

Super Smash Bros Melee Debug Master Control Menu

by hooligan333

Updated to v1.08 on Nov 17, 2005

The Debug Master Control Menu

for

Super Smash Bros. Melee

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#NOTE: IN ORDER TO ACCESS THE DEBUG MENU YOU MUST USE AN

#ACTION REPLAY! www.CodeJunkies.com

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I've gotten a lot of e-mails about this. So I must note that you cannot access the debug menu without an Action Replay. If you e-mail me about this you will be ignored. I suggest you read over these few lines carefully before e-mailing me.

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== 1. What's New ==
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1.0 01/25/04 Original version

1.01 1/27/04 Cosmetic changes.

1.05 2/9/04 Cut out some unnecessary text. Added one sentence.

1.06 5/15/04 I noted that you can save in the YOSHIKI menu, which you must do to make the changes done in the Debug Menu permanent.

1.07 8/27/04 Corrected a few inaccuracies, updated my e-mail and changed the notice at the top of the FAQ.

1.08 11/17/04 Added Appendix F, a move list for the Hands

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== 2. Frequently Asked Questions ==
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The obligatory section for those miscellaneous bits.

What is the debug menu?

The debug menu is a special menu that the programmers used to test the game and debug it (hence, the name "Debug menu"). Fortunately for us, they left this in. This allows us to do everything they did when making the game, including a great deal of options that are not normally available.

How can I access this debug menu?

In order to access the debug menu, just proceed through the regular menu and you will end up at it (E.g. go to 1-P mode, then regular match, then click on classic and the debug menu will come up). The debug menu is a small purple screen in the top left corner with white text.

These are the Action Replay codes necessary to access the menu.

v1.0 Debug Master Control Menu- Found by Rune (www.gscentral.com)
77H8-Y4CD-H4VRY
JR3K-U29H-U6BHT

v1.1 Debug Master Control Menu- Found by donny2112
69KC-WJGT-V09F5
P5A0-GP46-M8EB7

v1.2 Debug Master Control Menu- Found by donny2112
VBF7-P9Y6-2788D
TDA5-YA0R-8947W

PAL Debug Master Control Menu- Found by JAY007 (<http://codes.ssbm.org/>)
5DDB-FYJJ-8P4CA
47K3-GPZC-DBY82

How do I know which version of the game I have?

On the bottom of the disc there is some writing in a circle. Look for the part that says DOL-GALE-0-0x. The last number will be either 0, 1, or 2. If it is

0, you have version 1.0. If it is 1, you have version 1.1. If it is 2, you have version 1.2.

How can I control Master Hand and Crazy Hand?

In order to control Master Hand, there must be a controller in port 3.
In order to control Crazy Hand, there must be a controller in port 4.

A move list for the hands can be found in Appendix F

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-- 3. Basic Description --  
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When the debug menu comes up, there will be the following menu items. This is the main debug menu. Go to the next section for an explanation of all of the options and sub-menus.

VERSUS MODE
RESULT TEST
LANGUAGE
PUBLICITY
DBLEVEL
IK DEBUG FLAG
NEW DEFCALC
GLOBAL DATA EDIT
MODE TEAM TEST

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-- 4. In-Depth Menu --  
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VERSUS MODE-

DAIRANTOU

CHAR SELECT - This chooses what character the players will be.
See Appendix A for strange character names.

SCALE SELECT- This changes the size of your character.
(0.20-5.00)

KIND SELECT- Selects what type each player will be. Choices are
GM_HUMAN, GM_CPU, GM_DEMO, and GM_NONE.
GM_DEMO is a CPU that is human controlled.

COLOR SELECT- Selects the color of the characters outfit. (0-9)
See appendix B for outfit colors

SUB COLOR- Change the character's sub-color (0-9) See
appendix B for sub-colors

DAMAGE SET- Change the percentage of damage that a player
starts with (0-999)

OFFENSERATIO- Changes the ratio to which a player does damage.
(0.10-3.00)

DEFENCERATIO- Changes the ratio to which a player takes damage.
(0.10-3.00)

CPUTYPE SET- Changes the actions of a CPU. See appendix C for
CPU types.

CPULEVEL SET- Changes the CPU level (0-9)

TEAM SELECT- Selects what team each player is on. Oddly enough,
BLUE-TEAM makes you green and GREEN-TEAM makes
you blue.

STAGE- Selects the stage that is played on. See appendix D for
the numerous stage names.

MELEEKIND- Selects the type of melee that is playable.
The only choices are BATTLE ROYAL and TEAM BATTLE.
-----EXIT- Starts the melee

RULE

RULE- Changes battle mode. Choices are TIME MODE, STOCK MODE,
COIN MODE, and ENDLESS MODE
TIME(MIN)- Sets number of minutes for melee. (0-100)
TIME(SEC)- Changes the number of seconds for melee (0-59)
STOCK(CNT)- Number of lives each player gets (0-99)
DAMAGERATIO- Changes the damage ratio just as normal
(0.10-3.00)
VIBRATION SELECT- Turns rumble on and off for each controller.
Default setting is off.
ITEM SWITCH- Changes item appearance rate.

RESULT TEST- This is used to test the results screen

1P KIND- This changes what character player 1 will be.
2P KIND- This changes what character player 2 will be.
3P KIND- This changes what character player 3 will be.
4P KIND- This changes what character player 4 will be.
ALL PLAYER- This determines what character all players will be.
1P RANK- This determines what rank player 1 will be
2P RANK- This determines what rank player 2 will be
3P RANK- This determines what rank player 3 will be
4P RANK- This determines what rank player 4 will be
1P WIN- Determines P1's pose
2P WIN- Determines P2's pose
3P WIN- Determines P3's pose
4P WIN- Determines P4's pose
ALL COLOR- Determines the color of the characters costumes.
STEP ANIM- Turns animation on and off. 0=on, 1=off.
Will freeze if off.
PANEL HIDDEN- Hides all panels.

LANGUAGE- This changes the in-game language between Japanese and English.

PUBLICITY- This turns the crowd noises on and off.

DBLEVEL- See appendix E

IK DEBUG FLAG- This doesn't seem to have any function

NEW DEFCALC- This doesn't seem to have any function

GLOBAL DATA EDIT- This shows memory addresses in the game

MODE TEAM TEST- This has many sub-menus with various functions.

HANYU-

SELECT CHAR- This freezes the game
SELECT STAGE- This freezes the game

OTOGURO-

SET GOLD COIN- Changes the number of coins you have in the
lottery.
FIGURE MAX- This gives you all trophies and takes you to the

trophy gallery.

SAMUS MASK GET- This gives you the special 'Samus Unmasked' trophy.

MARIO YOSHI GET- This gives you the special 'Mario and Yoshi' trophy.

SET MELEE COUNT- This allows you to change the counter for the number of times you have played each melee mode.

SET HOMERUN RECORD- This allows you to change the Home Run Contest record for each character.

SET TARGET CLEAR- This allows you to change who has completed the target test.

SET BEAT TOTAL- This doesn't seem to have any function.

GO TO MEIKYU- This takes you to the Hyrule Maze adventure level as the Ice Climbers, but freezes if you fight Link.

GO TO KINOKO- This takes you to the Mushroom Kingdom adventure stage as the Ice Climbers, but freezes when you get to the Yoshis

MELEE START- This starts a melee with the specified settings.

TANIGUTI-

MELEE START- This starts a melee with the specified settings.

REG NORMAL- This gives you the adventure mode character select screen.

REG EASY- This gives you the classic mode character select screen.

REG ALLSTAR- This gives you the All-star mode character select screen.

NAGASIMA-

VISUAL SCENE START- This plays all of the movie clips in the game.

OPENING START- This plays the intro movie.

OMAKE 15 START- This plays the special movie.

REGULAR ENDING TEST- This shows the falling trophy and congratulations screen for the characters.

REGULARENDING REAL- This shows the falling trophy, credits, and congratulations screen for each character.

KIM-

RESULT TEST- This displays the congratulations screens for each character.

EASY END- This displays the "Continue?" screen for each character.

GOHUBI ID- This displays the various bonus messages.

GOHUBI FIGURE- This displays trophy messages.

INTRO EASY- This displays the character vs. screens that are shown in classic mode.

ALLSTAR ENEMY- This displays pictures of the characters. Don't normally appear in the game.

TEST MOVIE OPENING- Plays the intro movie.

KUMITE SUB- This appears to have no function

PROGRESSIVE TEST- This allows you to change the display to progressive scan mode.

APPROACH- Displays the 'A new foe is approaching' screens.

SAKODA-

EVENT STAGE- Takes you to the specified event number.

FIXCAMERA- Takes you to the character select screen for fixed

camera mode.

SUGANO-

MELEE START- Starts a melee

STAFF ROLL START- Starts the 'Shoot the credits' game

YOSHIKI

Caution! This section is for memory card functions and most options WILL completely erase your memory card. The only thing you should use here is the 'Save' option, which will save all the changes you made while in the Debug Menu. Other than that, I recommend you stay away from this menu.

-= 5. Appendices -=

All the stuff that needed more explanation is here.

Appendix A

Here are the unusual character names in alphabetical order:

BOY- Male Wireframe
CLINK- Young Link
CREZYH- Crazy Hand
EMBLEM- Roy
GANON- Ganondorf
GIRL- Female Wireframe
GKOOPS- Giga Boswer
KOOPA- Bowser
MARS- Marth
MASTERH- Master Hand
POPO- Popo of the Ice Climbers only
POPONANA- Ice Climbers
PURIN- Jigglypuff
SANDBAG- Sandbag (This freezes frequently)
SE->ZE- Shiek/Zelda
NONE- Unknown (This freezes on the Debug menu)
ZE->SE- Zelda/Shiek

Appendix B

These are the colors that are available

0 - Default colors
1 - Outfit 2
2 - Outfit 3
3 - Outfit 4
4 - Outfit 5
5 - Outfit 6
6-9 Default colors, but life icon above damage % doesn't appear.

These are the available sub-colors

0 - Default

- 1 - White
- 2 - Dark
- 3 - Completely Black
- 4 - Completely Grey

The remaining numbers (5-9) do nothing and freeze the game

Appendix C

These are the CPU actions in alphabetical order:

- AIR- CPU isn't able to jump very high
- COOPERATE- CPU follows you
- DEFENSIVE- Uses defensive moves
- ESCAPE- The CPU runs away from the player.
- EVZELDA- Unknown
- FREAK- CPU stays in one position and attacks when you come close
- ITEM- CPU attacks normally, but goes for any items that appear
- JUMP- CPU jumps
- MANUAL- Human controllable CPU
- NANA- Unknown
- NOACT- CPU does nothing
- NORMAL- Default actions
- ONLYITEM- CPU only attacks holding an item
- SPLWLINK- CPU uses down+B attack
- SPLWSAMUS- CPU Samus uses Down + B attack
- STAY- CPU stands still
- STRUGGLE- Unknown
- WALK- CPU only walks

Appendix D

These are the stage names in alphabetical order:

Note: These levels were apparently removed and freeze the game

- 10-2
- AKANEIA
- DUMMY
- ICETOP

Here are the odd names in alphabetical order:

- 1-1KINOKO- The Mushroom Kingdom adventure stage
- 1-2CASTLE- Peach's Castle adventure stage (No apparent difference from normal)
- 2-1KONGO- Kongo Jungle adventure stage (No apparent difference from normal)
- 2-2GARDEN- Jungle Japes adventure stage (No apparent difference from normal)
- 3-1MEIKYU- Hyrule Maze adventure stage
- 3-2SHRINE- Hyrule Temple adventure stage (No apparent difference from normal)
- 4-1ZEBES- Brinstar adventure stage (No apparent difference from normal)
- 4-2DASSYUT- Brinstar Escape adventure stage
- 5-1GREENS, 5-2GREENS, and 5-3GREENS- Green Greens adventure stage
(No apparent difference from normal)
- 6-1CORNERI - Corneria adventure stage 1
- 6-2CORNERI - Corneria adventure stage 2
- 7PSTADIUM - Pokemon Stadium adventure stage (No apparent difference from normal)
- 8-18BROUTE - F-Zero adventure stage
- 8-2MUTEICIT - Mute City adventure stage (No apparent difference from normal)

9-1ONETT - Onnet adventure stage (No apparent difference from normal)
10-1ICEMT - Vs. Ice Climbers adventure stage
11-1BATTLE - Battlefield Vs. wireframes.
11-2BATTLE - Vs. Metal CPU battlefield
12-1LAST - Final Destination (No apparent difference from normal)
12-2LAST - Vs. Giga Bowser Final Destination
BATTLE - Battlefield
FIGUREGET - Grab the trophy stage (Freezes after a few seconds)
GARDEN - Jungle Japes
HEAL - All-Star between-battle area.
INISHIEI - Mushroom Kingdom
INISHIEI2 - Mushroom Kingdom 2
IZUMI - Fountain of Dreams
LAST - Final Destination
OLDPPP - N64 Kirby stage
PURA - Poke' Floats
SHRINE - Hyrule Temple
TEST - A beta stage with what appears to be a picture of a pub as a background.
TSEAK - This appears to be a beta target test area
TUKISUSUME - Race to the finish stage
YOSTER - N64 Yoshi's Story level.

Also, anything that begins with a T then a player name is a target test stage

Appendix E

If you set 'DBLEVEL' to DEVELOP and press B until you arrive at the title screen, you will see your version date. By pressing X while on the title screen you will enter the debug sound test menu.

If you set the option 'DBLEVEL' to DEVELOP or DEBUG then the following happens

In battle the following button combinations have the following effects:

(Note: All directions are on the D pad)

Up- Changes camera view

Down- Drops the selected item (See L button commands for more)

Right- Nothing

Left- Nothing

Pause- Pauses the game without the regular frame. In this mode you can press Z to advance frame by frame

A + Up- Nothing

A + Down- Nothing

A + Right- Turns lightning melee on and off

A + Left- Nothing

A + Y- Press left while holding these two buttons and your character will shrink

B + Up - Nothing

B + Down - Displays a set of coordinates. Two of these coordinates are the character's defense and offense ratios.

B + Left- Brings up the bonuses you've won. The names are rather cryptic though.

B + Right- Nothing

X + Up- Brings up the regular pause menu

X + Down- No screen icons. Press again, white screen, press again,
black screen, press again, back to normal.

X + Left- Switches sound effects and music on and off

X + Right- Displays another set of coordinates

Y + Up- Nothing

Y + Down- Displays yet another set of coordinates

Y+ Left- Makes you large

Y + Right- Makes you regular size

R + Up- Reveals the character's collision bubbles. Press again to overlay
the collision bubbles on the character.

R + Down- Has various effects on stage when pressed several times.
Eventually will return to normal with enough presses. One of these
brings up a blue and a yellow box. These are the camera boundaries
(blue) and death boundaries (yellow)

R + Left- Press multiple times to display white boxes. It will also display
white pivot spheres on characters. These help to position
some attacks. Oh, and it can activate the 'Fighting Triangles'
mode.

R + Right- Turns character into yellow figure (Same as R + Up)

*Use these with down on the d-pad to drop items. Item rate must be higher than
NOTHING in VERSUS MODE > RULE > ITEM SWITCH*

L + Up- Scroll through list of items to drop

L + Down- Scroll through list of items to drop

L + Left- Scroll through list of pokemon to come out of pokeball.

L + Right- Scroll through list of pokemon to come out of pokeball.

*Pokeball is listed as M BALL. If you want to see Ditto, select pokemon
METAMON*

When in this mode, you can also rotate the camera with the c-stick. In addition
you can hold left on the d-pad + the c-stick to zoom in and out and hold right
on the d-pad + the c-stick to pan the camera.

Appendix F

Master Hand

D Pad Up + A = Flaming Twirl Finger of Doom

D Pad Right + A = Flying Punch

D Pad Down + A = Slam ground

D Pad Up + B = Laser

D Pad Right + B = Gun

D Pad Up + Z = Grab

D Pad Right + Z = Grab also

D Pad Left + R = Finger Jab

D Pad Right + R = Ground Punch

D Pad Down + R = Ground Slap

D Pad Up + R = Twirly Finger into ground

D Pad Up + L = Sweep

D Pad Down + L = Walk Attack

Crazy Hand

D Pad Up + A = Flying Punch
D Pad Left + A = Flaming Twirl Finger of Doom
D Pad Right + A = Slam ground
D Pad Down + A = Also Flaming Twirl Finger of Doom
D Pad Up + B = Laser
D Pad Right + B = Laser Also
D Pad Down + B = Drop Bombs
D Pad Left + B = Laser Also
D Pad Up + L = Sweep
D Pad Down + L = Spaz
D Pad Left + L = Spider
D Pad Right + L = Sweep Also
D Pad Up + R = Ground Punch
D Pad Down + R = Finger Jab
D Pad Left + R = Twirly Finger into Groun
D Pad Right + R = Slap Ground
D Pad Up + Z = Grab
D Pad Right + Z = Grab Also
D Pad Left + Z = Grab Also

Combonation Moves

Warning: If you do the wrong initiation combo, Master Hand will not respond, and this can lead to Crazy Hand just sitting there. Crazy Hand must initiate combos by doing his move first.

Hand Clap

D Pad Right + Y = Crazy Hand
D Pad Left + Y = Master Hand

Double Flaming Punch

D Pad Up + Y = Crazy Hand
D Pad Up + Y = Master Hand

'Come Here' Punch

D Pad Down + Y = Crazy Hand
D Pad Up + Y = Master Hand

-Don't know that this below move does- o.0

Crazy Hand Glitched Move Initiation

A.K.A. Sparkle Like a Fairy
D Pad Left + Y = Crazy Hand

-- 6. Thanks --

Thanks to Rune, donny2112, and JAY007 for finding the codes

Much thanks to Nintendo for making the game
and leaving their little goodies on the disc.

Also, thanks to the people on the forums at gscentral.com
and codes.ssbm.org for giving me some of the info in this FAQ.

Thanks to Pneuma Macharia for reminding me to make some updates.

Big thanks to DarkShadow667 for the Master/Crazy Hand moves list.

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-- 7. Contact Information --  
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Comments? Suggestions? See anything missing?
Expressions of your undying gratitude? Monetary donations? Hate mail?
If you have anything you want to say to me, you can reach me at

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<http://www.luelinks.net>

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