

1.2 - Small change on unlocking Dream Land.

1.11 - A whole day since my last update. I've decided I could make this look a little nicer, so that's what I'm doing. Thanks to Merca, who awarded this FAQ the best In-Depth FAQ for 4/6/04. No content updates yet, just formatting and such.

1.1 - Wow, it's been a long time since I've updated this. After reading through a lot of this, I didn't realize how horrible my grammar was... so I'll try to fix a little bit of that up. I'm also taking out the player ratings and stuff like that. Thanks MarioMax and Majin Slu for your ideas and thoughts, it's just that the idea sucked to begin with. I'm thinking of getting back into the FAQ writing scene (even though I've only wrote this one to date =P), so we'll see what comes. Changed my email to my current one.

1.05 - Only thing I'm adding in right now is some thoughts from MarioMax, and Stage Ratings and where each character plays in All-Star mode from Majin Slu. Next update should fill in some missing areas for the stages.

1.0 - This is the beginning of the FAQ, my very first FAQ. Not everything is finished, and some stuff hasn't started yet. Next update, I'll for sure have the Extra Stages scenery done.

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- 4 . I N T R O D U C T I O N -
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The best reason yet to own a Gamecube is undoubtedly Super Smash Bros: Melee. This game is HUGE, immensely fun, and uncontrollably addicting. Just unlocking the characters could take a few weeks, and then with all 290 trophies, all the 1 player modes, the VS Mode, Battle Scenarios, and the Minigames, there's enough here to keep one busy for years to come. And, all 29 stages each have their own distinct way of hosting battles ranging from a Link vs. Mario duel to an all out Bombs-away 4 player free for all. But that's enough about the VS Mode, there are already tons of faqs out there covering those issues. I'm here to talk about the stages.

The stages in SSBM are all very detailed. Often, the music from the game that it came from (That great Zelda theme, in Termina Bay, and the Pokemon Start up song from Pokemon) is playing while you're duking it out with friends helps to set the mood. Details, such as how the background screen in Kanto Pokemon Stadium shows the action just like the real battlefield does, and the Giants pushing the Moon back into the sky when it gets too close to the world, just helps to make the game seem so much better.

(This Stage In-Depth FAQ is just getting started, so if you spot any mistakes, or something I should add, don't think twice about not sending me something via hotmail or giving me a holler via AIM. Complaints/Questions/Comments are all VERY welcome.)

My grammar is pretty bad. English is not my strong suit, and I also wrote most of this when I was in 8th grade. Please excuse it, the point of what I am saying should still be able to be comprehended.

course, but you can still be knocked any direction to be KOed.

Scenery: This looks just like a mining operation in the middle of a snowy mountain. On both sides of the backgrounds, giant rocks tower over everything. The middle contains a cloudy, snowy sky. The stage is filled with bridges, platforms, ice slopes, fences, and ice blocks. Not a whole lot else to say about this one.

Music: One part of the tune is a jazzy them of the title/bonus theme from Ice Climbers. The second part is the jingle bells rendition from the main level.

Alternate Music: Balloon Fight from the NES game of the same name, which is the music that plays when on a bonus stage or in Balloon Trip mode.

Tips: This level isn't the best for one-on-one battles, because there are often times where it is tough to keep up with the screen. So, if this starts to happen, I usually just get away from my opponent, and focus on keeping up with the screen. If your opponent tries to hit you, often they will have that nasty recovering time, which can kill them. If they start to attack you while the screen is scrolling fast, let them, as they might get caught not jumping fast enough. Don't attack back, as you could do the same to yourself.

Use the platforms to your advantage. Jump around, always be moving, and try to stay in the middle of your screen. If you are standing still, you are susceptible to attacks from opponents flying in, as they can come from many angles. If you see an opponent standing still, that is what you should try to do. Dodgeing and rolling are your friend for this stage. Don't get caught off to the side too far, either, as a good item throw or a nicely planned charged-up projectile can send you packing.

Mushroom Kingdom - Princess Peach's Castle

Who's Map: Technically, Peach, but I guess could also be considered Mario, Luigi, and Bowser's too. (Peach)

Games From: Mario Kart 64(N64), Super Mario 64(N64), SMRPG: Legend of the Seven Stars (SNES), Paper Mario (N64)

Description: This stage is on the top of Princess Peach's castle. There are 2 platforms that move up when you stand on them and down when you step off of them. Bullet Bill sometimes flies in, and then blinks. He finally blows up, causing damage to anyone in the blast radius. You can also get hurt if it hits you while its flying in. Red, Green, and Blue buttons sometimes show up, and if you step on one, they will make respective colored platforms pop up. After a while, they disappear. It is possible to be KO'ed in any direction, but to be KO'ed downwards you must be off to the side of the castle.

Scenery: The background is very similar to the background of when you are outside the castle in Super Mario 64. There is a river running through, ending with a waterfall into a giant lake (moat) that surrounds the castle. Rolling plains are topped with scattered trees, while rocky mountains pop up behind them. The blue sky and the scattered clouds just add to the bright, colorful stage. The Castle itself is complete with the visible sections of the roof, the stone wall, and the colored glass picture of Peach herself.

Music: Princess Peach's Castle, a mix of two songs, Super Mario Bros: Overworld theme and the Super Mario Bros: Underworld theme.

Alternate Music: Rainbow Cruise is heard in Princess Peach's Castle in Adventure Mode.

Tips: Here, Bullet Bill can either be your enemy or your friend. If you see him coming in, get to the other side of the castle. This doesn't have to be immediately, because it moves fairly slow, but get out of its targeting range as soon as you see it start to glow. A good example is setting up a combo on your opponent, then knocking him towards Bullet Bill, and finally making your way to the other side. If you've racked up damage pretty high on them, wait till Bullet Bill starts to glow. Grab your opponent, hit once or twice, then throw towards Bullet Bill. The hits are important, because if you threw your opposition right away, they could have time to escape the blast. If somebody gets in Bullet Bill's orange explosion radius, anything higher than 15-30% will almost guarantee a KO. Bullet Bill has ruined games for me, while he has also won them.

The platforms here can be set up by those buttons that you press on. Each different colored button corresponds to a different set of platforms. These platforms can be used by standing on them and shooting arcing projectiles, such as Link's Arrows and Mario's Fireball, for long distance, or throwing items for the same reason. It could also be used for getting a good jumping attack in out of nowhere, too.

Mushroom Kingdom - Rainbow Cruise

Who's Map: Mario (Mario)

Games From: Super Mario 64 (N64)

Description: This is another scrolling map, like Icicle Mountain, but unlike Icicle Mountain, this goes in a circle. You start off in the pirate ship, for around 30 secs, then it starts to crash. You must jump off, and you go to a series of platforms and bridges. You go around in a circle, with platforms, falling blocks, and walkways all over. When you get to about the top right part of the course, it starts falling fast, and you got to keep up with it like you would when it goes fast in Icicle Mountain. Finally, you are back onto the pirate ship, where you start the cycle all over again.

Scenery: The green hills in the background are topped with a few bright lakes. The bright blue sky, like the one from Peach's Castle, just adds to the already colorful scheme of this stage. Even the rainbow has all 7 colors in it.

The boat shows tons of work in itself. The wing-like paddles, floating effortlessly through the air, and the wood plank boat with the looks of real wood are astounding. The checkered platform, propellers, sides of the boat, and flag are all also very bright and fantasy-like. This reminds me of Super Mario 64 in every way.

Music: Rainbow Cruise, from the last level on Super Mario 64. At the end, it switches to Super Mario Bros: Underwater theme.

Alternate Music:

Tips: At the beginning, attack your opponent, and rack up damage as quickly as possible. This is for when the ship starts to fall, then you

could get a quick smash in, which will knock them away, possibly for a KO. But, if you don't have enough damage accumulated for a KO, it will make getting back nearly impossible. Shield breakers here are even better, by breaking a shield on a falling ship will lead to a KO. I mention this last, although, because between two fairly good players, shield breaking doesn't occur much.

Throughout the rest of the stage, battle normally, using the platforms to your advantage, and getting angles for the easiest kill. But towards the end of these platforms, it starts to fall quickly like in Icicle Mountain. Here, forget about attacking your opponent, and ensure that you make it down, back to the beginning with the pirate ship. I've often been KO'ed just from here, resulting in a self-destruct, which under some people's rules, can be worse than being KOed.

DK Island - Kongo Jungle

Who's Map: Donkey Kong (Donkey Kong)

Games From: Donkey Kong Country anything (SNES and Gameboy Color)

Description: This map is good but simple. There are 4 platforms, with alternating sides and alternating going up, above one main platform. There is also a rock sticking out of the waterfall, to the bottom-right of the main platform, and a barrel going back and forth under the main platform, that if you fall into, will shoot you back up. Scenery: Still to come.

Scenery: This has to be one of the best backgrounds in all of Super Smash Bros. Melee. The cabin that is Donkey Kong's home is clearly visible, surrounded by the rushing water and green forests. You can make out every leaf on every tree. If you pause and look just right, you can see the incredible drop that is just below the stage.

The actual stage looks great too. The platform looks like it was one of those rafts from the movies. The bark on the logs, the vines wrapped around stuff, and the way the logs look as if they are floating in the water, just add to the great scenery that accompanies this stage.

Music: DK Rap, from the opening scene of Donkey Kong 64.

Alternate Music:

Tips: There isn't a whole lot to say about this stage. This is more of a vertical stage than it is a horizontal stage, so knocking them sideways will be easier than up or down. Also, keep this in mind to protect yourself. If you do happen to fall down, don't forget that the spinning barrel and the rock ledge in the waterfall are there, so use them to survive. Small attacks here are nice, but smashes are what wins the game. It is easier here to make it back upwards than it is to make it from the side.

DK Island - Jungle Japes

Who's Map: Donkey Kong (Young Link)

Game From: Not much relation to any Donkey Kong games, but Cabin is from Donkey Kong Country.

Description: There is one main platform, which is Cranky Kong's house, with one little platform above it. Two medium sized platforms are on the right and left sides of the main.

Scenery: This is a very good setting for this stage. It is dimly lit because of the sunset in the background on top of the many trees and plants. The huge palm trees just seem to loom over everything. Below, a river rages past that you can sometimes see Klap-Traps swimming by, and will hurt you if they hit you.

The actual stage looks great. In the cabin, you can see Cranky Kong's silhouette moving around. The lamp hanging on the side of the cabin also gives a sense of showing real light, too. The out-house and other platforms look good, too.

Music: Jungle Japes, from Donkey Kong Country.

Alternate Music: Saria's Song in All-Star mode, which was from The Legend of Zelda: Ocarina of Time.

Tips: Again, not a whole lot to say. This stage, unlike Kongo Jungle, is more of a horizontal stage, so spikes are more useful than ever. The Klaptraps that sometimes fly through the river can hurt you, so if you are trying to make a recovery, stay away from them. Some people say that the dim lit makes it harder to see items that fall, but it doesn't bother me. If it bothers you, that will make it a more difficult stage to battle efficiently on.

Termina - Great Bay

Who's Stage: Young Link

Game From: Legend of Zelda: Majora's Mask (N64) (Link)

Description: The main platform in this stage is slightly off center to the left. There is a tilting rock that you can stand on just to the left and below the main platform. There is a platform in the same place to the right, except it doesn't tilt. A giant turtle often comes up on the right most part of the screen, and it has two palm trees on it. You can fight on both the trees and the turtle.

Scenery: The background is actually what Termina Bay looked like in LoZ:MM. You can see the evil moon falling towards Clock Town, and when it gets too close, the four giants that push it back up. To the left of Clock Town, you can see the snowy mountains that occupy the second temple. The beach rests behind the action but in front of the true background. The cave that you enter in Majora's Mask as well as the houses are on the beach. The light blue sky isn't nearly as bright as the teal, clear water.

The actual stage is where you hatch the eggs from the Pirates in Majora's Mask, and the giant turtle with two palm trees on its back that takes you to the temple. You may notice the grass growing on the turtle's back and Tingle the map seller floating around on a balloon, too. This stage will truly remind you of Majora's Mask if you've played it before.

Music: Hyrule Theme, from The Legend of Zelda.

Alternate Music: Saria's Song, which was from The Legend of Zelda:

Ocarina of Time.

Tips: This is a fairly big stage all-around. Most attacks will do good here, but try to stay off that middle platform, as it is a longer way to all four sides than it is more towards the edge, causing more damage to be KO'ed then normal. The turtle pops up in two different ways ; from front-view and from side-view. While in front-view, you can jump on one of the palm trees, and the turtle is much shorter length-wise, making it harder to recover on a long hit to the right. Stay towards the middle and try to do the same to your opponent as you don't want done to him. In side-view, two palm trees are now available for jumping on, and the turtle is longer length-wise. Recovering from attacks is easier, so if the attack will hit him away but not kill him, take it to the other side and hope for the best. Be careful about jumping on the turtle, because sometimes when you are trying to jump back onto the turtle, you may just miss it going underwater, and get an unnecessary self-destruct/KO.

Hyrule Temple

Who's stage: Link, Young Link, Zelda, Ganondorf (Zelda)

Game From: Various Zelda Games

Description: This is by far the biggest stage in the game that doesn't scroll. Above left center, is part of the temple where you can fight on or below. To the left of that, there is a little structure that seems to be all by itself. Between the rogue structure and the temple is a platform that you can go down through, past another little platform, to yet ANOTHER platform. This leads down, to where you can jump onto a little circular platform. This is the lowest point in the stage.

Below the temple part described earlier, is a tunnel-ish thing that leads down below, the same place that the platform by the rogue structure goes to. To the left of the temple, it seems that another structure was destroyed. Whats left of it, you can climb, fight, and whatever you wish upon. On the very left of the stage, there are 2 platforms on top of each other. This stage, you just have to see, I cannot describe it.

Scenery: Still to come.

Music: Modernized version of the Dungeon Theme from Zelda II: Adventure of Link.

Alternate Music: Hyrule Theme, in Adventure Mode. Saria's Song, which was from The Legend of Zelda: Ocarina of Time. The Fire Emblem theme from the Fire Emblem series in Japan, starts with the music that plays when you are about to recruit a character into your army, and ends with the title theme of the original Fire Emblem.

Tips: This is the BIGGEST stage in the whole game, so your gonna need to rack up a ton of damage to send them away. Projectiles are great for 3-4 player battles, as you can just slowly raise their percentage from afar while they are keeping each other busy, then come in for the kill. In one-on-one's do a lot of dodging, rolling, and evadeing. If you have the higher percentage, try to take the battle into the middle of the cave part where it connects the upper part of the stage to the lower part of the stage. It is almost impossible to be killed here. When you see a damage-restoring item, or think you can KO the opponent before they KO

you, take it outside and smack them away.

If you can help it although, try to keep them away from the center of the screen. While in 150% on up range, it is still possible to survive a good hit. If you do get them up that high, knock them flying by taking it to the edge, one hit KOing, or meteor/spikes. To prevent this from happening to you, dodge/roll a lot, and try to never give them a chance to attack you.

Yoshi's Island - Yoshi's Story

Who's stage: Yoshi (Bowser)

Game From: Yoshi's Story (N64)

Description: Again, like most stages, there is one main platform. This one has three tinier platforms forming a half circle above the main, and a little cloud that travels in a box-track, below and to the side of the main platform. You can ride on this cloud, until it pushes you off.

Scenery: This looks just like it came out of a pop-up book. Everything from the sky and clouds, the water below, the trees, and the other islands to the mouse in the background look just like they were cut out and pasted together. Overall, a very young-kiddish type place, with lots of bright colors.

Music: A remix of the Yoshi's Island stage from SSB, which was originally from Yoshi's Music story.

Alternate Music:

Tips: This is a very simple stage. Small, so get those smashes coming. No need for racking up damage, just get it up there and smack them away. Spikes are great here for edge-guarding. If you happen to be recovering from being sent away, don't forget about the cloud that moves on a track on the bottom of the stage.

Yoshi's Island: Yoshi's Island

Who's stage: Yoshi (Yoshi)

Game From: Ironically, although the name says "Yoshi's Island" twice, most of the things in this stage were from Super Mario World (SNES).

Description: In the middle, there is a pit covered by 3 blocks. If you hit the blocks, they start spinning, and if they are spinning, you can fall through them. Above the middle, there are two groups of 3 spinny-blocks, slightly off center from the left and right. To the left, there is a pipe that leads diagonally to the top-left, and leads to the edge of the big platform that makes up the stage. On the right, a ledge leads up and right, and you can walk right off the stage without ever leaving the cliff.

Scenery: This looks a lot like the Super Mario World background, and it should, considering that's where this stage is from. The spinny-blocks from the game are in here, as are the pipes and Lakitu holding a one-up mushroom on his line. The grass and trees, however, do look a lot more realistic than the more cartoonish background. The sky is one of those

classic Marioish-skies, with the scattered clouds and bright blue color. You can even see the leaves and vines growing on the ledges. Overall, a good mix between cartoon and realistic.

Music: The song from Super Mario World that played on obstacle-course-ish stages.

Alternate Music: Super Mario Bros 3 track, which originated from the first action level in the game, and from the map screen.

Tips: This stage is fairly big. Downwards KOs are almost impossible unless the blocks are spinning or you are on the left side of the pipe. Side KOs are hard to do to, as there is a diagonal pipe leading up one side and a rocky ledge on the other. What I'm trying to say here, is upwards attacks are the key. Combos into a meteor attack are great, as are upwards throws. The spinning blocks need to have an eye kept out for, as you will fall through them if spinning. Most attacks that are executed while standing on/beside one of these blocks will make it spin. Basically, rack up the damage, start a combo, and meteor/smash them away, you should be fine. Recovering is pretty hard here, if you are sent away, you will either be killed or have no trouble at all recovering.

Dream Land - Fountain of Dreams

Who's Stage: Kirby (Marth)

Games From: Kirby's Adventure (NES)

Description: There is one main platform, with 3 smaller platforms forming a half circle on the top of the main. Sound familiar? It is. The left and right platforms in the half-circle both move up and down.

Scenery: This has to be one of the most-detailed stages. The Sci-Fi theme is covered very well by the dark space sky filled with all sorts of stars and mysterious glows. The actual stage has purple, pink, and teal covered trees along with spacey buildings surrounded by a golden glowing halo. The fountain in the background has water running down the sides that really looks like water. The shiny pool which makes up the bottom main platform really adds to the mystery of the setting that is the Fountain of Dream stage.

Music: Originates in Kirby Super Star. A more synthesized version of the track played for Kirby's Stage in SSB.

Alternate Music: The Fire Emblem theme from the Fire Emblem series in Japan plays in All-Star mode, starts with the music that plays when you are about to recruit a character into your army, and ends with the title theme of the original Fire Emblem.

Tips: This stage is pretty simple, so there are not a lot of tips I can give you. The platforms on the left and right move up and down, so keep an eye out if you are standing on them. Stage is small, but not nearly the smallest, so smashes at low percentage can work. Dodge/roll is a great maneuver in small stages ; use them to your advantage.

Dream Land - Green Greens

Who's Stage: Kirby (Kirby)

Games From: Kirby's Dream Land

Description: This stage is symmetrical. There is one main platform in the center. Above that, there are two platforms, equal in height, off-center. To the right and slightly below, there is another, smaller platform. Same to the left and below. Between the center, left, and right platforms, blocks stack up. By hitting these blocks, you destroy them. If all of the blocks are gone, you can fall into a pit. There are a few bomb-blocks, that if you hit, can cause damage. The tree in the dead center often starts blowing air, which causes characters to be pushed to one side or the other. Apples fall from this tree, too, which can be thrown.

Scenery: Still to come.

Music: Based of the tune from the Green Greens area in Kirby's Dream Land.

Alternate Music: Sometimes in Adventure Mode, Fountain of Dreams plays.

Tips: This stage has a few stage factors playing into them. The blocks that stack up in the pits can be destroyed, so if you need to get through quickly, just tap A to get rid of them. Some of the blocks have flashing bombs on them. If so, don't hit these, as they will damage you and could send you flying. Use this to your advantage. Grab an enemy and throw him into the bombs for some good damage. If a couple of your opponents are fighting by a bomb block, send a projectile over and bomb them both up. Be careful, though. If you destroy all the blocks, you can fall through the pits. More blocks will fall in time, although. Another thing playing into how you battle is the Whispy Woods. It will blow air, causing you to drift over to one direction. Be careful, as this can blow you into bomb blocks, and that wouldn't be good. The tree also drops apples occasionally, which can be thrown. To me, they resemble Mr. Saturn, just colored red and without the nose and whiskers. But I'm weird. :O

Lylat System - Corneria

Who's Stage: Fox and Falco (Fox)

Game From: Star Fox 64 (N64)

Description: You battle on the Starfox main ship, from a side view. If you go to the left of the stage, you can go onto the back of the ship, and be knocked into the wing-type wall. Arwings also fly in and shoot lasers. If you attack the lasers just under the right side of the ship, they will eventually shoot.

Scenery: This stage looks just like the Star Fox stage of the same name. In the background, a foggy sky rises over the many gray-shade buildings. This background really makes the Star Fox ship stand out. After a while, the background changes to the ocean with the water everywhere and the rocks sticking out of the water. All of the details, such as the Starfox

insignia painted on the ship, really show lots of time and effort. The Arwings that fly in and out also look good.

Music: A mix of the approach on Venom from Star Fox 64, and the main Star Fox theme.

Alternate Music:

Tips: This is another one of the biggest stages in the game. If fighting in the middle, don't expect to kill a lot here unless you've got a good meteor attack or up throw in your resume. Take it to the sides, and smash your opponent away. There isn't a whole lot of room to come back from the front side, so a throw could do just the trick.

On the left side of the ship, it drops, which has the fin on the top acting as a wall. Repeatedly smashing opponents into this wall, then after a few hits, throwing them towards the edge, seems to be a great combo for me. Smacking people with the Home Run Bat with a Smash Attack into the wall really gets on people's nerves.

The Arwings can be annoying. It often seems that they are aiming right at the competitors. If you see an Arwing drop in above, then slow down right in front of the fin, it is about to fire it's lasers straight forward. Throwing your opponent into this fire can really tick them off, and if they have a high enough percentage, can KO them.

Lylat System - Venom

Who's Stage: Fox and Falco

Game From: Star Fox 64 (N64) (Falco)

Description: Again, you are fighting on the main Starfox ship, but this time from a front view. There are 4 wings which make up the battlefield. While the ship is flying through its course, if you are knocked far away while inside a cave, you can be stopped from being KO'ed. Again, Arwings fly in and shoot lasers.

Scenery: Like the other Starfox stage, this stage looks just like the planet from the N64 Star Fox stage, Venom. You start out flying around a rocky terrain with a red-brown dust in the air. Lava shows up at places, too. The area eventually changes to a cave, with blue and green glowing. This all looks very good.

The actual Star Fox ship looks just like it did from the previous stage, except that its from a front view now, and you can see where the Arwings fly in and out.

Music: Remake of SSB: Sector Z stage.

Alternate Music: Corneria in Adventure mode.

Tips: This is the same ship that you battled on above, except from a front view. This stage is in the medium-size range, so rolls and dodges can help here. The 4 different wings that make up the platforms allow for attacking from different directions, so this is where dodge really shines. If being attacked from the middle of the ship, knocked outwards, roll behind your enemy and give him some of his own medicine. This tactic seems more effective to me than it sounds.

Arwings fly in sometimes, shoot their lasers, and can temporarily used as platforms.

This stage has a big recovery area, so don't give up if being hit. While inside the cave, it is possible to be hit back towards the stage when sent flying, saving you from an otherwise certain KO. If you have a chance, kill the opponent right before entering the cave. This will keep you from being robbed by the cave, and will have time to damage your opponent, then KO them once again right outside the cave.

Planet Zebes - Brinstar

Who's Stage: Samus (Samus)

Game From: Metroid (NES), Super Metroid (SNES)

Description: Well, there's a main platform, and there are 3 smaller platforms making a half circle around the top (can you say "repetitive"?). The top center platform is slightly off center. Acidic lava flows up from the bottom of the course, and will gradually creep its way farther and farther up every time it goes up and down. When it is at its highest point, the only safe spot is the top center platform. If you attack the things that move in the bottom of the stage, the stage will literally split in half for a short period of time.

Scenery: In the background is Samus's home planet, Brinstar. Below, a bright yellow acidic lava creeps up and down, dangerous to you if you come in contact with it. Vines and other sorts of weird, creepy, alienish things are hanging around the cave. Pipeline is hung up on both sides of the stage, at the top. The actual stage is full of lights, walkways, and other modern stuff while also having the same alienish stuff being hung from it. Looks oddly like Jellyfish with acne, lol.

Music: This is a mix of songs. It starts out with the main Brinstar theme from Metroid, then a part where Samus would materialize after saving, then moves onto the music from the Metroid/Super Metroid title screens.

Alternate Music:

Tips: This stage has a pretty big recovery range, while the actual stage isn't that huge. Dodging and rolling, like always, can help you out a lot here. If you hit the missile looking things just off-center to the right of the middle of the bottom platform, you can make the stage split in half for a short time. If in a three player battle, try to do this when your enemies are attacking each other on the left half, so you can jump to the right and pester them with projectiles.

The lava that rises and falls can stop spikes, so try to not use them as your main KOing attack here. If thrown down into rising lava, the person will be sent flying back upwards with considerably more damage, and a possible combo starter. A good item throw can knock them to the side, too, resulting in a KO. Sometimes, a Beam Sword is better to throw than to hold onto and smack around with.

Eagleland - Onett

Who's Stage: Ness (Ness)

Game From: Earthbound (SNES)

Description: The bottom of the level is the ground, so there are no downwards KOs. You can walk right out of the course for a KO, though. The drug store in the middle has two blue-and-white striped platforms that you can stand on, but sometimes come crashing down. The house to its left has one ledge you can stand on to the right, one platform which makes up the roof, and the tree above that you can stand upon. Two branches of the tree are stable. To the right of the drug store, there is another house, which has only one platform, the roof (the chimney is part of the roof). However, there is a banner above it that is worthy for fighting on. Cars often come speeding by on the side of the road, and can knock you up and away.

Scenery: The background consists of a bright blue sky and many mountain ledges. In front of that, a community of houses and stores makes up the area of our stage, Ness's hometown, Onett. Roads, paths, and yards all have incredible detail. There is even a bulldozer digging a ditch back there.

The actual stage also shows lots of work. The Drug Store has each individual brick, and some of them with differing colors. When you jump on the branches, leaves fly out and slowly fall to the ground. There are so many little details that you would see in everyday life on this stage, it's impossible to list them all, as it would take up 25k and be considered "filler".

Music: Titled "Mother", it is a mix of the "Bein' Friends" and "Maria's Theme" tracks from the game of the same name that was released only in Japan.

Alternate Music: The Mother 2 theme, which is actually Polyanna's Theme from the original Mother.

Tips: There is no way to get KO'ed by getting knocked downwards in this stage, so no spikes. Dodgeing is great here. Many platforms are all around here, ranging from rooftops to flag banners to tree limbs, so try to get an aerial attack going. If you've got a good projectile person (Samus, Link), stand afar and bombs away. Once you've racked up damage in any of these ways, come up and smash them away for the kill. Pokeballs here are good, as there is not one main platform, but many small spaces, so a single Pokemon can do significant damage. The cars that fly by on the roads can knock you off your feet and do a little damage, but they won't KO you unless you have a LOT of damage, as the houses on both sides should protect you from that. A good tactic is to smack your opponents around, then when you see the "!" pop up, spike them down and watch them get nailed by a car. Hilarious, and practical. Not to mention that if they are a human opponent, the embarrassed faces :).

F-Zero Grand Prix - Mute City

Who's Stage: Capt. Falcon (Capt. Falcon)

Game From: F-Zero (SNES), F-Zero X (N64), F-Zero Advance (GBA)

Description: One of those moving courses, but this one isn't much like the others. Often, you have a main platform to stand on as the course moves. This ride takes you through the course, and sometimes the racers will come flying by. If you get hit, you WILL be knocked up. After a while, changing through all the courses and pit stops (pit stops, meaning every time the course stops and another set of platforms pops up

for a few seconds), you finally come back to the beginning, where you do it all again.

Scenery: The foggy city that this track runs through has buildings scattered around. The starting line that has the words "GO" on the banners, the lights on those banners flicker. The cars can be seen coming from way back in the track, and when they finally do come by, they seem to have a great sense of speed. While maintaining that sense of speed, they each have their own color scheme and number. There isn't a whole lot else to say about this stage, but when you see it, it does seem very detailed, contrary to my description. I'm not sure why I can't describe it, but it seems much more complicated.

Music: F Zero and F Zero-X Mute City track theme.

Alternate Music: Big Blue in Adventure Mode. The Mach Rider theme from the NES game Mach Rider starts with the title screen theme then moves onto the battle theme. This plays only in Adventure Mode.

Tips: This stage moves quite fast. While on the platform that takes you from place to place, stay towards the middle and attack towards the outside, as it is easy to be KO'ed. If a charged up smash is coming your way, a quick roll and poke can set them off guard, while you set up the combo or charge your own smash. If you do happen to be stuck on the edge, stay away from the road, as it acts just like the lava in Brinstar. Again, do upon others as you don't want done upon you. Grab them and throw them onto the road for some good damage.

When the platform stops at one of its many stops, use the platforms if any to your advantage. Attack from all angles, so that it gives your opponent no time to charge up a KO'ing smash. When the cars come racing by, try to stay in the air for as long as possible (or on top of a platform), while trying to keep your opponent down. The more damage that the cars do to your opponent, the better, as the higher he gets hit by the cars, the better the opportunity for you to come in and juggle him away.

Kanto - Pokemon Stadium

Who's Stage: Pikachu, Jigglypuff, Pichu, Mewtwo (Pokemon Stadium)

Games From: Pokemon Stadium 1/2

Description; This stage starts off to appear to be very simple, with just one main platform and two smaller platforms above the main, one on each side. But, it soon changes into one of its three forms (Grass, Water, and Fire) where the background changes and all of the platforms change with it. In a future update, I will put the descriptions of every form.

Scenery: The stadium that you are battling in is actually in the middle of Kanto. If you look carefully, in the background you can see buildings of all sorts, lights, and a dark sky with scattered clouds. To the right of the scoreboard, you can see a mountain line.

Inside the stadium, there are people filling every seat. Bright lights are shining on the battlefield, conveying a realistic sense of light. Below the stadium, there is a pool looking area, maybe for Water pokemon fights?

The actual stage shows incredible detail, especially the different forms

that it turns into. They each have their own little plants and rocks, platforms, and details unique to themselves. This is a VERY detailed stage. And, you can't forget that really cool screen in the background that shows the score, the action happening, or the contestants!

Music: Title theme from Pokemon Red/Blue/Yellow, used from Pokemon Cartoon.

Alternate Music:

Tips: This is a fairly small stage, so rolling and dodging is essential. On all different stages inside the stage, keep attacking from all direction and poking people away, or chucking items and harrasing with projectiles. If you do happen to get in a close fight with someone else, use the roll to your advantage, and smash them out ASAP. It doesn't take a whole lot to smash someone out of this stage.

Mushroom Kingdom

Who's Stage: Mario, Dr.Mario, Luigi, Bowser, Peach, Yoshi, etc... all Mario characters. (Luigi)

Game From: Super Mario (NES), Super Mario All-Stars (SNES)

Description: There is one main platform in the middle. On both sides of it are platforms that are even with the main, and go on to the end of the stage (meaning you could walk right out). Above the two pits formed by the three platforms, there are 2 little platforms on a string, that act as a scale. If one side is heavier than the other, that side will fall. If it falls to far, the string will break and the platform will fall. In the middle of the screen, above the main platform, are two rows of those famous Super Mario brick blocks. If you hit these, they will be destroyed. If one of these bears a blinking question mark, if you hit it an item will come out. There are also smaller rows of three above the two side platforms.

Scenery: This is the classic Mario background. You can see Mario's old enemies walking around back there, on top of those unforgiving mushrooms. The classic Mario sky is present, as are the blocks from that actual game. This stage gives a very nostalgic feel for old-time gamers.

Music: Exact copy of Super Mario Bros: Overworld theme. When there are 30 seconds left in the match, the music plays as it did when you started to run out of time in Super Mario Bros.

Alternate Music: Super Mario Bros 3 track in Adventure Mode, which originated from the first action level in the game, and from the map screen. The Dr. Mario theme is the Fever Theme from the Dr. Mario games.

Tips: Not a whole lot of room for down KOing here, so don't try unless you are directly above the pit. It is pretty easy to KO off the side here, so getting your opponent over to you on the side, then rolling back and knocking them away is a great way to knock them off. The platforms on a string, try to stay off them as much as you can, because when the strings break, they fall fast, and could kill you if you happen to be doing something at the moment, such as picking up a crate. The blocks can be a great asset to you. If fighting below both sets of blocks, and you get smashed HARD, these blocks can stop you and let you

fight to another day. The item blocks (flashing question marks) sometimes have good items, and can be picked up easily. Standing on these blocks for sniping away with arrows, fireballs, thundershocks, etc. is also a great use.

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 - 6 . U N L O C K A B L E S T A G E S -
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A list of the unlockable stages.

- Planet Zebes - Brinstar Depths
- Eagleland - Fourside
- F-Zero Grand Prix - Big Blue
- Kanto Skies - Poke Floats
- Mushroom Kingdom 2
- Superflat World - Flat Zone
- Past Stages - Kongo Jungle
- Past Stages - Yoshi's Island
- Past Stages - Dream Land
- Special Stages - Final Destination
- Special Stages - Battlefield

I will be using the same method of describing the stages as above, except this time with the "How to Unlock" section filled in.

 Planet Zebes - Brinstar Depths

Who's Stage: Samus (Ganondorf)

Game From: Metroid (NES), Super Metroid (SNES)

How to Unlock: 50 VS Matches

Description: This stage has 4 sides too it. It spins around, switching sides every 30 seconds or so. Each side has differing platform positions and the layout.

Scenery:

Music: Kraid's Lair for the first minute, then it switches to the "item area" music from Metroid.

Alternate Music:

Tips: This stage will go round and round, so you need to stay at the top at all time. If the stage is turning, and say maybe a great item is about to fall off the edge, let it go, so that instead of you risking a life for a small chance of KOing the opponent, neither you nor the enemy will get the item, causeing no advantage or disadvantage to either. Rolling and dodging is essential here, as you are often battling on very small spaces. Aerial attacks are good here, so mix it up. Don't abuse any one attack, because if you give your opponent any chance to knock you away, it could mean death in this small, unforgiving stage. Not a whole lot else to say about this one.

Eagleland - Fourside

Who's Stage: Ness (Pichu)

Game From: Earthbound (SNES)

How to Unlock: 100 VS Matches

Description: There is a building in the middle, that is split into halves, with one half being the highest point in the stage and the other one as one of the lowest. The left side has many ledges, while the right is completely flat. To the right of that, a flat platform lies lower than all of the others in the stage. To the right of the middle building, there is a platform that builders would work on that swings left and right, and below that another building which makes up a smaller platform. A UFO appears on the top right of the stage and the top left.

Scenery:

Music: Starts out with the music that plays when Ness explores Fourside. Moves to the Cave theme from when the party explores caves, and ends with the Sound Stone melody.

Alternate Music: Battle Theme in All-Star mode, from Pokemon Gold/Silver/Crystal. A mix of the normal battle theme from these games, the gym battles from this game too, and ends with the Red/Blue/Yellow title theme.

Tips: This stage has a high vertical limit, so knocking off to the side is recommended. Don't give up a good chance for a spike down in a pit here, although. The many buildings and platforms give you small spaces to battle on, so a lot of battling will occur while passing in the air. Dodging here will save you from a lot of damage.

The UFO that appears can be stood on, but isn't a recommended place for battle because of the slow movement and slipperyness of it. Knocking your opponent up towards this might cause them to land on this, setting you up for an easy up+a aerial attack to knock them away. Keep jumping here, and if you get the chance, pick a perch and snipe away.

F-Zero Grand Prix - Big Blue

Who's Stage: Capt. Falcon

Game From: F-Zero (SNES), F-Zero X (N64), F-Zero Advance (GBA)

How to Unlock: 150 VS Matches

Description: Almost all of the battling on this stage takes place on the cars that are racing around the track. You start off on this flying ship type thing, and can jump down on top of the cars. The cars gradually move from one side of the screen to the other, all while keeping an intense sense of speed. Just make sure to stay off the track, because although you can use it to get to the left side of the stage, if you stay on too long, you will be carried too far and get KO'ed.

Scenery:

Music: F Zero and F Zero-X Big Blue track theme.

Alternate Music: The Mach Rider theme from the NES game Mach Rider starts with the title screen theme then moves onto the battle theme.

Tips: As soon as you get in the stage, jump down below onto the cars. Your enemy should follow. As soon as he reaches you, smash him into the road. About half the time, this should result in a KO. Mainly here, keep this at an aerial game. Sometimes, when the cars are all packed up, you can mix it up on the ground, but there are often a lot of spaces between the cars, which makes it hard to attack via land. Dodges are great here, but just make sure that you land on a car, or else you could just tack on a self-destruct right there. Items that you shoot, such as the star rod, super scope, or ray gun, are good here for the fact that you are often level with the other cars on the road, allowing you to blast them away. Use the platforms to your advantage, and come flying in with a kick grap throw combo, or anything that works for you.

Kanto Skies - Poke Floats

Who's Stage: Pikachu, Jigglypuff, Pichu, Mewtwo (Jigglypuff)

Game From: Never in a Pokemon Game, but Kanto is in various Pokemon Games.

How to Unlock: 200 VS Matches

Description: This stage is another one of those moving stages. You fight on various pokemon as they float in and out of the screen. The order that you can fight on them is below, starting with the first one that you start out on, Squirtle, and ending on the last one, Geodude. After Geodude, Squirtle appears again, and the order starts over.

Squirtle
Onix
Psyduck
Chikorita
Weezing
Slowpoke
Porygon
Wooper
Sudowoodo
Snorlax
Venusaur
Seel
Wobbuffet
Unown
Goldeen
Lickitung
Chansey
Geodude

Scenery:

Music: A mix of the trainer-battle music and gym-battle music from Pokemon Red/Blue/Yellow.

Alternate Music: Battle Theme, from Pokemon Gold/Silver/Crystal. A mix of the normal battle theme from these games, the gym battles from this game too, and ends with the Red/Blue/Yellow title theme.

Tips: This stage is basically another keep-up-with-the-stage-and-you'll-do-fine stages. Don't stand much on any of the Pokemon that aren't steady with their movements and slow moving. Stay away from Unown, for an example.

A good mix of the battling will happen here. Dodges and rolls are essential for surviving. Spikes work great here, and will often kill quickly. This stage has a little bit of everything, so use all that you've combined. Items, projectiles, smashes, pokes, rolls, dodges, evasion, grabs, throws, everything. Do a little of it all, and you should do fine. Stay towards the middle of the screen and stay on sturdy pokemon, and those chances will increase.

Mushroom Kingdom 2

Who's Stage: Any Mario Character (Dr. Mario)

Game From: Super Mario Bros. 2 (NES), Super Mario All-Stars (SNES)

How to Unlock: Birdo Trophy (Lottery, Classic, Adventure, can get it any of those ways)

Description: The middle of the stage is basically just one medium-sized platform lower than the side platforms, with a pit on both sides. Sometimes logs float down the river in the background, and when they reach the pits, can be stood on, until they fall down the waterfall. On the outside sides of those two pits are land, which act as a platform. They stretch to the end of the stage, so it is possible to walk off for a KO. Flying in the middle is one of those Flying Carpet enemies, and you can go for a ride on the carpet without being hurt by the nasty evil-eyed ball type thing. A classic NES looking Birdo also appears on the sides, shooting out eggs that can hurt you.

Scenery: This looks just like the first Super Mario Bros 2 stages, with the same NES-looking graphics. In the background, a scenery of trees and bushes lies below the classic Mario skies, with scattered clouds and a very pale sky-blue sky. A river leading to a waterfall rages down the middle of the background. On the sides, you can see those vines you can climb up in the original game, the tall pots, and those trademark squareish hills. Even cherries float above the hills.

Music: Copy of the Super Mario Bros. 2 World 1-1 music. When there are 30 seconds left in the match, the boss music from Super Mario Bros 2 plays.

Alternate Music: The Dr.Mario theme is the Fever Theme from the Dr. Mario games.

Tips: Here, you can just walk off the edge, so keep towards the center attacking outwards. Lots of rolls and dodges, like always, will keep you alive, then a throw with high damage will make sure you score. Spiking down the pits will work, as will good meteor attacks. There isn't a whole lot of room for error here, so just keep with it, and you'll do fine. Attack upwards whenever possible, and keep from being attacked

upwards.

Superflat World - Flat Zone

Who's Stage: Mr. Game & Watch (Mr. Game & Watch)

Game From: Game & Watch Unit

How to Unlock: Beat Classic with Mr. Game & Watch

Description: This stage takes place in one of the original Game & Watch units. You can jump/walk right out of the screen in any direction besides below you for a KO. On the right, a housetop roof makes a small platform. On the left, 3 balconies also serve as tiny platforms. In the middle, a guy from one of the Game & Watch minigames holds up parts of two different height ledges. This is another fairly simple stage.

Scenery: The background is a reversal of the Helmet minigame from the Game & Watch unit (thanks CyricZ). The very simple house on the right has a door, and trees above it. The balconys on the right have little fences on the bottom two (Why isn't there one on the top one? The top one is potentially the most dangerous of the 3, and therefore should have a fence. The bottom one doesn't need a fence, as there is a platform right by it. Well, that's not the point.) This is by far one of the most simplest stage backgrounds in the whole game, but that's because that is what it should be like, not programming's fault.

Music: A theme created for Super Smash Bros. Melee, using bleeps and buzzes from the original Game & Watch.

Alternate Music: N/A

Tips: Not a whole lot to say here. You can walk off the side, so be careful. A pretty small stage with a few ledges, so rolling and dodging is great. Smashing at low-medium damage will kill your opponent because of the small area here, so keep your damage low and smash all the time. Use the ledges and attack from all the angles, and always mix it up. Make sure your opponent never knows your next move, and you'll succeed.

Past Stages - Kongo Jungle

Who's Stage: Donkey Kong (Donkey Kong)

Game From: Donkey Kong Country (1,2,3)

How to Unlock: Clear 15 Minute Melee

Description: A main platform with a half circle of smaller platforms, similar as before.

Scenery:

Music: Exact copy from SSB Kongo Jungle Stage, which originated from Donkey Kong Country.

Alternate Music: N/A

Tips: This is a normal stage with one main and a two in both top corners that are smaller. Use a mix of aerial attacks and ground attacks, while always mixing it up. Smash at medium percentage on up will KO in this small stage. Dodge and roll will protect you. Don't forget about the spinning barrel that can save you from falling, if needed.

Past Stages - Yoshi's Island

Who's Stage: Yoshi (Yoshi)

Game From: Super Mario World 2: Yoshi's Island

How to Unlock: Use Yoshi to hit more than 1,350 ft in Home Run Contest (DMorgan via Codes + Secrets)

Description: A main platform with a half circle of smaller platforms, similar as before.

Scenery:

Music: Exact copy from SSB Yoshi's Island stage, which originated from Yoshi's Story.

Alternate Music: N/A

Tips: This is a normal stage with one main and a half circle of three smaller. Use a mix of aerial attacks and ground attacks, while always mixing it up. Smash at medium percentage on up will KO in this small stage. Dodge and roll will protect you. Don't forget about the clouds that you can use as a platform, if needed.

Past Stages - Dream Land

Who's Stage: Kirby (Kirby)

Game From: Kirby's Dream Land

How to Unlock: Clear Break the Targets with everybody (including secret characters) with a combined time of 25 minutes or less.

Description: A main platform with a half circle of smaller platforms, similar as before.

Scenery:

Music: Exact copy from SSB Dream Land stage, which originated from Kirby Super Star.

Alternate Music: N/A

Tips: This is a normal stage with one main and a half circle of three smaller. Use a mix of aerial attacks and ground attacks, while always mixing it up. Smash at medium percentage on up will KO in this small stage. Dodge and roll will protect you. The tree will blow sometimes, so keep an eye out for that.

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