

Super Smash Bros. Melee Black Hole Glitch FAQ

by Glaexeous

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Super Smash Bros. Melee
Black Hole Glitch FAQ
Version 1.4
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1.Version History
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v#-M/D/Y

-What I did

v0.99-6/9/2006

-Put down everything I know

-Made up some questions and answered them

v1.00-6/11/2006

-Fixed up a little

-Got someone to look it over

-Spaced out a little

-Made the Unlimited Ammo steps clearer

v1.1-6/21/2006

-Added some things to 5d

-Fixed things

-Answered some questions thanks to Dagnac7

v1.11-8/7/2006

-Added stuff to 5d thanks to shadowlink148

v1.2-12/10/2006

-Added the "Supernova"

-Tweaked a bit of the wording here and there.

-Made 'Adding to the Black Hole' renamed and it's own section.

v1.3-1/12/2007

-Fixed something about the "Supernova"

-Fixed some errors

-Found out you could use 2 players, thanks to blueapple128

-Noticed 5d. was still there, even though it's already it's own section. Got rid of it.

v-1.4-5/8/2007

-Fixed making a Black Hole with the Ice Climbers, thanks to blueapple128

-Added the Action Replay MAX codes thanks to SandTiger1989

v1.4-6/9/2007

-Fixed numerous errors

-Added a small bit to the Ice Climber way

=====
2.Introduction
=====

Welcome to my Super Smash Bros. Melee FAQ: The Black Hole Glitch. It's not really a black hole as it is a bunch of turnips, but it's still cool. It can be a very easy trick to pull off, and this FAQ will explain how you do it.

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3.Pre-FAQ reading Q&A
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What is a 'Black Hole'?

A 'Black Hole' is a name given to the glitch that uses turnips to suck people

in and do 999% damage very quickly. You can add little flashes to it, flames, and sparks. Of course, it will give the game lag, but I don't think it will destroy the game. I have not heard of that yet. This should take 1-3 minutes to complete.

What is a 'Supernova'?

A 'Supernova' is basically the same thing, but you require Action Replay MAX to pull it off. Instead of turnips, you use Ness's PK Fire. Action Replay MAX lowers the cool-down time so you can do it rapidly, which will make it work. I haven't done this myself, being without an Action Replay MAX, but if anyone does and can help contribute, please do so.

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4.Preparation
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4a.System requirements
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You will need these things to accomplish a Black Hole.

1:Gamecube
1:Super Smash Bros. Melee disk
2-4:Gamecube Controllers
1-2:People
Item:Superscope Gun
Match:Team Battle
Stage:Hyrule Temple (recommended)
Friendly fire: OFF

For a Supernova, you need:

1:Gamecube
1:Action Replay MAX
1:Super Smash Bros. Melee disk
2-4:Gamecube Controllers
1-2:People
1:Fox/Falco
1:Ness
Match:Team Battle
Stage:Somewhere BIG with two ledges and a ditch in between.

Friendly fire: OFF

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4b.Characters
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For the Black Hole with Fox and Falco, there can be variation to the teams, but just have this.

Peach is the only required player, but you need either two Foxes, two Falcos, or one of each. The Ness can be replaced.

Team 1:Fox, (some other player)
Team 2:Peach
Team 3:Falco

For the Ice Climber Way, the only NEEDED people are:

Team 1: Peach

Team 2: Ice Climbers

For the Supernova, it's like this:

Team 1:Fox

Team 2:Ness

You can have Fox or Falco here as well, but Ness is necessary.

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4c.Language
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Just to clear up some things on the FAQ, when I give a command, do it on the controller.

A=Hit the big green button.

B=Hit the smaller red button.

Down=Move the bigger analog stick down.

Right/Left=Move the bigger analog stick right or left.

Up=Move the bigger analog stick up.

(Command)+(Command)=Do both commands simultaneously (at the same time)

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5.Making the Black Hole, The Fox and Falco Way (4 Players)
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5a.Unlimited Ammo
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NOTE: This FAQ will be based on the characters from section 4b. If the characters differ that you choose to use, just replace their names with the corresponding names in the FAQ.

This will require a lot of shooting on Ness' behalf using the Superscope Gun, so we will need a glitch to get him unlimited ammo. Here's what you do:

- 1)Get Ness a Superscope Gun.
- 2)Have Peach stand BEHIND Ness, within reach of a slap using the A button, but not close enough that when Ness fires a shot, Peach will get damaged.
- 3)With Ness, tap A to shoot 3 small shots. Do this 5 times for a total of 15 small shots in 5 groups of 3. In other words, (<-- shots)
- 4)Do a charge-up shot by holding down the A button, letting it go on it's own. Do this twice for a total of 15 small shots in 5 groups of 3, and 2 huge shots in groups of 1. In other words, 0 0(in that order)
- 5)Charge up again, but this time, have Peach hit Ness with the A button. Ness should now have unlimited Superscope Gun ammo.

Note that this glitch will work with any two characters. (Thanks to Dagnac7 for that one!)

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5b.Getting in Position
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Have Peach standing in the little ditch/cavern/tunnel, but able to jump out without hitting anything.

To make sure the 'Black Hole' works, hit Right+B with Fox into the Black Hole. He should almost instantly get 999% damage.

Now, hit Right/Left+B (The direction of the Black Hole in comparison to Ness) with Ness to use PK Fire. Try to get it in the turnips. It should now look like a turnip sun.

And THERE YOU HAVE IT! A simple Black Hole, which will do massive damage to whoever jumps into it, and will keep them there unless they manage to get out (keep hitting the analog stick in the direction you want to get out and you'll eventually make it).

NOTE: The game will lag a little.

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6.Making the Black Hole, The Ice Climbers Way (2+ PLayers)

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Finally, a way to make the Black Hole with only 2 or 3 characters, brought to me by blueapple128. You're the best.

Anyway, first get both Ice Climbers Superscopes, so Nana and Popo both hold one. Then do the Unlimited ammo thing from section 5a (just replace Ness with the Ice Climbers), making sure they both get hit by Peach.

Now get the Ice Climbers to stand somewhere on a ledge, and Peach not far underneath. Not directly underneath them though. Kinda the relationship to Peach and Falco from the diagram in 5b. Now, get the Ice Climbers to shoot continuously,

while Peach throws in her turnips, like before, about 15 will suffice.

When you're done, go ahead and stop shooting, and the turnips should stay in place.

NOTE: Normally, the Ice Climber's shots will be like oo oo oo oo oo oo oo oo which will not work in making the Black Hole, so you must throw off the timing (I've heard reports that using up+B then immediately shooting works well), or something so it flows as oooooooooooooooooooooo which will make a Black Hole. Thanks again to blueapple128 for this!

Mind, it is much easier if you have Fox/ Falco and have them do Down +B like the other strategy.

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7.Making the Supernova

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7a.Action Replay MAX

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Thanks so much to SandTiger1989 for getting em the codes. Still, I have no idea how it really works, so I'll just paste the codes here for you.

P1 Turbo B button
691P-PUKP-WUXJX
V4W9-K4HD-5ZTN6
PPJR-2ZKK-591KA

OR

0GE6-TB42-2F4CA
9MZK-Z7XA-UUCK2
CZCN-X2CQ-PNED1

Super Ness (---?)
7W3C-3MHP-E1V5P
W212-E5QD-QMXED
F13G-4GQD-DUVV2
DCJP-QVAJ-908FD

OR

7UZ8-A6NQ-U78Y9
8EDZ-HTV6-UGTEW
4X4Z-FZY6-G6Y54
3DHH-T1U0-9A22V

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7b.Starting the Supernova
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Get Fox in front of Ness by a few paces. Enough room for the Supernova in between. Get Fox to use Down + B then have Ness use PK Fire (Left/Right + B) over and over.

And then, THERE YOU GO! The Black Hole, but with fire!

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8.Adding to the Black Hole/Supernova
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Please note that I don't know if any of these work with the Supernova.

You may notice the 'Black Hole/Supernova' is a little pathetic. NEVER FEAR! There are ways to make it better. Note that some of these can be used in conjunction with each other, depending on the characters.

Flaming Black Hole: Doing PK Fire(Right/Left+B) on the toppish part of the Black Hole will sometimes cause the fire to stay on top of the Black Hole. Doesn't add as much damage, but certainly looks cool.

Flaming Black Hole 2: Get Fox/Falco to do Up+B into the BH/SN, and they might get stuck in position, dishing out more damage.

Flaming Black Hole 3: Use Bowser's B attack into the Black Hole.

Blue BH/SN: When a character gets stuck inside the BH/SN, there will be that blue star emitting from them that happens when you get hit.

Sparky BH/SN: Have Ness jump (Up/X/Y) facing the BH/SN and relatively close to it, then tilt the C stick toward the BH/SN. He will emit light from his hands, which will go into the BH/SN. He should be just outside the BH/SN, but his hands should be inside. If you did this right, he will not get damage, but anyone in the BH/SN (except Fox) will get damaged. This also creates sparks when someone gets it, and will make the screen flash darker and brighter. To get Ness out, attack him until he flies out.

Sparky BH/SN 2: Alternatively, you can have Ness jump facing *away* from the Black Hole, still close, and still tilting the C stick toward the BH/SN. He will do a kick, still emit light, and still get caught undamaged, and still make sparks. To get Ness out, attack him until he flies out.

(More) Turnippy BH/SN: Position Peach under the BH/SN (again). Pick up

a turnip, and then throw it up in the same spot, and it will stay there.

Coiny BH/SN: For this, you will need Mario, Luigi, or Dr.Mario instead of Ness. Have the person use Up+B into the BH/SN, which will then sprout coins until the Mario person falls out.

Charactery BH/SN: Similar to Ness's attacks that get him stuck into the BH/SN, yet not suffering damage, but damaging others.

Itemy BH/SN: Throwing items into the BH/SN will often do nothing, but they can get stuck inside, and damage the people other than the one who threw the item in most cases.

Freezing BH/SN: Have Fox use Left/Right +B into the Black Hole, then get Mr. Game and Watch to do the same from the opposite side. It will work when the hammer is #8.

Leashed BH/SN: Have Sheik. Use her chain-whip into the BH/SN. It will get stuck there.

Ghostly BH/SN: I'm not entirely sure if you can use Fox for this, or if the position can change, but in hyrule, have Falco use Left+B on the pillar where the right side of the deflection is, and if you do it right, a ghostly blue Falco will remain on the ledge, even after Falco falls out of the H/SN.

Less Laggy BH/SN: Play in Lightning Melee.

Shocking BH/SN: Using Up+B with Pikachu (and Pichu I would presume) will get him stuck inside, and he will shock other players.

Explosive BH/SN: Link and Young Link's bombs will get stuck in the H/SN, but will still blow up in their time limit.

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9.FAQ
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Frequetly asked questions and their answers.
Feel free to e-mail me (clexaul@msn.com) to ask some of your own or help answer some of the ones below.

Q:Can I use ----- instead of one of the characters?
A:If it is a question of switching Fox/Falco with another Fox/Falco, then yes. As long as one of them is on their own team, and one is on the team of the person with the Superscope gun.

Q:Will a simple shield work?
A:No. Then it would be too easy.

Q:For some reason, the shots keep hitting the person who it should be going through! Why!?!?!
A:*Sigh* I've got this a lot. The person in front of the shooter should be on the shooter's team. if you have difficulty still, have the exact same players as in the FAQ, and try that before trying with other people.

Q:Why is it called a "Black Hole"? That's a crappy name!
A:I dunno lots of others call it that, so who am I to change it?

Q:I don't quite get an instruction. Can you post a video of it?
A:No, but there is one at

<http://www.kotaku.com/gaming/super-mario-smash-bros/video-how-to-make-a-ssbm-black-hole-178370.php>

(NOTE that you have to copy and paste each line into your URL separately or the link will not work)

Q:Can I use a different stage?

A:Yes. However, the best places are areas with two parallel edges that will not allow Fox/Falco to fall under when they perform Down+B. Of course, anywhere WILL work, but some places are obviously better than others.

Q:[insert webpage] is broken!

A:If it goes over one line, then you must COPY AND PASTE 1 LINE AT A TIME! or it will not work. Otherwise, thanks for the notice!

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10.Miscellaneous
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If you see a mistake in spelling, grammar, instruction, broken link, or other mistakes, please tell me (clexaul@msn.com). If that e-mail doesn't work with your e-mail sender thingy, send one to taih@rogers.com, but only as a last resort. You may add me to your MSN/Windows Messenger list. If you do add me, please tell me why, or that you read my FAQ (specify which FAQ), just so I can keep track. If you send me tips, also include your username, or a name to give credit to. If you do not wish to have your name posted, tell me that as well.

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11.Credits
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Thanks to my parents who got me a Gamecube on one of my birthdays.
Thanks to my friends who gave me enough money on that birthday to get Super Smash Bros Melee.
Thanks to www.kotaku.com for conveniently having a video on this.
Thanks to chardish at FlashFlashRevolution for getting me some summed up instructions.
Thanks to GuidoHunter at FlashFlashRevolution for bringing my attention to this matter.
Thanks to my friends mooimacow and sonicpNiNe for making a Black Hole with me.
Thanks to my friend Richard for editing this for me.
Thanks to Dangac7 for getting me some videos and pointing out the fact that simple shields don't work and other characters work too. I already knew the last one though.
Thanks to shadowlink148 for lots of additions to the Black Hole.
Thanks to LavaEdge324 for the Supernova.
Thanks to blueapple128 for a number of corrections, and the 2 Player way.
Thanks to SandTiger1989 for getting me the Action Replay MAX codes.
Thanks to numerous people who helped me with spelling errors.
And thank YOU for reading this guide. I hope it was helpful to you.