches.

Kindome II

Win a Birdo trophy to unlock the Mushroom Kingdom II stage from Super Mario Brothers 2. Try putting a lot of coins in the lottery to get it.

Flatzone

Successfully complete the game as Mr. Game & Watch in classic or all-star mode without losing a life.

Battlefield

Successfully complete the game in All-Star mode.

Final Destination

Successfully complete event mode #51.

Classic Dreamland

Successfully complete the game in Break The Targets mode with all fighters.

Classic Yoshi's Island

Hit over 1300 feet in homerun derby mode with Yoshi.

Classic Kongo Jungle

Successfully complete the game in 15 Minute Spar mode.

---Events---

Levels 11 - 15

Win 6 different matches from Levels 1-10

Levels 16 - 20

Win 10 different matches from Levels 1-15

Levels 21 - 25

Win 16 different matches from Levels 1-20

Levels 26 - 29

Win 22 different matches from Levels 1-25

Level 30

Win 27 different matches from Levels 1-29

Levels 31 - 39

Complete 30 Levels

Levels 40 - 50

Complete 30 Levels and unlock all hidden characters except Pichu

Level 51

Complete Levels 1-50 and/pr defeat Giga Bowser

---Secrets---

Sound Test

-
- 1) Complete all events in Event Mode.
 - 2) Unlock all characters (25) and stages (29).

All-Star Mode

-
- 1) Unlock all 25 characters.

Random Stage Switch

-
- 1) Unlock all stages to reveal a random stage switch.

Alternate Music

-
- 1) On the stage select screen hold down (L) + (R) + (START).
 - 2) Release the buttons once the stage starts.

Activate Score Display

-
- 1) Play Vs. Mode and get 5,000 KO's with any character.
 - 2) Activate Score Display by going to Additional Rules in Custom Rules.

Activate KO's Display

-
- 1) Play Vs. Mode and get 20,000 KO's with any character.
 - 2) Activate KO's Display by going to Additional Rules in Custom Rules.

Hint: Trophies:

The trophies you win in adventure mode are different then the ones won in classic mode. The ones in classic mode give you tips about the character(s) who have won adventure mode.

In the Underground Maze level in adventure mode, do a throw move on almost anything (such as Likes, Octoroks, and ReDeads). There is a good chance a trophy will appear.

Hint: Paper Mario trophy:

Hit over 1500 feet in homerun derby mode.

Hint: Pikmin trophy:

Insert a memory card with a saved game from Pikmin. Begin the game and a Pikmin trophy will be available.

Hint: Barrel Cannon trophy message:

Look at the bottom of the Barrel Cannon trophy. You will see the message 2L84ME (too late for me).

Hint: Alternate trophy background:

Zoom in on a trophy, then press Start to change the background.

Hint: Yoshi Island stage preview:

Zoom in closely on the Metal Mario trophy. You can see what vaguely looks like a picture of the Yoshi's Island stage.

Hint: Nintendo game systems:

Go to the trophy section to see most of the Nintendo game systems. Go to collection and zoom in on the background to the right of the television.

Hint: Star Fox mini-game:

Finish a one player game in classic or adventure mode. You will then enter a

Star Fox-like mini game with names as targets. Shoot them to see more information about them. At the end, you will see how many hits you made. Hits made while the screen is stopped do not count.

Hint: Completing event mode #13:

To easily complete event mode #13, pick up the egg and repeatedly jump back and forth over the stage.

While on the boat, just stay away from the egg. Do not worry if you are on the edge, as you have unlimited lives. Once the ship crashes, get the egg and run up the platforms, avoiding the enemies.

Hint: Completing Event mode #34 (Seven Years):

Go to the left edge of the rock at the left of the stage while Link is at the other side. Wait for Link to jump above. When he down slashes at you, let him hit you and he will bounce off the rock, making him jump off the stage. Repeat until this event is completed.

Hint: Completing 15 Minute Melee:

Start the game as Donkey Kong. Position yourself under the platform on the left or right side of the screen and begin doing his Down + B move to slap the ground. Do this as long as you can. Watch out for bombs, Pokemon, or any other hazards that might break through this great move.

Hint: Completing 100 Man Melee:

Play as Donkey Kong. Stay in the center of the stage, and repeatedly do his Down + B move. After defeating all of the wire opponents, you will face Falco. Defeat him and he will become a playable character.

Hint: Completing Multi-Man Melee:

As Marth or Roy, stay in a corner close to edge, but not on the edge. Continue doing their B move repeatedly. If positioned correctly, this will work most of the time, but some opponents will still get through.

Play as Ganondorf or Captain Falcon. Do the Down + B move back and forth across the stage.

Hint: Completing Race To The Finish:

Take the middle path, as it is easiest. Take the bottom one if you have Kirby or Jigglypuff. Taking the top path is very difficult.

Hint: Completing Break The Targets:

When playing as Young Link, the target in the in the box can be hit with a boomerang. To do so, time the log that is to the right of the box (the one that moves up and down) so that you are at your highest jump just when the log is up. Then, do the boomerang attack to hit the log when it is up. You may want to hold it down very briefly. The boomerang should bounce back, go through the box and hit the target. This may require a few attempts.

Hint: Homeruns:

To hit a long homerun as Yoshi, grab the bat as soon as you can start. Turn around and walk up close to the bag. Tap Jump as lightly as possible so Yoshi jumps no more than the size of the bag, then quickly tap Down + A to make him do his downward multi-kick. You will notice the multi-kick will bump the bag's percentage up 30+. Keep doing the multi-kick until the countdown is at one, then blast him with the bat. It is possible to get over 1700+ feet with this trick.

Select Yoshi and press Start. As soon as the timer starts, turn around and grab the bat. Head for the Sandbag and lightly jump. Press Down + A to rapidly kick, This should do about 33% of damage each. Get your damage percentage to about

130%- to 50% then stop before the timer runs out. Press slightly to the right for extra power, and then press Smash + A to hit the ball over 1500 feet.

Hint: Getting coins:

You get a coin for every ten Smash Attacks you perform in versus mode. The smash attacks only count if you hit your opponent.

Hint: Raising multi-player match count:

To easily obtain the amount of multi-player match counts needed to unlock Mewtwo and several levels, set the custom rules on a stock game to one life, pause off, and random selection of stages. Start a super sudden death match, choosing a relatively fast opponent set at CPU level 9. Start the match and press Start continuously as needed, allowing the CPU to defeat you until your match count raises to the desired amount.

Hint: Borrow life in team battle:

If you are playing in team battle and have no more lives, press Start to take a life from your teammate. Note: This can only be done if your teammate has two or more lives.

Hint: Grab save:

You can use Link's Hookshot to grab on to the ledge. Press Z to hit the edge of the stage and A to pull yourself up. Note: This also works with Samus' Aran.

Hint: Assisted Smash Attacks:

In a multi-player match, press the C-stick in a direction to do a Smash Attack in that direction. However, this Smash Attack cannot be charged.

Hint: Missing hammer head:

To lose your hammer head (the part that hurts others), go to a stage with a lot of obstacles. Make sure that the hammer is on, then hit one of the obstacles with it. The hammer head should fall off. If not, try again. You cannot hurt others anymore with just the handle.

Hint: Dr. Mario: Change pill colors:

Press Up to do his pose. He will toss a pill into the air and catch it. Every time you do the pose, the pill color will change.

Hint: Falco or Fox: Double image:

Press Forward + B to do the dash attack and pause game play. Move the camera around for one or two images of them to appear.

Hint: Fight Giant Kirby:

Defeat the first Kirby and Team Kirby both in less than 30 seconds in adventure mode.

Hint: Fight both Metal Mario and Luigi:

Successfully complete the rest of the adventure mode before the Metal battle in less than 10 minutes. You cannot use continues, but you can use up to four lives.

Completing event mode #13

To easily complete event mode #13, pick up the egg and repeatedly jump back and forth over the stage.

While on the boat, just stay away from the egg. Do not worry if you are on the edge, as you have unlimited lives. Once the ship crashes, get the egg and run up the platforms, avoiding the enemies.

Completing Event mode #34 (Seven Years)

Go to the left edge of the rock at the left of the stage while Link is at the other side. Wait for Link to jump above. When he comes down slashes at you, let him hit you and he will bounce off the rock, making him jump off the stage. Repeat until this event is completed.

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Look at the bottom of the Barrel Cannon trophy. You will see the message 2L84ME (too late for me).

Alternate trophy background

Zoom in on a trophy, then press Start to change the background.

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Go to the trophy section to see most of the Nintendo game systems. Go to collection and zoom in on the background to the right of the television.

Star Fox mini-game

Finish a one player game in classic or adventure mode. You will then enter a Star Fox-like mini game with names as targets. Shoot them to see more information about them. At the end, you will see how many hits you made. Hits made while the screen is stopped do not count.

Mushroom Kingdom II stage

Win a Birdo trophy to unlock the Mushroom Kingdom II stage from Super Mario Brothers 2. Try putting a lot of coins in the lottery to get it.

Alternately, successfully complete adventure mode with five characters.

Alternate music

Hold L or R and select a stage in multi-player mode. Keep the button held until the match begins. Note: Only certain stages have new music.

Hold A and press Start at the title screen. Different music will play at the main menu.

Use the following trick to listen to any desired music in the gallery of trophies. After unlocking the Sound Test, use it to find a song you like, then press A to play it. Then, press B to

exit. When you go to the trophy gallery, that song will be playing instead of the usual one.

Easy clear event 51

First get to even 51 by completing all of the other events. If you don't have Mewtwo you have to play vs mode for 20 hours. After that get Mr. Game and watch by completing classic mode with him and all of the other characters. You can do this in very easy mode. After that go to even 51 and choose NESS. Then as soon as the match starts jump of the edge and keep doing PK THUNDER towards the enemy. (B + Up) Try to get rid of Giga Bowser first because he is the most difficult to deal with.

Trophy arrangements

Hold L and enter the Collection screen to arrange your trophies in rows. Hold R and enter the Collection screen to arrange trophies in a circle. Hold Y and enter the Collection screen to arrange the trophies in a triangle.

Luigi's Mansion trophy

Insert a memory card with a saved game from Luigi's Mansion to get a trophy featuring Luigi with a vacuum.

Paper Mario trophy

Hit over 1500 feet in home run derby mode to get a Paper Mario trophy.

Wire Men trophy

All you have to do is beat the 15 minute Melee and you will have the trophy. This trophy resembles to the people that you fight in the 15 minute Melee.

Unlock Nurse Peach

When going in any fight in the character selection chose Peach and change Her to white.

Beat 15 min Spar easily

First go to 1 player mode, then go to stadium and click on to Multi-Man Melee. Then you will see an icon that say's 15 minute Melee go to that. It means to fight for 15 min. Then you will be on the character select screen, choose Peach and press Start. You will see 3 wire men kill one then go to the edge of the course jump and keep holding up until you drop, when you drop immediately press Up + B and Peach shall pull out her umbrella stir back to the stage. Repeat this process to complete the stage. It will require patients. You can do the same thing with the 3 minute Melee.

Alternate stage music

Select a stage with A or while holding L or R and pressing A and the stage will have different music:

Infinite Glacier: Icicle Mountain

A: Ice Climber's Music

L or R: Ice Climber NES Music

Mushroom Kingdom: Princess Peach's Castle

A: Super Mario Bros. Music (revised)

L or R: Super Mario Bros. Music (revised)

Mushroom Kingdom: Rainbow Cruise

A: Rainbow Cruise Music
L or R: Rainbow Cruise Music

DK Island: Kongo Jungle

A: DK Rap
L or R: DK Rap

DK Island: Jungle Japes

A: Donkey Kong Music
L or R: Donkey Kong Music

Termina: Great Bay

A: Legend of Zelda Music
L or R: Saria's Song

Hyrule: Temple

A: Zelda's Music
L or R: Fire Emblem Music

Yoshi's Island: Yoshi's Story

A: Yoshi's Island Music
L or R: Yoshi's Island Music

Yoshi's Island: Yoshi's Island

A: Super Mario World Music
L or R: Super Mario Bros. 3 Music

Dream Land: Fountain of Dreams

A: Kirby Music (revised)
L or R: Kirby Music (revised)

Dream Land: Green Greens

A: Kirby Music
L or R: Kirby Music

Lylat System: Corneria

A: Starfox Music
L or R: Starfox Music

Lylat System: Venom

A: Fox's Music
L or R: Fox's Music

Superflat World: Flat Zone

A: Game and Watch Music
L or R: Game and Watch Music

Planet Zebes: Brinstar

A: Super Metroid Music
L or R: Super Metroid Music

Planet Zebes: Brinstar Depths

A: Metroid Music
L or R: Metroid Music

Eagleland: Onett

A: EarthBound Music (Inside Ness's House)
L or R: Mother Music

Eagleland: Fourside

A: Fourside Music
L or R: Fourside Music

F-Zero Frand Prix: Mute City

A: Capt. Falcon's Music
L or R: Capt. Falcon's Music

F-Zero Grand Prix: Big Blue

A: F-Zero Race Music
L or R: F-Zero Music

Kanto: Pokemon Stadium

A: Pokemon Theme Music
L or R: Pokemon Red and Blue Battle Music

Mushroom Kingdom

A: Super Mario Bros. Music
L or R: Dr. Mario Music

Mushroom Kingdom II

A: Super Mario Bros. 2 Music
L or R: Dr. Mario Music

Special Stages: Battlefield

A: Melee
L or R: Melee

Past Stages: Dream Land

A: Kirby Superstar Music
L or R: Kirby Superstar Music

Past Stages: Yoshi's Island

A: Yoshi's Island Music
L or R: Yoshi's Island Music

#####

01. Who are all the secret characters?

- Dr. Mario
- Ganondorf
- Marth
- Roy
- Pichu
- Mr. Game & Watch
- Luigi
- Jigglypuff
- Falco
- Mewtwo
- Young Link

02. Who are Roy, Marth, and Mr. Game & Watch?

- Roy and Marth are from an extremely popular Japanese-only series entitled Fire Emblem. As for Mr. Game & Watch, it would be easier just to give you a link.

03. What are 'clones'?

- A clone is a character that has the same basic attacks as another character. Now, this does not mean that the characters have the same exact moves, it means that they are based off each other, and they may differ in speed, etc. There is no reason to be worked up over this.

04. Who are the clones?

- Pichu is a clone of Pikachu
- Dr. Mario is a clone of Mario
- Ganondorf is a clone of Captain Falcon
- Roy is a clone of Marth
- Young Link is a clone of Link
- Falco is a clone of Fox
- Luigi is still a clone of Mario (barely, but still)

05. What are the secret characters' moves?

Marth

- B: Sword Slash (can be powered up)
- B+Over: 3-Hit Sword Combo
- B+Down: Sword Counter
- B+Up: Sword Uppercut

Mewtwo

- B: Power Ball (can be powered up)
- B+Over: Flips the opponent
- B+Down: Stun
- B+Up: Teleport

Mr. Game & Watch

- B: Flips sausages out of frying pan
- B+Over: Uses a hammer to make a number. Each number does a different thing:
 1. Hit them normally
 2. Punching
 3. Stronger Punching
 4. Cutting (Like Link's Sword)
 5. Electricity (Like Pikachu)
 6. Fire (Like a Fireball)
 7. Bring out an Item
 8. Freezing (Like the Freezie Item)
 9. Homerun Bat
- B+Down: Oil Spray

- B+Up: Trampoline Bounce

Jigglypuff

- B : Get's on the floor and rolls
 - B+Over: Punch
- (the rest of her moves are the same)

Luigi

- B+Over: Headbutt (Works like Pikachu's headbutt)
- (the rest of his moves are the same)

06. What are the differences between the clones?

- Pichu: No real difference except smaller in size, faster, more powerful attacks, but sometimes does damage to himself, and his quick attack doesn't do damage. His recovery move (up + B) is a little easier to control
- Dr. Mario: Throws pills which do 8% instead of fireballs
- Ganondorf: Smaller jumps, slower, has purple attacks instead of red, stronger attacks
- Roy: Fire attacks, slower but stronger
- Young Link: Smaller in size, arrows are red, smaller range in Spin Attack (but it can pull foes in)
- Falco: Stronger and slower laser, jumps twice as high as Fox

07. What are the secret characters' taunts?

- Dr. Mario: Pulls out a capsule, and rolls it along his arm, and hits it up. (Harlem Globetrotters style!)
- Ganondorf: Hovers into the air, holding out his hand and laughing, exactly like he did during Ocarina of Time's ending battles
- Falco: Spins around, nods and says Heh
- Young Link: Takes out a bottle of Lon Lon Milk, glugs it down, then wipes his mouth as he breathes a sigh of relief
- Pichu: Wiggles around and says Pichu!
- Roy: Spins his sword in his fingers like a baton, then sheathes it in an assertive manner and yells
- Luigi: Holds his hands behind his back and scuffs his shoe along the ground, doing 1% damage (same as in SSB64)
- Jigglypuff: Does a 360 spin, then stops and winks as she says her name.
- Mewtwo: Spins around and laughs
- Mr. Game & Watch: Pulls out a bell and rings it
- Marth: Spins his sword, then slashes it down in front of him and says Everyone, check this out! (in Japanese)

08. How do I unlock all of these secret characters?

- Ganondorf:
 1. Beat event 29.

(or)

Play Vs. 600 times
- Jigglypuff:
 1. Beat Classic Mode on any difficulty with any character.

(or)

 2. Play 50 vs matches.
- Dr. Mario:
 1. Beat Classic Mode or Adventure Mode on any difficulty with Mario without dying..
- Pichu:
 1. Beat Event 37.

(or)

 2. Get 200 vs. matches.
- Mewtwo:
 1. Play 700 rounds of versus.

(or)

2. Play 20 hours of VS. Mode commutatively.

- Marth:

1. Play versus with all 14 characters

(or)

2. Play VS. 400 times.

- Roy:

1. Beat Classic Mode as Marth on any difficulty, without continuing.

- Mr. Game & Watch:

1. Beat Adventure Mode with all 24 other characters.

(or)

2. Beat Target Test with the other 24 characters.

- Luigi:

1. Finish the Mushroom Level 1 with a 2 in the seconds column. When you challenge him and Peach, beat him in under a minute.

(or)

2. Play Vs. 800 times.

- Falco:

1. Finish the 100 man melee. (Hint: Use DK's Down+B Ground Smash)

(or)

2. Play 300 VS. Matches.

- Young Link:

1. Beat Classic Mode on Very Easy using 10 different characters.

09. What are the secret Stages?

- Brinstar Depths: Rotating 3-D stage with Kraid thrashing in the background.
- Big Blue: Racing down a track, fighting on cars.
- Pokémon Floats: Fighting on scrolling Pokemon statues/balloons.
- Monotoli Building: Fighting on skyscrapers while UFOs occasionally fly by.
- Sub-Con: Fighting on a remake of a portion of the first level of SMB2/USA.

10. What about the other level's I've seen mentioned?

- 2-D Flat World: Inside the screen of the Game and Watch system.
- Battlefield: Wire Frame Stage
- Yoshi's Story: Remake of the original from SSB64.
- Congo Jungle: Remake of the original from SSB64.
- Dreamland: Remake of the original from SSB64.
- End of the Line: Master Hand Arena

11. How do I unlock the Secret Stages?

- Brinstar Depths: 50 Rounds of V.S.
- Fourside (Monotoli Building): 100 Rounds of V.S.
- Big Blue: 150 Rounds of V.S.
- Pokefloat: 200 Rounds of V.S.
- Sub-Con: Get the Birdo trophy.
- Flat Zone: Unlock Mr. Game & Watch, and beat Classic mode with him.
- Dreamland Remake: Unlock all secret characters, and beat Break the Targets with ALL characters.
- Yoshi's Story Remake: Get over 1300 feet on the Homerun Contest with Yoshi.
- Congo Jungle Remake: Beat the 15 Minute Melee.
- Battlefield: Beat All Star Mode with any character on any difficulty.
- End of the Line: Beat Event 51.

12. How do I unlock some of the other stuff?

- To get the All Star Mode, unlock all of the Secret Characters.
- To get the Sound Test, beat Event 51 and have all secret characters and stages unlocked.
- To get the Random Stage Switch, unlock all of the Secret Stages.
- To unlock Events 31-39, beat Events 1-30, and have Luigi, Dr. Mario, Young Link, Falco, and Jigglypuff unlocked.

- To unlock Events 40-50, unlock all secret characters and stages.
- To unlock Event 51, beat Events 31-50.
- To get the Captain Olimar (from Pikmin) trophy have a Pikmin save on the same Memory Card as SSBM.
- To get the Score Display, you must have 5,000 KO's.

13. What's the All-Star Mode?

- All Star Mode is like Kirby Super Star where you fight all characters one after another. It can be a 1 on 1, 1 on 2, or 1 on 3 battles. Like Kirby Super Star you can get a Heart Container after a battle, but once you use it it will be gone. (Remember, Heart Containers only heal 100% now.) Figures may be dropped on the floor at times, and when you win you can get the Adventure Mode or Simple Mode character figures, or some other ones.

14. What is the Random Stage Switch?

- Random Stage Switch is like the Item Switch, except you choose what stages to be included when you select Random for your stage.

15. Where can I find some music from the game?

- Music from the game isn't easy to find at the moment. Hopefully a Soundtrack will be released.

16. Where are some in-game pictures of Mewtwo and Mr. Game & Watch?

- Try smashbrosmelee.com..

17. Whaaaat? Roy has an insta-kill move?

- Well, sort of. It takes a long time to charge up, and does 10% damage to himself.

19. Are there some other tidbits about certain characters?

- Captain Falcon: Shoots four stars from the Star Rod.
- Sheik: Shoots two stars from the Star Rod.
- Link: While standing still, his shield can deflect items.
- Young Link: His Forward+A Smash actually has two parts. Try pushing A again after Forward+A.
- Sheik: When charging up her Dart's, you can press R, L, or Z to save them for a later use.

20. Where's that Radio Station with some of the songs from the game?

- <http://www.live365.com/stations/108307>

21. What about the Items? What are they?

- Well, this list contains the items from SSB64, as well as the new ones. Also note that items may be fake.

01. Beam Sword
02. Homerun Bat
03. Hammer
04. Fan
05. Proximity Mine
06. Bob-omb
07. Shell
08. Pokéball
09. Ray Gun
10. Fire Flower
11. Star Rod
12. Maxim Tomato
13. Heart
14. Star
15. Food
16. Warp Star

17. Super Scope
18. Lip's Stick
19. Flipper
20. Freezie
21. Mr. Saturn
22. Super Mushroom
23. Poison Mushroom
24. Parasol
25. Screw Attck
26. Metal Box
27. Bunny Hood
28. Cloaking Device
29. Barrel Cannon
30. Party Ball
31. Heart Container

22. What are some of the Pokemon that come from the Pokeballs?

- Chikorita - Shoots leaves horizontally.
- Electrode - Sits in one place and explodes over time.
- Bellossom - Comes out of the Pokeball and makes people near it fall asleep.
- Wobuffet - Just sits there and wobbles back and forth hitting people.
- Suicune - Does some sort of ice attack. Something surrounds him, and does damage to the people near him.
- Entei - He shoots fire upwards.
- Raikou - Electricity surrounds him and gets anyone around him..
- Moltres - Flies out of the pokeball, and anyone that touches him gets damage.. Sometimes he flies in the background and shoots fire onto the stage.
- Lugia - Flies into the background and does a Wind attack.
- Zapdos - Electicutes people near him
- Venusaur - Slams the ground near him (like DK's Down B)
- Charizard - Shoots fire on both sides of him (same as SSB64)
- Snorlax - Jumps up and falls down. Same as SSB64, but he doesn't take up as much room.
- Togepi - Does one of 3 attacks:
 - A.) Put enemies to sleep.
 - B.) Dig enemies into the ground, leaving them unable to move.
 - C.) Turn the screen completely black.
- Cyndaquil - Jumps up, and shoots fire from his back.
- Staryu - Same as SSB64, but shoots way faster.
- Clefairy - Copies one of the other Pokemon's attacks.
- Scizor - As far as I can tell, he comes out of the pokeball and runs around...
- Chansey - Gives you eggs.
- Goldeen - Flops around.
- Blastoise - Shoots water, like in SSB64.
- Unown - Think Beedrill's from SSB64, but they come from different angles.
- Porygon 2 - Dashes foward, then disappears. Does a lot of damage if he hits an enemy.
- Weezing - Same as Koffing in SSB64, but seems more effective.
- Articuno - Flies on the screen for a while, then flies away. If you touch him you get frozen as if you touched a freezie and take a lot of damage.
- Mew - Flies away. Very rare.
- Celebi - Same as Mew, but you get a trophy when you see him.

23. Isn't there an easier way to get Mewtwo, rather than play for 20 hours?

- Yes, there is. If you don't mind leaving your GameCube on all night, you can just plug in your controller (or 2, 3, or 4), go into a VS Match, with no time, and go to Kirby's Dream Fountain (or another stage with no hazards). Leave it on, and go do errands or whatever for awhile. There you have it.

24. Um, leaving my GameCube on for a long time won't hurt it, will it?

- No, your GameCube should be fine. As long as you don't have the vents on the side covered.

25. How do you catch items in the air?

- It is really tricky, but not impossible to pull off. When an item is coming towards you, push either A or Z at the right time at you should catch it. If anyone has any type of strategy to going about this, let me know.

26. Is it true that some stages have 2 themes?

- Actually, yes. Although, you must have the sound test unlocked to listen to a certain number of them. To get them, press and hold down R while selecting your stage. If you have more than one human player playing, all participants must hold down R.

- A. Hyrule Temple - Fire Emblem Theme.
- B. Great Bay - Saria's Song (Lost Woods)
- C. Yoshi's Island - Super Mario Bros. 3 Song
- D. Mushroom Kingdom - Dr. Mario Theme
- E. Big Blue - Mach Rider Theme
- F. Pokemon Stadium - Battle Theme from Pokemon G&S.
- G. Onett - Earthbound/Mother Theme.

27. Where is that Birdo Trophy?

- The Birdo Trophy is completely random. You can find one in Adventure Mode, Classic Mode, or even in the Lottery! Just keep a look out for it.

28. Where are some other pictures of the secret characters?

- There are literally tons of them out there. I'll add to this as I find sites that have some pictures uploaded. I will not link to each picture individually, cause that would take forever.

29. Can I post your guide on my site?

- No.

30. Why not?

- Because I don't want to have my damn guide on a million sites, I only want it here, so I can keep up with it easily.

31. What is the alternate stage music??

- Infinite Glacier: Icicle Mountain

A: Ice Climber's Music

L or R: Ice Climber NES Music

Mushroom Kingdom: Princess Peach's Castle

A: Super Mario Bros. Music (revised)

L or R: Super Mario Bros. Music (revised)

Mushroom Kingdom: Rainbow Cruise

A: Rainbow Cruise Music

L or R: Rainbow Cruise Music

DK Island: Kongo Jungle

A: DK Rap

L or R: DK Rap

DK Island: Jungle Japes

A: Donkey Kong Music
L or R: Donkey Kong Music

Termina: Great Bay

A: Legend of Zelda Music
L or R: Saria's Song

Hyrule: Temple

A: Zelda's Music
L or R: Fire Emblem Music

Yoshi's Island: Yoshi's Story

A: Yoshi's Island Music
L or R: Yoshi's Island Music

Yoshi's Island: Yoshi's Island

A: Super Mario World Music
L or R: Super Mario Bros. 3 Music

Dream Land: Fountain of Dreams

A: Kirby Music (revised)
L or R: Kirby Music (revised)

Dream Land: Green Greens

A: Kirby Music
L or R: Kirby Music

Lylat System: Corneria

A: Starfox Music
L or R: Starfox Music

Lylat System: Venom

A: Fox's Music
L or R: Fox's Music

Superflat World: Flat Zone

A: Game and Watch Music
L or R: Game and Watch Music

Planet Zebes: Brinstar

A: Super Metroid Music
L or R: Super Metroid Music

Planet Zebes: Brinstar Depths

A: Metroid Music
L or R: Metroid Music

Eagleland: Onett

A: EarthBound Music (Inside Ness's House)
L or R: Mother Music

Eagleland: Fourside

A: Fourside Music
L or R: Fourside Music

F-Zero Grand Prix: Mute City

A: Capt. Falcon's Music
L or R: Capt. Falcon's Music

F-Zero Grand Prix: Big Blue

A: F-Zero Race Music
L or R: F-Zero Music

Kanto: Pokemon Stadium

A: Pokemon Theme Music
L or R: Pokemon Red and Blue Battle Music

Mushroom Kingdom

A: Super Mario Bros. Music
L or R: Dr. Mario Music

Mushroom Kingdom II

A: Super Mario Bros. 2 Music
L or R: Dr. Mario Music

Special Stages: Battlefield

A: Melee
L or R: Melee

Past Stages: Dream Land

A: Kirby Superstar Music
L or R: Kirby Superstar Music

Past Stages: Yoshi's Island

A: Yoshi's Island Music
L or R: Yoshi's Island Music

19. Contact #
#####

Ok, there are two ways you can contact me. Here they are in order of priority.

AIM Instant Messenger: I'm on this 24 hours a day. This is the easiest way.

MSN Instant Messenger: I'm on this 24 hours a day..My Email handle is
Aethocyn@hotmail.com, so just add that to your list and ask the question or
whatever you want to ask. I might be away, but I'll answer you as soon as I

come back online.

Email: Ok, I rarely check this, maybe once a week, and I usually don't reply to anything. But if worse comes to worst, email me. Yoshi13n@yahoo.com.

```
#####  
# 20. Credits #  
#####
```

Yoshi: Wrote up guide.
Gamewinners: Hints
Thechanseydude@aol.com: Gave me info on the name entry.

```
#####  
# 21. Closing #  
#####
```

Well, that's it...I can't think of anything to say. I'll probably put something useful here in later updates.

Shameless Self Promotion

Alias | Contributor Recognition Page

NeoYoshi | I'll add this in some other time :p

Thanks for reading this guide!

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