

Super Smash Bros Melee Target Test FAQ Final

by CyricZ

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NOTE: Sorry to anyone who's submitting me faster methods to get the
targets, but I'm making this my final version. I'm quite happy you
folks are able to beat my times, but I don't have the time to be
constantly updating every time someone shaves off a few seconds. There
is another Target Test FAQ on GameFAQs if you'd like to submit to
someone, but the purpose of my FAQ was to just allow people to get
through the Tests, and I've done that, so now it's time to move onto
other projects. Thanks for your support... ^_^
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Super Smash Bros. Melee
Target Test FAQ
An In-Depth FAQ by CyricZ
Version Final
E-mail: cyricz42@yahoo.com

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1. Introduction

Hi, and welcome to my little addition to the (what will soon be) insane amount of FAQs for Smash Bros. Melee. There have been several questions regarding the Target Test, since with some of the characters it's not very intuitive how to complete them. Not only will I cover how to get through them, but I'll also explain methods of going through quickly.

2. FAQ

Q: Where is the Target Test?

A: In 1-P Mode, under Stadium. You'll also do a Break the Targets bonus stage once when you go through Classic mode.

Q: How do I unlock all the characters?

A: LOOK IN ANOTHER FAQ. This FAQ is only for the Target Test.

Q: What are some good strategies for breaking targets?

A: It boils down to three basic things...

1. Know your character. Know all his/her special moves, limits, jumps, etc.

2. Don't forget the projectiles. Why bring yourself over there when your Fireballs, Arrows, and Eggs can do the dirty work for ya?

3. You can attack through walls. Not with projectiles, mind you, but most direct attacks will go through walls, so if a target's near a wall, consider hitting it from the other side if it's more convenient.

There are also a couple of other possible things to help. One of particular note is to possibly use your mid-air dodge as a last jump if you want to lower your time, or if you don't have a third jump.

Q: What do I get for doing all this?

A: One secret character, one stage, and three trophies.

You can get the opportunity to challenge Mr. Game and Watch by beating all 24 of the other characters' Target Tests. If you lose, just beat another Target Test.

You can get the Target trophy by beating all 25 Target Tests.

You can open up the Classic Stage: Dream Land, by having a total time of less than 50 minutes. (You need all 25 Target Tests done, of course)

You can get the Lon Lon Milk trophy by having a total time of less than 25 minutes. (You need all 25 Target Tests done, of course)

You can get the Sheriff trophy by having a total time of less than 12.5 minutes. (You need all 25 Target Tests done, of course)

3. Mario

Quick Reminder:

Fireball: B

Super Jump Punch: Up + B

Hit the target directly to your right. (1)

Fall off the right side and take out the two targets together with jump attacks. (2,3)

Throw a Fireball at the target off to the lower right. (4)

For the target in the upper right, double jump as high as you can, then aim up and left and hit B to Super Jump Punch to the left (so that you land back on the platform). (5)

Once you land, toss a fireball to the left so you'll hit the target at end of the little tunnel (and save a second or three). (6)

Hop over to the left side (with the blue girders). Jump all the way up to the top hole and take out the target. (7)

Ride down and toss a Fireball in the tiny crack to hit the next target. (8)

Another Fireball once you get lower will hit the lower left one (9).

This one has to be the last one, since there's no coming back. Jump off the elevator, double jump as you start to fall, and Super Jump Punch the last target. (10)

Personal Best: 37.82s

Alternate Method by Daniel Feit:

I was going through your Target Test FAQ for Mario. I discovered a much faster method...resulting in a 25.95 second finish!!

Target 1 is the same.

Fall towards Target 2 and hit it with a Cape Counter. (FWD + B) The advantage here is that you stay airborne AND you can do a Super Jump Punch to hit the adjacent target AND the one up high! Pull left to land safely. Now you can fireball the lower left target, then proceed to the right as per your directions.

One more note: on the last target, I find it is much easier to double jump, then do TWO Cape Counters to reach the last target. You can do repeated Cape Counters in the air, just hold FWD on the stick and keep pressing B.

4. Donkey Kong

Quick Reminder:

Spinning Kong: Up + B

Immediately perform a down smash attack. (1, 2)

I prefer to start at the bottom and progress upward. Jump to the left and hit the target there (Air+Up+A works best). (3)

Then jump up to the platform above it and perform the Spinning Kong so that you'll have enough air to hit the next one. (4)

Drop onto the platform, the double jump up and hit the target above and to the right with an Air+Up+A. (5)

Land on the middle red girder and dash to the right, taking out the next one with a dash attack. (6)

Perform a Spinning Kong over to the gray platform so you're assured to hit the up-and-down target. (7)

Hit the target above and to the left of you. (8)

Jump up to the top gray platform, then double jump and Spinning Kong through the target, making sure you have enough air to land on the top of the blue vertical girder. (9)

Jump up and hit the last target. (10)

Personal Best: 21.63s

5. Link

Quick Reminder:

Whirling Blade: Up + B

Boomerang: Forward + B

Immediately jump and Whirling Blade attack straight up to take out the first two. Land on the platform you started on. (1, 2)

Walk off to the right and hit the next target with an Air+A (NOT an Air+Down+A, which will take a lot longer to get out of). (3)

Jump over to the rightmost sloped platform, then jump up and Whirling Blade attack just as you draw level with the next target, maneuver to the left to get the target after it as well. (4, 5)

Double Jump up and to the right. Stay close to the edge of the top platform so that you can just get by it. Whirling Blade attack and you'll hit the next target with enough air to land on the platform. (6)

Jump over to the left and take out the next target with an Air+A attack. Land on the platform below it. (7)

Whip out your Boomerang to the left to hit the next target. (8)

Wait until the platform moves enough that you can hit the next target with the Boomerang. (9)

Drop down through the platform and hit the last target. (10)

Personal Best: 16.15s

6. Samus

Quick Reminder:

Screw Attack: Up + B

Straight Missile: Forward (smash) + B

Immediately Down+A to smash the first target. (1)

Fire a Straight Missile to take out the target off to the right. (2)

Double Jump and Screw Attack up to the upper left platform and hit the target there. (3)

Jump up to the top and Air+Up+A the target at the top. (4)

Fall down to the center platform, then double jump to the right and Screw Attack the upper right target. (5)

Fall all the way down to the lower right (moving) platform and hit the target. (6)

Jump back and run and jump all the way to the left and hit the target there. (7)

Fall off the platform and hit or Screw Attack the target just below you. (8)

Fall onto the moving platform, then jump up and Screw Attack the target to the right of the last one. Land in the small opening (you can stand in it). (9)

Fall down the middle and hit the last one. (10)

Personal Best: 23.95s

7. Yoshi

Quick Reminder:

Egg Throw: Up + B

Hip Drop: Down + B

Jump up and to the right above the first target and Hip Drop it. (1)

This next part is the part that could slow you down the most. On the platform you're currently on, stand on the right half right where the flat part meets the slope. Face left. Jump as high as your double jump will let you, and Egg Throw. As soon as Yoshi gets ready throw the egg, pull the stick left so he'll throw it almost straight left with a little lift. You should hit the target every time. (2)

Jump up and hit the target on the right. (3)

Aim a Hip Drop so that it'll just miss to the left of the platform the target below you is on. If you gauge it right, you'll drop down to the bottom, taking out a total of two targets. If not, just fall down normally to the bottom one. (4, 5)

Dash right and dash attack the target at the top of the hill. (6)

Dash back to the left then jump and hit the target above the wooden bridge. (7)

NOTE: You can try an Egg Roll for that part, but, since it's so hard to control and hits sporadically, you're safer with simple dashes.

While still in the air (if possible) double jump above the C-shaped enclosure. Just as you pass the left edge of the top part of the C (it's pink), Hip Drop on the next target. (8)

Fall off to the left and double jump up above the target above the cloud and Hip Drop on that target (hopefully landing on the cloud). (9)

Double jump up towards the last target, but attack just as you draw level with it, so that you don't jump too far past it. (10)

Personal Best: 20.15s

8. Kirby

Quick Reminder:

Final Cutter: Up + B

Hammer: Forward + B

Stone Drop: Down + B

Edge to the right and hit the first target. (1)

Jump over to the hole to the right, then Stone Drop the next two targets. (2, 3)

Hop over to the left and Final Cutter just you get below the next target. (4)

Hop over to the wooden bridge, then jump and float up to the target above and to the right of you. Use the Final Cutter to hit the target, then land on the platform to the right. (5)

Float up the shaft above you, past the two targets (don't worry, we'll get to them in a second ^_^). Final Cutter to the very top and head left and take out the next target. (6)

Fall back down the shaft. Hit the target on the left, then face right and Final Cutter. You'll hit the target on the right, and if you keep pushing the stick right, you'll drop down on another target. (7, 8, 9)

NOTE: Alternatively, you could try an air Hammer on the two targets and drop down and hit the last one in whatever way. I find that both ways take about the same amount of time.

Jump off the platform to the left, and start floating as you pass the bottom. Final Cutter the last target as you get below it. (10)

Personal Best: 25.88s

9. Fox

Quick Reminder:

Blaster: B

Fire Fox: Up + B

Fox Illusion: Forward + B

Immediately face left, jump in the air, and start shooting your Blaster. If you're lucky, you'll hit both targets in one jump. (1, 2)

Run into the wall on your right, double jump straight up, and Fire Fox straight up. If you're high enough, you'll hit the next target. (3)

Drop into the pit and hit the next target however you want. (4)

Jump onto the platform to the right, then double jump and Fire Fox up to the enclosure at the top right to hit the next target. (5)

Drop down out of the box, then double jump up to the right and (this is important) Air+A the next target (the slow held kick). As you hit the first one, you'll drop and then hit the next one automatically in the same attack. Air+A a second time and you'll hit the next target below that one. Nice three-bagger. (6, 7, 8)

Turn left and Fox Illusion left past the fire boxes (which hurt, of course) to the next platform. Now, move yourself so that you're on the right side of this platform, then Fox Illusion to the left again. If you stood in the correct spot when you started this, you'll land safely on the next platform. Jump up and hit the next target. (9)

As soon as you land, start shooting your Blaster to the left and you'll hit the last moving target. (10)

Personal Best: 17.00s

10. Pikachu

Quick Reminder:

B: Thunder Jolt

Up + B: Quick Attack

Down + B: Thunder

Walk to the left a step or two, then use a Quick Attack. Go up first and right as you finish the first one and you'll hit both targets. (1, 2)

Head over to the right and use Thunder as you pass under the next target (there's a platform between you, but the Thunder will hit it). (3)

Jump up and to the right so that your Pika-bum's against the wall behind you and fire a Thunder Jolt so that the little ball will hit the target (the snaking jolt won't reach out far enough to hit it). (4)

Jump up to the platform above you, then double jump up further and Air+Up+A the next target. (5)

Jump left and keep going until you hit the next thin platform. Jump up a little, then shoot a Quick Attack up and then to the left to get the next two targets. (6, 7)

This next part I'm still working on. There's no easy way to get the highest one (the one in the backwards C). You just have to jump up to it. The two below can be taken out easily with Thunder Jolts. (8, 9, 10)

Personal Best: 20.99s

11. Captain Falcon

Quick Reminder:

Falcon Dive (third jump): Up + B

Raptor Boost: Forward + B

Jump up and hit Air+A the target above you, landing on the platform. (1)

Jump up on the moving platform, then further to the top and hit the target up there. (2)

Drop down and hit the target below you. (3)

Drop down to the floor and hit the bouncing target, then the one to its left. (4, 5)

Jump up to the green platform on the left and hit the target there. (6)

Hop into the little elevator, punch the target inside, then punch the one to the right near the bottom as you ride it. (7, 8)

Hop out of the elevator and onto the very top of the left wall. Jump off and hit the target, veering inward to land on the lower platform. (9)

Quickly face left, hop into the air, and Raptor Boost the last target. (10)

Personal Best: 27.35s

12. Ness

Quick Reminder:

PK Thunder: Up + B

NOTE: Remember that you can steer a PK Thunder and steer it into yourself to do a Thunder Jump.

Immediately PK Thunder the target above you, then the two targets off to your right without moving. (1, 2, 3)

Jump over to the platform to your left so that you end up above and to the right of the target below you. PK Thunder and curve it around to hit that target, then PK Thunder the two targets off to the left. (4, 5, 6)

Thunder Jump up to the moving platform. PK Thunder up to hit the next target. (7)

Double Jump (Thunder isn't necessary) up to the upper right. Drop down the middle hole. Use your Bat (Smash Forward + A) on the target through the wall to your right. PK Thunder up and right to the upper right target and jump to the left to hit the last one. (8, 9, 10)

Personal Best: 33.48s

13. Bowser

Quick Reminder:

Fire Breath: B

Whirling Fortress: Up + B

Jump up and to the right to hit the first target. (1)

Now, hit the target to your left. (2)

Jump up and hit the target further to the left. (3)

Drop down to the left of the flipper and Fire Breath past it to hit the next target. (4)

Drop down further to the left. Dash attack the next target. (5)

Drop down to the lower platform and hit the next target. (6)

Jump over to the right and hit the next platform. (7)

Jump up the steps and over the pillar to hit the next target in the air. (8)

Drop down to the lower platform and hit the target there. (9)

Drop below the wall to your right, then jump and Whirling Fortress to hit the last one. (10)

Personal Best: 24.97s

14. Peach

Quick Reminder:

Parasol: Up + B

Vegetable: Down + B

NOTE: Remember that Peach can float if you hold Up on the stick.

Jump up to the platform above you and hit the target. (1)

Jump over to the left and steer yourself around and hit the target on the far left. (2)

Float over to the moving platform, then double jump up to the target in the upper-right corner of this enclosure. (3)

Double Jump and Parasol up to the beginning platform, hitting the target that was sitting next to you at the beginning (and saving precious seconds). (4)

Run over to the big enclosure and jump up and hit the target to your right. (5)

Double Jump and Parasol up to hit the target, making sure your Parasol carries you over the pillar to the other side. (6)

Double jump up and hit the next target in the upper right. (7)

Drop down to the bottom (edge left a bit) and take out the two targets in the area with the pits with Vegetables. (8, 9)

Jump off to the right and hit the last target. (10)

Personal Best: 21.58s

15. Ice Climbers

NOTE: This is funny, because this test is set up just like a classic level of Ice Climbers, with breakable blocks, moving clouds, and the pterodactyl at the top holding the last target. Note that you won't have Nana here, just Popo, so you won't have a good third jump, but you can use it to get a tiny extra lift, but don't rely on it. It's actually a better idea to use the mid-air dodge or the Squall Hammer for an extra lift.

Quick Reminder:

Belay (failure): Up + B

Double Jump over to the green platform with the target. Land on it, and use a Forward+A attack so you don't break the platform. (1)

Jump back over to middle green platform, then double jump up to the left orange platform and Forward+A that one. (2)

Jump up to the upper right blue platform and take out the target there with a Forward+A attack. (3)

NOTE: After this, the blocks will be indestructable so don't be afraid to hit them now.

Hop onto the clouds above you, then to the next platform and break the target up there. (4)

Next, hop to the platform on the left with the wall in the middle. Hop up and tag the target above you with an Air+Up+A attack, and fall on the

left side of the wall, so you can bag the next target. (5, 6)

Double jump back to the other side, then to the far right to hit the target up there. (7)

Jump up to the next layer of moving clouds, then the smallest ones so you can hit the next target (8).

Jump up to the target in the upper-left corner of this little enclosure and nail it. (9)

Jump to the very top, then double jump and use the Squall Hammer to hit the target in the pterodactyl's claws. (10)

Personal Best: 33.57s

16. Zelda/Sheik

Quick Reminder:

Zelda:

Transform: Down + B

Sheik:

Needle Storm: B

Chain: Forward + B

Vanish: Up + B

Immediately transform into Sheik. Punch the first target in front of you. (1)

Hold B for a split second to throw a needle at the second target. (2)

Jump down to the right and hit the target as you land (3).

Jump to the opposite side of the enclosure and hit the target on the platform near your starting point. (4)

Drop down to the edge, face the two targets, and use your Chain. Whip it around (back and forth) to hit the two targets here. (5, 6)

Jump over the pillars to the left, onto the platform. Drop down through it, kick it with an Air+A attack, then double jump and Vanish so that you can make it back onto the platform. (7)

Leap over to the middle platform, then double jump up and Vanish so that you end up in the middle of the Triforces. You should have taken the lower target out with the Vanish, and you can punch the other one right there. If you missed the first one, just drop down and hit it. (8, 9)

Jump over to the right side and kick the last target. (10)

Personal Best: 24.26s

17. Jigglypuff

Quick Reminder:

Pound: Forward + B

Hit the two targets to either side of you with normal attacks. (1, 2)

Dash and leap for the hole between the two firewalls and Pound through, hopefully hitting the target on the other side. (3)

Pound past the next firewall, then jump up to the upper left and hit the target in the corner. (4)

Drop down to the bridge and make your way past the pushing blocks, hitting the two targets on the way. (5, 6)

Drop down to the final platform to the right of the four targets. Dash and jump off the platform and hit the first target, then take one midair hop and hit the next target, then two hops to hit the next one, then the last two hops on the last target. (7, 8, 9, 10)

Personal Best: 18.78s

18. Luigi

Quick Reminder:

Super Jump Punch: Up + B

Green Missile: Forward + B

This one's actually quite open ended. You've got a big box (with a hole in the bottom) ten targets bouncing around, as well as three Flippers, and a tiny block to start on.

I suggest taking out the one in the upper right first with a Green Missile, since getting to it again will require you to hop back on the tiny block, which is tough with the Flippers around.

After that, just go to town on the rest of them. Save the one in the upper left for last because you'll need to Super Jump Punch it.

Personal Best: 10.16s

19. Marth

Quick Reminder:

Dolphin Slash: Up + B

Immediately dash to the left and hop on the platform. Duck right away until you pass under the flipper, then jump up and hit the first target. (1)

Jump off to the left. Hopefully, the moving platform above you will be down. Get near the target and Dolphin Slash up to the platform, taking out the target on the way. (2)

Ride the platform up and jump to the top of the area. You can take out the two targets up here with one Dolphin Slash if you aim just right. Good luck there. (3, 4)

Take out the target nearby here and drop down to the floor above and

to the left of your starting point. (5)

Take out the target which should be above and to the left of you. (6)

To get the target at the top of the long shaft, jump at the wall next to it and Dolphin Slash up to take it out, and land on the upper platform. (7)

Leap over the top right corner and take out the target up here. (8)

Fall off the right side of this area. While you're falling, take out the target in the enclosure to your left by slashing through the wall. Still falling, take out the very last target in the lower right. (9, 10)

Personal Best: 20.72s

20. Mewtwo

Quick Reminder:

Teleport: Up + B

Jump and Teleport up to the enclosure in the upper left to hit the first target, then use a Forward+A to hit the target on the other side of the wall. (1, 2)

Leap up and over and start hitting the two remaining stationary targets, and the two that are bouncing around in the force field boxes. (3, 4, 5, 6)

Drop below the main starting platform. Hit the two targets that sink in and out of the platform (you can hit them while they're still in the platform with a Down Smash+A), and the one in the middle and above. (7, 8, 9)

Drop down and hit the lowest target. (10)

Personal Best: 15.20s

21. Mr. Game and Watch

Quick Reminder:

Trampoline: Up + B

Like Luigi's this one is also very open-ended. There are three stationary targets in the middle of the area. There's one that moves along the top of the screen. There's one on the fire escape on the left side. There's one that hides in the trees on the right side. There's one that falls down from the top to bottom and keep falling. There's one that bounces around the area in a diagonal fashion. There's one that moves along the ground, and there's one that randomly appears when the door opens. Good luck. I found the best one to go for first is the top ones with a Trampoline. That way, you may be able to pick some others up on the way.

Personal Best: 10.23s

22. Dr. Mario

Quick Reminder:

Vitamin: B

Super Jump Punch: Up + B

Jump up on the blue 8, then dash and jump to the upper right. Perform a Super Jump Punch at the top of your jump and you can take out two targets, one behind a wall. (1, 2)

As you land on the red C below you, stand in the middle and toss a Vitamin to the left and you'll get the low target. (3)

For the target below you, you can either hop down in the C, or toss a Vitamin down from the right. Your choice. (4)

Jump to the moving platform that's second from the bottom while it's on the right side of the blue girder pillar. Drop down and Super Jump Punch onto it as it's on the left side, hopefully taking out the target there. (5)

Face left and let the platform push you against the wall. When you're there, toss a Vitamin down to the target below. (6)

Drop down and jump back onto the platform on the right side, then take out the target here as you continue to jump up to the top. (7)

Jump to the top of the blue pillar, then onto the platform as it goes left. Jump to the left of the target in the upper left corner, then Super Jump Punch up to the right so that you can land back on the platform. (8)

Make your way across the big red girder to the upper right corner and Super Jump Punch that target from the far right moving platform, maneuvering back to the left so that you can land on it. (9)

Finally, drop down through the platform and hit the last target. (10)

Personal Best: 36.10s

23. Falco

Quick Reminder:

Laser: B

Lift Off: Up + B

Falco Dash: Forward + B

Immediately jump up and shoot your Laser to the right rapidly. The target you want to get is the one in the upper right, because it warps around the area quickly, but it's also nice if you take out others on the way down. (1)

Okay, now that that's one gone, take out the other four targets in the immediate area (the one going around the platform you're one, the one going around the fire block on the right, the stationary one above you, and the one moving in and out of the wall to your left). (2, 3, 4, 5)

Now, head for the bottom right area. Once you're under the "move-through" platform, Lift Off up into it to get one (possibly two) targets. Kick the ones you don't get (through the wall, if necessary). (6, 7)

Jump out and head back to the starting platform. Drop down and use the Falco Dash to get through the hole with the fire blocks (it's tough). You'll take out the middle target when you do. (8)

Take out the target by your feet. (9)

Now, jump up and hug the wall to your left. Double jump and Lift Off straight up and you should hit the last target. (10)

Personal Best: 24.23s

24. Ganondorf

Another open-ended one, like Luigi's and Mr. G&W's. There's a bit of rhyme to this one, though.

Rule #1 is not to use your Warlock Grab (Up+B) at all, since you'll probably hit the ceiling. For the start, just double jump onto the moving platforms and quickly hit the target that moves along the ceiling first.

After that, you're on your own. There are two that go straight across the platforms, two that weave around the platforms, one that hops up and down in the lower left corner, and another that does the same in the upper right corner. There's another that bounces around speedily, and one that does so slowly. Finally, there's a lonely target sitting stationary in the middle.

Personal Best: 24.00s

25. Pichu

NOTE: With all the tiny platforms, this is one of the harder Target Tests.

Quick Reminder:
Electric Shock: B
Agility: Up + B

Face left and throw an Electric Shock to hit the first target as the pendulum swings towards it. (1)

Hop over to the lower left platform and quickly hit the target and jump off to the upper left platform before the one you're on sinks. (2)

Hit the target on this platform. (3)

Jump up and use an Electric Shock on the up and down target. (4)

Double jump onto the top of one of the three diagonal platforms. Use a

couple of Electric Shocks to take out the target moving between them, and the one rotating around the fulcrum of the pendulum. (5, 6)

Hop back down to the pendulum. As it swings right, use an Electric Shock to hit the target nearby. (7)

Leap onto the falling platforms in this area. Hop back and forth as you slowly gain height (Agility would be too risky here). Take out the three targets as you keep moving upwards. (8, 9, 10)

Personal Best: 28.52s

Here's a time (or stress) saver from Sektra:

For Pichu's stage, I found a better way to get the last three targets, I think. It may not be faster, but it is much easier. For the leftmost target, stand on the platform that swings back and forth. When it gets to the rightmost extreme, double jump and shoot a thundershock at the wall. If done right, it will arc around and hit the target (which is on the wall). Then, for the last two, pause and gauge the distance, and then jump (horizontally) between the last two targets, and use Thunder. If done right, you'll eliminate the last two targets before you fall off screen. I hope this helps :)

26. Roy

Quick Reminder:

Blazer: Up + B

Jump up and hit the first target. (1)

Jump off the platform to your right and fall past the nearest box with a target inside and use a Blazer to hit it. (2)

Use a simple Forward+A to hit the two targets (one in the other box) nearby. (3, 4)

Jump up towards the lowest of the three top platforms above you. Using the Blazer as the last hit will get the target. (5)

Jump up and hit the target above the left platform. (6)

Jump and hit the closest target to the left of you. Now, fall and time your double jump so that you jump between the two flippers. You'll pass the leftmost platform as you fall, but you can just get right back on it with a Blazer, hopefully taking out both targets here. (7, 8, 9)

Now, just jump up towards the last target and hit it with a Blazer. (10)

Personal Best: 15.33s

27. Young Link

NOTE: This is probably the toughest one to beat, because you have to

know wall jumps and that the Boomerang will keep going (through walls) if you miss it on the return flight.

To perform wall jumps: You will have to have already performed your second jump. While you're up against a wall in the air, tilt your stick in the opposite direction (to the right if the wall is to your left for example) and hit the jump button at the same time.

Quick Reminder:

Fire Arrows: B

Whirling Blade: Up + B

Boomerang: Forward + B

Bomb: Down + B

Okay, double jump and Whirling Blade up to hit the first target. (1)

Now, wall jump up the shaft you're in to reach the top. Pull out a Bomb and use Down + B again while in the air to toss it at the nearby target on the left. (2)

Now, the farther target on the left is tough. Face to the right and throw your Boomerang. As it bounces back, jump over it at the last second, and it'll curl up and hit the target. (3)

Jump over the block on the right to the two targets on the other side. Take them out. (4, 5)

By now, your Boomerang should be gone (and magically back in your pocket). Jump up and throw it to the right. As you land, it'll curl down above you and hit the target in the box. (6)

Now, hit the target in the upper right using the Boomerang, Bomb, whatever. (7)

The best way to take out the one right below it is to climb in there and whack it yourself. You could try the Boomerang, etc, but you'll only end up frustrated, believe me. (8)

Now, hop down onto the right one of the two chevron-shaped platforms below you. Stand in the middle of it, face right, and pull back a Fire Arrow all the way. Once you let it go, it'll carry through and hit the target in there. (9)

Finally, drop down between the two chevrons and hit the last target. (10)

Personal Best: 43.05s

Here's a potential time saver from APellerano:

at the beginning immediately wall jump to the top forgetting about the target halfway up the shaft. take care of the two to the left near the flipper, then before you jump onto the right top stump of the shaft to 'miss' your boomerang and get the boxed in target, smash throw a bomb down at the target in the shaft. this saves you a lot of time from falling down the shaft or having to wall jump twice.

some more time savers:

instead of using your boomerang to hit the target all the way to the left, jump off the platform, smash throw a bomb, and whirling blade back. its also easier to take out the boxed in target from the right stump that forms the shaft you start in. just jump RIGHT before you would catch the boomerang. while you're landing there you can throw the bomb down at the shaft target which is what saves you so much time

A nice full one from Vigama:

Wall jump out of the hole and land o the left side of the top.

Throw your boomerang left and jump so that it hits the closer target on its return (1). If the jump was perfect it should also break the target in the box behind you (2).

Pull out a bomb and double jump then throw it over the angled wall to left for the target (3). (Note: A bomb must be used because your boomerang is still flying somewhere)

Get out another bomb, and as you jump over the hole where you started, throw it down for a target (4).

Fall to the bottom of the chevron and break that target (5). Jump out of the chevron and shoot an arrow to the right for another target (6).

Spin jump up between the two targets above and break them both as you land on the platform above (6,7).

If you're lucky, the shifting wall should just be going down, so jump over to the top target (9). Quickly jump around the wall as it's going up to get to the last target and break it (10).

Another one from Greg Dierks:

I have a method to Young Link's Target game that will cut your time in half. I got 21 seconds on it. First, double jump and spin like for the first Target (1). Jump off the right wall first so you land on the left side at the top. Try to time your jump so you land pretty close to the far (left) edge of the pillar and throw your boomerang to the right. Jump at the last second like you said and it will hit both targets (2 & 3), eliminating your bomb step. Then, jump down below the box, fall straight through the crack and land on the box. Don't try to hard, the edges guide you to the little block. Recover with a double or triple jump if need be. Tap A to destroy the target (4). Triple jump back up on top of the cracked structure and land in the middle of the right side as possible. Charge you bow and when its at full power release. Target 5 destroyed. Triple jump and you should hit the 2 Targets (6 & 7) next to the box. Jump and throw the boomerang right and it'll curve and hit the one inside the box (8). Jump up and over the wall, making sure you dont jump into it, or you're screwd. Hit that Target (9), and if it's all timed right, the door will open, jump over and double-jump backward into the opening and hit it (10) with your quickest move (up+B or A attack should work) and no more than 24 seconds or so should have passed.

28. Standard Guide Stuff

A. Legal

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B. E-mail Guidelines

Now, you SHOULD'N'T need to e-mail me about this, because I hope I've been as thorough as possible here, but if you wish to e-mail me, be sure to follow these guidelines...

- Make ABSOLUTELY sure I haven't already answered your question in the guide.
- Make sure it has something to do with the Target Test in Super Smash Bros. Melee. I refuse to answer any questions not pertaining to the Target Test. I will not respond at all if, for instance, I'm asked how to beat an Event.
- Spell correctly and use proper grammar, please. If I can't understand your e-mail, it'll go to the junk pile...

C. Credits

CJayC and Al Amaloo for having this on their sites.

Daniel Feit, Sektra, APellerano, and Vigama for submitting alternate methods.

D. Version Updates

Version Final - 1/21/02 - The final update. Please look at the top of the FAQ for details.

Version 1.02 - 12/18/01 - Some folks have sent in some different (read: better :-P) ways of doing some of these Target Tests. I'd originally intended to do them myself and see if they work, but then the credit will be messy, sooo... I just all put them up separately...

Version 1.01 - 12/09/01 - Added a little bit about doing wall jumps.

Version 1.0 - 12/08/01 - Umm... That oughtta do it... Good luck.

E. The Final Word

What? You don't want to do all the adding yourself? Okay. My total personal best is 9:55.11. Not bad if I do say so myself. Not unbeatable, of course, but it's pretty respectable. In fact, many people on the GameFAQs Message Boards have beaten the time...

Well, that's about it. Happy smashing!

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