

Super Smash Bros. Melee Target Test FAQ

by Endless Paradise

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Super Smash Bros. Melee Target Test FAQ

For the Nintendo GameCube

By Xboxlover2, Copyright 2007

Version 1.0, 8/14/07

<http://yarly.thisisgod.net/orly>

NOTE: In a major (lol) change from my previous FAQs, you can now use search codes to jump to a specific section. Actually, I just altered my find code system slightly. Nothing big, but it makes it a *tiny* bit easier to find what you're looking for.

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| I. Introduction/Version History (1A0) |
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'Sup people. :D To those of you who've never read one of my FAQs in the past, I'll introduce myself to you. I'm Xboxlover2, a member of GameFAQs for over five years and an on/off contributor. I contribute reviews much more frequently than I do FAQs, but I still find the motivation to open up Notepad every now and then to write up a sexy guide. This is my sixth FAQ ever, fifth that I've submitted to the site, so I'd consider myself somewhat experienced in writing guides.

As with my Target Test FAQ for the original Super Smash Bros., I was never intending to write a FAQ for this game. By the way, it's FAQ, as in "fack". Not an "eff-ay-kew". Anyone who pronounces each letter individually is just a damn, dirty commie. That's right, I'm talking to you, Mikeaspike. gtfo off my Game-eff-ay-kews.

Anyway, as I was saying, SSBM + FAQ-writing + me = does not compute, until I discovered one day that while seeking help with the Target Tests in the original, there were no FAQs dedicated solely to this integral part of the game. Many FAQs cover it, but in my opinion, they just "skimmed the surface",

so to say. After writing my own FAQ for the original, I figured that I might as well follow up with one for Melee. My goal with this FAQ is to provide an in-depth guide that helps players get through every character's target test. So, yeah, sit back, relax, and enjoy the read.

Yes, yes, I know. Five FAQs and I'm still using the same layout. Whatever. It was good enough for my first FAQ, so it's good enough for my fifth.

This FAQ will be submitted to the site as completed, so don't expect too many updates, aside from the occasional grammar/spelling mistake fix.

I've always included a bit of background information in my FAQs about whatever game I'm covering, and this will be no exception. You've no doubt heard of the Super Smash Bros. series, but you may not know much about it, so read on for an episode of "The More You Know".

Eight years ago, back in April 1999, HAL Laboratory, in conjunction with Nintendo, released Super Smash Bros. for the Nintendo 64. The game had been out for three months in Japan and it was a hit, so Nintendo took their chances by bringing the game to the States.

Just as the Japanese, Americans absolutely loved the game. It was the first time that people were able to take their favorite Nintendo characters and have them slap each other silly. Not only that, but it was quite the blast of nostalgia for those who grew up with Nintendo: they were able to revisit classic locales from their childhood, such as the Mushroom Kingdom, where you can find Mario and the gang, and the land of Hyrule, a famous location in the Legend of Zelda universe.

But that's not the only reason the game was so popular. Super Smash Bros. introduced a number of innovative gameplay mechanics, including a simplified, universal control scheme, arena-based gameplay, and the use of items to aid you in battle. You can find out more about the game from any of the reviews posted on the site.

Anyway, fast-forward to 2001. Nintendo's next system, the GameCube is released and shortly after launch, the highly-anticipated follow-up to SSB, Super Smash Bros. Melee, is released. The game follows the same formula used in the previous game, but adds a crapload of material. The number of stages has more than tripled, there are an additional 13 characters, the game now features special scenario battles referred to as "Event Matches", and a plethora of other things.

Basically, SSB + crack, steroids, and epicness = SSBM. Read more about the game in my review:

<http://www.gamefaqs.com/console/gamecube/review/R115373.html>

Onwards with the FAQ!

* Version History (1AA) *

4/7/07 (0.20) - Started working on the FAQ. Layout complete.

8/14/07 (0.70) - After a long hiatus, I've decided to get back to working on this FAQ. I completed the half-finished introduction as well as the introduction to the Target Tests.

8/18/07 (0.79) - Finished the target tests for Mario, Pikachu, Bowser, and Peach. Credits and contact info up.

8/19/07 (0.84) - Finished the target tests for Yoshi, Donkey Kong, Captain

Falcon, Fox, and Ness.

- 8/20/07 (0.90) - Finished the target tests for the Ice Climbers, Kirby, Samus, Link, Zelda/Sheik, and Dr. Mario.
- 8/21/07 (0.92) - Finished the target tests for Luigi and Ganondorf.
- 8/22/07 (0.93) - Finished the target test for Falco.
- 8/23/07 (0.97) - Finished the target tests for Young Link, Pichu, Jigglypuff, and Mewtwo.
- 8/24/07 (1.00) - Finished the target tests for Mr. Game & Watch, Marth, and Roy. Submitted to GameFAQs.

|=====|
| II. Legal Stuff, etc. (2A0) |
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If I catch any site not listed above hosting my FAQ without permission, I'll... be really, really sad and you'll make me cry. And then I'll have to brutally murder you, so don't do that. :)

But yeah, if you want to host my FAQ, just e-mail me. Contact information is provided in section 4A0.

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| III. Target Tests (3A0) |
|=====|

If you've played Super Smash Bros., you probably know more than you ever wanted to about the Target Test mini-game, so you can skip past this little read. For those of you who are new to the SSB series, you'll want to read the next few paragraphs to be introduced to this important part of the game.

The Target Test is one of the four mini-games available in Super Smash Bros. Melee (from this point on abbreviated as "SSBM"). You have to collect ten targets, located in various locations throughout an arena, a stage which is determined by whichever character you choose. As in the original game, you must complete all of these challenges to unlock certain features and trophies.

(NOTE: The source of the following information is GameFAQs' Super Smash Bros. Melee Cheats & Secrets page; I do not take any credit for this.)

By completing:

- The Target Tests for all characters except Mr. Game & Watch, you can unlock - surprise, surprise - Mr. Game & Watch. This is just one of a few ways to unlock him, though; you can find out about the alternate methods in the G&W section of this FAQ.
- The Target Tests for all 25 characters in the game, you unlock the Target trophy and the Dream Land stage, Kirby's stage from Super Smash Bros. (that is, the Nintendo 64 game).
- The Target Tests for all characters with a combined total time of less than 26 minutes, you unlock the Lon Lon Milk trophy.
- The Target Tests for all characters with a combined total time of less than

750 seconds (12.5 minutes), you unlock the Sheriff trophy.

So anyway, that sounds simple enough, right? Wrong. Each of these tests (all of which happen to be unique to each character, by the way), are hardly straightforward, requiring the use of both your physical skills as well as your mental skills. That is to say, there are certain targets in several tests that cannot be obtained through simple means.

If you're a veteran smasher (i.e., you've played the original), you'll notice that the Target Tests in Melee are virtually identical to those in the first game, insomuch that many of the tests have one target that is specifically reserved as the final one. While the game doesn't explicitly mention that, you can easily figure that out by looking at the map and realizing that there's usually going to be one target that cannot be collected without using some method that will, without a doubt, result in you falling to your doom. Much like in the first game, these targets can usually be found floating in the air near the bottom of the map. Press the Start button to see an overview of the map and each target so that you can find out which one you'll need to go for last.

As this section is quite large (all 25 target tests will be covered, complete with a diagram of each test), I've included a navigational guide that can be used to jump to a certain character. Just take a glance at guide, find whichever character you're looking for, look at the Find code provided for said character, and use your browser's Find function to get to that character's sub-section.

NOTE: For the secret characters, I will include the methods used to unlock them.

Character	Code
* DEFAULT CHARACTERS *	
Mario	3AA1
Pikachu	3AA2
Bowser	3AA3
Princess Peach	3AA4
Yoshi	3AA5
Donkey Kong	3AA6
Captain Falcon	3AA7
Fox McCloud	3AA8
Ness	3AA9
Ice Climbers	3AA10
Kirby	3AA11
Samus Aran	3AA12
Zelda/Sheik	3AA13

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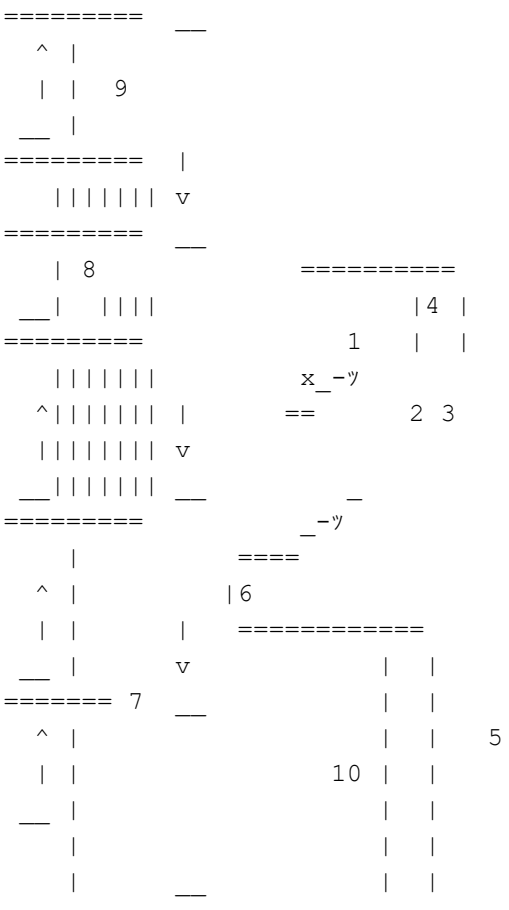
-----
|      Link      | 3AA14 |
-----
| * SECRET CHARACTERS * |
-----
|   Dr. Mario   | 3AB1  |
-----
|     Luigi     | 3AB2  |
-----
|   Ganondorf   | 3AB3  |
-----
| Falco Lombardi | 3AB4  |
-----
|  Young Link   | 3AB5  |
-----
|     Pichu     | 3AB6  |
-----
|   Jigglypuff  | 3AB7  |
-----
|     Mewtwo    | 3AB8  |
-----
| Mr. Game & Watch | 3AB9  |
-----
|     Marth     | 3AB10 |
-----
|     Roy       | 3AB11 |
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| Mario (3AA1) |
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1: You begin the test in the spot marked by the 'x' on the diagram, facing target # 1. Walk up to the target and use Mario's Fireball (B) to hit it.

2: Position Mario near the right end (not at the edge) of the floating platform (you should be directly in front of where the first target was previously located). Target # 2 is located ahead of you, floating in mid-air at a slightly lower level. Simply shoot another fireball to hit it.

3 & 4: Target # 3 is located just to the right of where the previous target was. Run off the platform and maneuver Mario to the right, towards target # 3. As soon as you end up lower than it, jump again and hold up on the thumbstick, tilting slightly to the left. Press B to perform the Super Jump Punch (for reference, Up + B) and to collect these two targets.

5: As you fall, hold left on the joystick to shift Mario's trajectory slightly to the left. You should land on a platform. Turn around and position Mario near, but not at, the edge of this platform. There is a fifth target floating in the air below you. Shoot a fireball at this target to nab it.

6: Turn around - target # 6 is directly ahead. Dash towards it and perform Mario's dash attack (Dash + A) to snatch it.

7: Make your way to the ledge that's above you. You should see a set of interconnected moving platforms travelling downwards into water. Jump onto one of these platforms. You should pass by a target located just to the left and below the previous location of target # 6. Shoot a fireball to collect this.

8: If you remain on this platform, you're going to end up losing (as you'll fall into the water), so jump directly upwards onto another platform. Keep doing this until you see target # 8 nestled in a small crevice. There should be a grey block of some sort right in front of you. On top of this block is a small passageway; however, you are much too large to fit here. The only way you can obtain this target is to shoot a fireball into this opening. This is far more difficult than it sounds, though. Simply keep jumping and shooting fireballs until you get lucky.

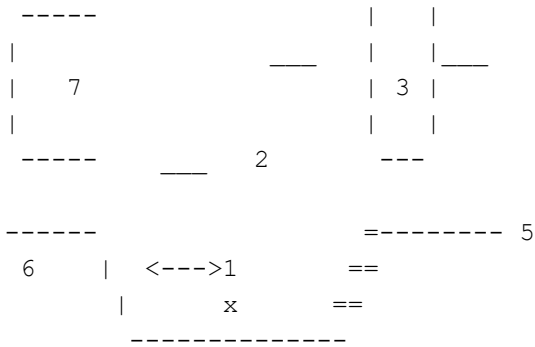
9: Target # 9 is located on a ledge above target # 8. Make your way up there and break the target using any attack of your choice.

10: Get on one of the moving platforms and take the ride down. Right after you pass by the area where target # 6 was located, walk off the right edge and hold forward. Right before you hit the water, jump again. This time, wait for Mario to land underwater. As soon as you touch the water, perform the Super Jump Punch to complete Mario's target test.

Difficulty: 2/10. Simple, straightforward, and generally easy. The only part of this test that should tie you up is target # 8. Even nabbing the final target is quite easy. Honestly, this shouldn't take more than one or two attempts to complete.

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=====
| Pikachu (3AA2) |
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10 |  | 8  9 |      |
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1: You begin the test in the spot marked by the 'x' on the diagram. Target # 1 is floating horizontally, so simply jump and perform Pikachu's aerial (A, while in the air) to collect it when it is directly above you.

2: Target # 2 is also above you, this time slightly to the right. Jump and perform Pikachu's up-aerial (Up + A, while in the air) to collect this one.

3: Jump on the platform floating above the previous location of the last target. There is a platform to the right of this one, with a wall on either side. Jump over the left wall and perform Pikachu's down-aerial (Down + A, while in the air) to nab this target.

4: Double jump twice and perform Pikachu's up-aerial to hit target # 4.

5: There is a ledge on the right side of the right wall. Jump onto this ledge and drop down onto the ledge below that (the one connected to the main platform). There is a fifth target floating in midair directly to the right of this ledge. Position Pikachu and the edge and use his Thunder Jolt (B) to break it.

6: There is a ledge all the way on the left of the main platform. Run over there are use the Thunder Jolt to hit target # 6, which is floating just underneath this ledge.

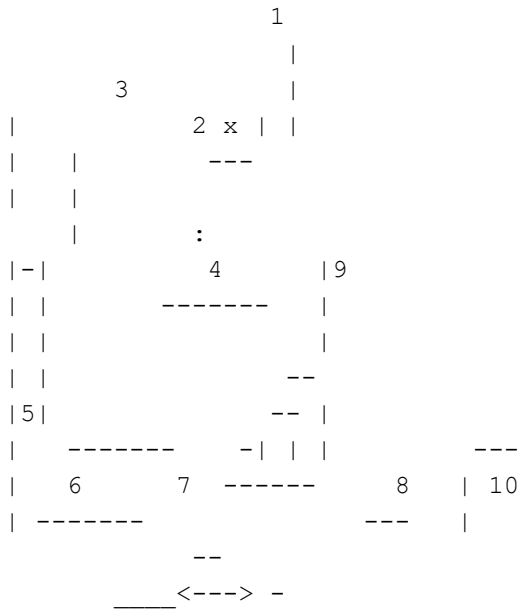
7: Jump onto the lowest platform located over the main platform. To your left is target # 7. Jump towards the target and perform Pikachu's forward-aerial (Forward + A, while in the air) to snatch another target.

8 & 9: There is a horizontally-moving platform located above the platform you just jumped from. Jump onto this platform and wait for it to stop moving (it will be directly underneath the seventh target at this point). Jump up towards the target and perform Pikachu's Quick Attack (Up + B). During the split-second pause before the move is actually performed, hold right on the thumbstick. Pikachu will then break both targets # 8 and # 9.

10: You will land on the first platform you jumped on to collect target # 3. Jump back onto the moving platform and wait for it to reach its rightmost point (underneath the previous location of target # 8). Double jump to the left and land on a ledge. The final target is located underneath this ledge. Walk off the ledge, jump to the right (towards the target) and perform the forward-aerial to complete Pikachu's target test.

Difficulty: 1/10. There's not much to say about this, other than the fact that there is no specific final target, meaning you are free to complete this test in any way you choose to. Just as in the N64 game, Pikachu's target test is among the easiest. There aren't any helpful tips I can offer if you're having trouble completing this other than to turn off your console and throw your Melee disc in the trash.

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| Bowser (3AA3) |
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1: You begin the test in the spot marked by the 'x' on the diagram. The first target is floating in the air in the space between the wall of the platform you're currently on and a floating column to the right. Jump and perform the Whirling Fortress (Up + B) to break this target. Maneuver Bowser back onto the platform.

2: Target # 2 is just to the left of this platform. Turn around and use Bowser's Fire Breath (B; hold) to collect it.

3: Another target is located to the left of the previous target. Position Bowser at the very edge of the platform and jump off. Perform Bowser's forward-aerial (Forward + A, while in the air) to nab target # 3.

4: You should land on the platform underneath your starting position. The fourth target is located to the left of a floating flipper (which is denoted by the colon [:] on the diagram). Use Bowser's Fire Breath to snatch it.

5: There is a platform located at a lower level to the left of your current platform. Make your way there. A target is located in between two columns to the left. Position Bowser right in front of the closest column and use his Fire Breath to clear the target.

6: Target # 6 is located underneath your current spot on another platform. Get Bowser through the small opening between the column and the platform you are currently on. You should eventually begin falling. Maneuver Bowser onto the platform where the target is located and snatch it using any attack of your choice.

7: Run off the right edge of this platform and use the Whirling Fortress to catch another target.

8: A small platform is located to the right and below your current platform. Make your way to this platform. Another platform is located directly ahead, with a target floating just above it. Double jump onto this platform. Break the target using any attack of your choice.

9: Double jump upwards and to the left (towards a wall). Target # 9 is located near the top of this wall. Use the Whirling Fortress to collect this target.

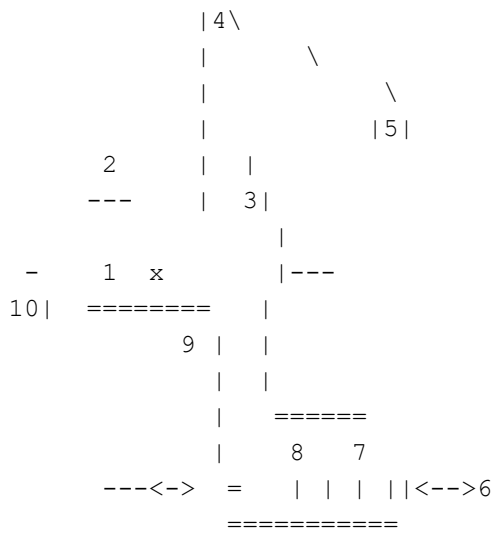
10: The final target is located to the right, underneath a small platform and to the right of a wall that protudes from the bottom of the platform. Jump onto the platform and walk off. Use the Whirling Fortress to complete Bowser's target test.

Difficulty: 2/10. This would've been a 1/10 if Bowser were a bit more agile. As it stands, this test is in no way difficult... it's just that your abilities are somewhat hampered by Bowser's rigidity (if you're not a regular Bowser player, that is). As with Pikachu's test, there isn't a target that is obviously meant to be collected last, so feel free to break the targets in any order of your choosing.

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| Princess Peach (3AA4) |
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- 1: You begin the test in the spot denoted by the 'x' on the diagram. Turn around and break the first target using any attack of your choice.
- 2: Double jump onto the platform located directly above and perform Peach's aerial (A, while in the air) to collect target # 2.
- 3: Get back onto the platform on which you started the test. A column is located to your right. To the right of that is another column and in the space separating the two columns is a target. Make your way to the right edge of your current platform and perform Peach Parasol (Up + B) to collect target # 3.
- 4: Maneuver Peach back onto the edge of the platform. Double jump upwards, maneuvering Peach through the space between the two columns. Use her parasol to snatch yet another target.
- 5: There is a ledge to the right of the right column. Land on that ledge. Nestled in-between two small columns is another target. Jump off the ledge while holding right on the thumbstick and use the parasol to nab target # 5.
- 6: Maneuver Peach onto a ledge located almost directly underneath the previous location of target # 5. The sixth target is in mid-air, to the right of the ledge, moving horizontally. Use the Turnip (Down + B) and throw it at the target to catch it.
- 7: Turn around and throw another turnip at target # 7 to collect it.
- 8: Target # 8 is located further to the left. Pull out a turnip and tap

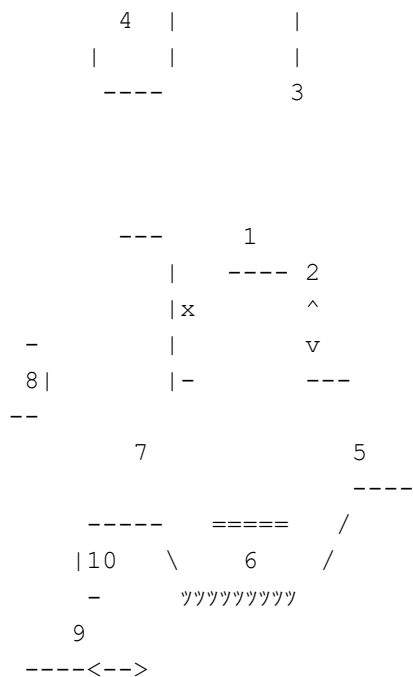
forward + A to break it.

9: Make your way back to the main platform (where you started the target test). A target is underneath this platform, as well as a horizontally-moving platform. Walk off the platform and land on the moving platform. Pull out a turnip, double jump and hold the jump (so that Peach begins to float) and throw the turnip at target # 9 to collect it.

10: Simply jump to the left (towards the final target), double jump, and use the parasol and you will complete Peach's target test.

Difficulty: 1/10. Oh God. If you haven't noticed already, all of the target tests thus far have been incredibly easy (which kinda makes my FAQ unnecessary, I know; stfu <_<). Peach is no exception; in fact, it's safe to say that this is the easiest of them all so far. Her Parasol makes this simple beyond comprehension. Once again, this is one of the target tests that lacks a true final target, so you aren't required to save any certain target for last.

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| Yoshi (3AA5 |
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1: You begin the test in the location denoted by the 'x' on the diagram, facing target # 1. Jump onto the platform located in front of you and use any attack of your choice to collect the target.

2: Walk off the right edge of the platform and land on the platform located just ahead. A second target is bouncing off this platform. Use any attack of your choice to break it.

3: Another target is located directly above your current position. Double jump and use Yoshi's Egg Throw (Up + B, while in the air) to hit target # 3.

4: Get back to the previous platform (the one where target # 1 was located). Face towards the left side of the arena and double jump. At the peak of your second jump, you should see a platform to your left, as well as a target. Use Yoshi's Egg Throw to collect target # 4.

5: Jump back down to the platform where target # 2 was previously located. A fifth target is located to the right of you on the right portion of the main platform, which is just underneath your current platform. Drop down to the

main platform and break the target using any attack of your choice.

6: Turn around (so that you are facing the left) and start running. Target # 6 is located in front of you. Perform Yoshi's dash attack (Dash + A) to get it.

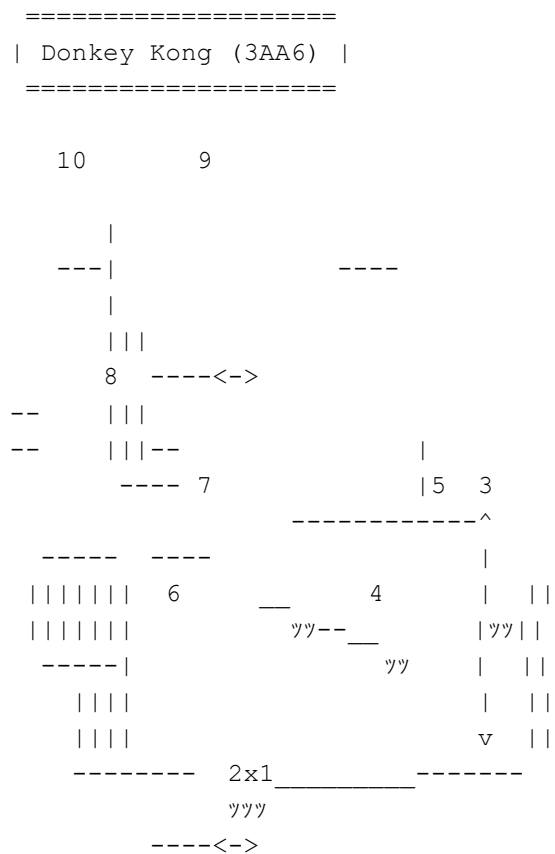
7: Continue running to the left until you reach target # 7. Perform Yoshi's aerial (A, while in the air) to snatch it.

8: A floating platform is located to the left of your current position, with an eighth target right in the center of it. Double jump to the left and maneuver Yoshi so that he will land right on the platform. As soon as you pass by the target, use Yoshi's reverse-aerial (Back + A, while in the air) to collect it.

9: A horizontally-moving platform is located below this platform. Maneuver Yoshi onto this platform and use his up-smash (Up + A) to hit target # 9.

10: The final target is located just underneath the previous location of target # 7, on top of a small ledge. Get Yoshi to this ledge and use any attack of your choice to complete Yoshi's target test.

Difficulty: 3/10. While in no means difficult, this is probably the toughest target test so far. Mostly because Yoshi's second jump is so awkward and the fact that the last few targets require some precise movements to obtain. You may also encounter some issues while attempting to break target # 4. All in all, though, this isn't too bad. You don't have to collect target # 10 as the last target, by the way; this test can be completed in any order.



1 & 2: You begin the test in the spot marked by the 'x' on the diagram, facing the first target. Perform the Spinning Kong (Up + B) to collect targets # 1 and # 2.

3: Turn around and walk to the right end of the platform. Target # 3 is moving vertically. Use any attack of your choice to break it.

4: Jump onto the slanted platform located just above and perform Donkey Kong's

reverse-aerial (Back + A, while in the air) and you will hit target # 4.

5: Jump onto the ledge connected to the columns just off to the right of the slanted platforms. From there, jump onto the the right end of the platform located above and perform Donkey Kong's aerial (A, while in the air) to nab the fifth target.

6: Jump over the small column and walk off the left edge of the platform. Maneuver Donkey Kong in a way such that he lands on the ledge opposite where you started the test (the blue ledge). Once you land, position Donkey Kong underneath the target that's floating in mid-air. Jump straight up once and perform his aerial to collect target # 6.

7: Double jump onto the platform located above the ledge and the previous location of target # 6. Position Donkey Kong so that he is at the right edge of the platform. Perform Donkey Kong's up-smash (Up + A) and you will hit target # 7.

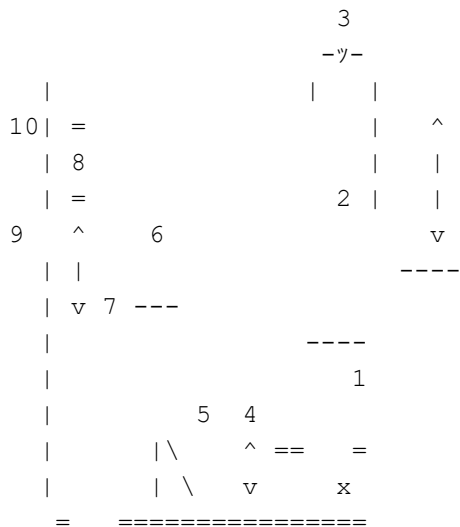
8: A horizontally-moving platform is located above. Double jump towards it. Perform the Spinning Kong and maneuver Donkey Kong in a way such that he hits the eighth target (which is floating in mid-air) and lands on the platform.

9: Wait for the platform to reach its leftmost position (it will stop moving momentarily). Double jump off the left edge of the platform and perform the Spinning Kong. Maneuver it so that Donkey Kong hits target # 9 and lands on the ledge just below the final target.

10: Jump once and simply perform the aerial and you shall complete Donkey Kong's target test.

Difficulty: 2/10. Would've given this a 1/10, but the Spinning Kong may be a bit awkward to control at first. If you've got absolutely no experience with Donkey Kong, you'll probably want to spend some time in training mode practicing maneuvering the Spinning Kong.

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| Captain Falcon (3AA7) |
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1: You begin the test in the spot denoted by the 'x' on the diagram. There is a small platform located just above and slightly to the right, with a target floating in mid-air just above that. Jump once and perform Captain Falcon's up-aerial (Up + A, while in the air) to collect the first target.

2: There is a larger platform located above the small platform. Jump onto that platform and then repeat the process used to hit the first target.

3: To the left of your current platform is a vertically-moving platform. Jump onto that platform and wait for it to reach its highest point (it will stop moving). There is another platform just to your left. Jump onto that platform and break the target located there.

4: Get back down to the main platform and use any attack of your choice to break target # 4, which is bouncing off the platform.

5: There is a small ramp located near the left edge of the platform. Near the ramp is another target floating in mid-air. Jump once and perform the aerial to collect target # 5.

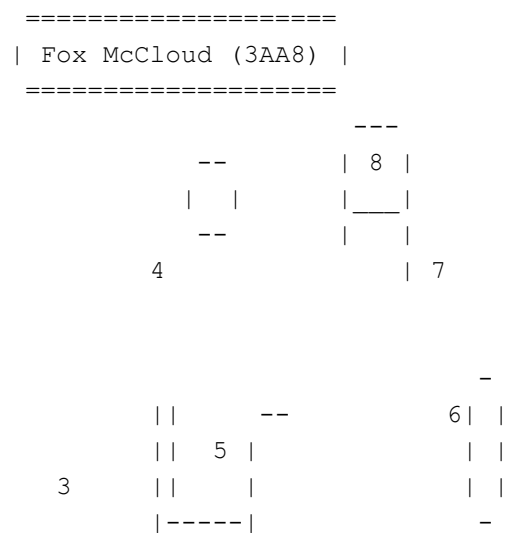
6: Run up the ramp, double jump directly upwards at the end of it, and perform the Falcon Dive to get onto a platform located above the ramp. If necessary, hold right on the thumbstick as Captain Falcon is performing the Falcon Dive to slightly shift the trajectory at which you fall. Perform Captain Falcon's up-smash (Up + A) to hit a sixth target.

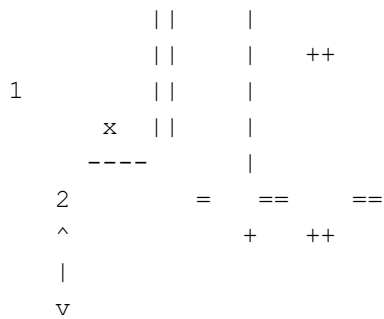
7 & 8: There is a vertically-moving pair of platforms to the left of your current position. Jump onto the lowest platform. Wait for the platforms to reach their lowest points (they will temporarily stop moving) and perform Captain Falcon's forward-smash (tap forward + A) to break targets # 7 and # 8.

9: There are two columns located to the left of the platforms. Jump onto the top of the lower column. Position Captain Falcon right at the very left edge of the column (use Falcon Punch [B] to do so, if necessary) and perform the Falcon Punch to snatch target # 9.

10: Jump on top of the moving platform (where target # 7 was located). Allow it to reach its highest point. Then, jump off and land on the higher column to the left. Position yourself at the left edge and jump once off the column. As soon as you jump, hold right on the thumbstick (so that Captain Falcon jumps backwards) and then perform the Falcon Kick (Down + B) to complete Captain Falcon's target test.

Difficulty: 3/10. Yet *another* target test that lacks a final target. Anyway, this test isn't actually too difficult (surprisingly, this test gave me quite a bit of trouble when I first attempted it; it ended up being one of the last tests I completed o_0), but those moving platforms can make things a bit tricky. Things tend to get a bit complicated in the latter half of the test (specifically, targets 7-10), but still nothing that's outrageously difficult.





1: You begin the test in the spot marked by the 'x' on the diagram. Turn around (so that you are facing left), jump, and fire a volley of Blaster shots (B) to hit target # 1.

2 & 3: Target # 2 is moving vertically to the left of the ledge you are currently on. When the target begins rising, walk off the ledge and perform the Fire Fox (Up + B). As Fox begins charging, the flames around him should break target # 2. Use the thumbstick to maneuver the Fire Fox upwards during the charge animation and you should collect target # 3. Hold right on the thumbstick to shift Fox's trajectory as he falls to the right.

4: Position Fox at the wall on the right end of the ledge. Double jump upwards and perform the Fire Fox. Hold up on the thumbstick to maneuver Fox upwards and you will collect target # 4.

5: You should've landed on the top of the wall after breaking the previous target. Jump off to the right and perform Fox's aerial (A, while in the air) to break the fifth target.

6 & 7: There is another wall on the right of the platform that you landed on after nabbing the last target, with a ledge connected. Make your way to that ledge. There are three platforms ahead of you: one above you, one directly in front, and one below. There is a target floating on the left of the one directly ahead. Double jump towards that target (hold each jump to cover a greater distance) and then perform the Fire Fox (maneuver it upwards) to obtain targets # 6 and # 7. Hold left as you fall to shift Fox's trajectory to the left (thus allowing you to land safely on a platform).

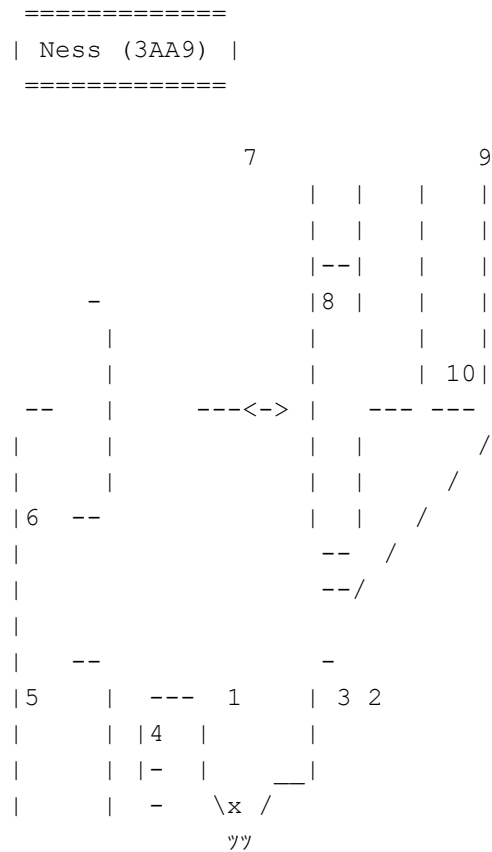
8: Double jump directly upwards and perform the Fire Fox (maneuver it upwards) to collect the eighth target. You should land on another platform.

9: Drop down from the platform you are currently on and land on the platform you reached after collecting targets # 7 and # 8. Walk off the right end of platform and fire a blaster shot as soon as you begin falling to hit another target.

10: Jump back up to the previous platform and walk off the left edge this time. You will land on another platform. Position yourself at the very right edge of this new platform. You *must* be right at the edge. Be careful not to fall off; there are electric blocks (denoted by '+' on the diagram) that will violently throw you in random directions (usually resulting in you falling to your doom) should you be unlucky enough to make contact with them. Perform the Fox Illusion (Forward + B), except in the opposite direction. That is, tap left rather than tapping right. You should land perfectly on a very small block, located right underneath the final target (which will be moving horizontally through the air). Perform the Fire Fox (using the thumbstick to maneuver Fox towards the target) to complete Fox's target test.

Difficulty: 4/10. Surprisingly, this test is not as easy as the previous ones. Is it the hardest test? ... HAHAAHAHAHAHA - no. But it's definitely the most

difficult one yet. This can be attributed to the fact that there are actually obstacles in this target test; all the other tests lacked any dangers. Also, getting to the final target is a bit tricky; Fox is an ultra-responsive character, so an attempt at precisely positioning him may lead to your end.



1: You begin the test in the spot denoted by the 'x' on the diagram. The first target is located exactly above you. Use Ness' PK Thunder (Up + B) to break it.

2: There are a pair of targets floating to the right of the right wall of your current platform. Use the PK Thunder and maneuver it, using the thumbstick, into the rightmost target to obtain it.

3: Repeat the same process used above, except maneuver the lightning bolt into the other target.

4: Jump onto the left raised portion of the platform. Target # 4 is located underneath this area. To snatch this target, you must use the PK Thunder and maneuver it down the gap separating the raised portion from another platform (which is colored red) and into the small opening to the area where the fourth target is.

5: Target # 5 is located to the left of the red platform (the one located to the left of your current spot). Use the PK Thunder to break it by maneuvering it through the opening separating that platform from a higher platform.

6: Repeat the same process described above, except maneuver the lightning bolt upwards through the opening.

7: There is a horizontally-moving platform located above. Double jump and air dodge (press L/R, while in the air; change the direction of your dodge by using the thumbstick) onto the platform. Once again, use PK Thunder to break the target located above you.

8: To the right of the moving platform is a large platform with numerous

columns. Double jump on the leftmost column. Jump from that column to the column just ahead (to the right). Walk off the right edge of that column and drop through the gap between that column and another column, which is just ahead of you. Target # 8 is underneath a small row connecting the first two columns that you just passed. Jump towards the target and perform Ness' aerial (A, while in the air; as an aside, isn't nice to NOT be using PK Thunder for the first time in this test?) to get target # 8.

9: Remember that column that was just ahead of you (the one right before the gap you walked into)? Well, you need to get Ness there. Once there, you will find another target floating above the last column, which is, yet again, just to the right of you. Use Ness' PK Fire (Forward + B) to crack this target.

10: The final target is located in the gap between the last two columns (the one you are currently on and the one above which the last target was located). Drop down into this gap and use any attack of your choice to complete Ness' target test.

Difficulty: 2/10. This is ridiculously easy... if you're good at maneuvering the PK Thunder. Otherwise, this can be one of the most difficult tests in the entire game. If you suck at using the PK Thunder, go to training mode and spend some time practicing how to maneuver it precisely, as you'll need to rely on it to get through this test. Once again, no specific final target

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| Ice Climbers (3AA10) |
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NOTE: Nana (the computer-controlled character) does not appear in the target test.

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1: You begin the test in the spot denoted by the 'x' on the diagram. Target # 1 is located in front of you on another platform. There is another platform located in-between your platform and the other platform. Walk off the right edge of your current platform and land on the intermediate one. From there, jump and perform the Ice Climber's aerial (A, while in the air) to break the target.

2: Get back to the main platform (the one on which you start the test). There is a platform located above you to the left. Get up to this platform and use any attack of your choice to break the target there.

3: There is a platform located slightly above your current platform to the right. Jump over there. There is a smaller platform directly above. Double jump (not onto the platform, though) and perform the Squall Hammer (Up + B). Maneuver Popo (the name of your Ice Climber, by the way) onto the platform and collect target # 3.

4: There is a set of moving clouds (denoted by the '.....' on the diagram) directly above (they're travelling to the left). Double jump onto one of these clouds (air dodge [L/R, while in the air] if necessary) and from there, jump onto the lowest platform above you (there is a target on the platform). Obtain the target using any attack of your choice.

5: There's a platform to your left and slightly above you. Jump onto that platform and over the column protruding from it on the left side and catch the fifth target, which is floating in mid-air just to the left of the platform.

6: There is another set of moving clouds above you (this time, travelling to the right). Try to jump on one of these clouds immediately after they appear. If you manage to do so, perform the Ice Climber's up-smash (tap up + A) to snatch target # 6.

7: Jump over the column on the platform. There is another platform to the right of you (the one at the same level, not the lower platform). Double jump over to the platform and perform the Ice Climber's forward-aerial (Forward + A, while in the air) and you will hit target # 7.

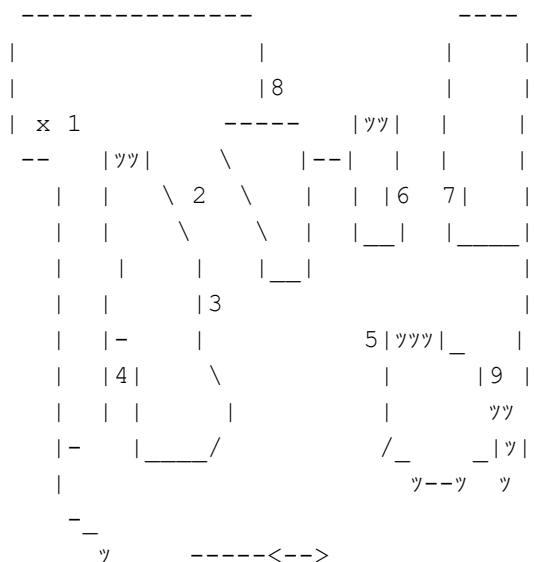
8: Jump onto one of the passing clouds and try to land on the platform under which target # 6 was previously located. There is yet another set of moving clouds (travelling in the same direction as the first set, to the left). A target is floating in mid-air just to the right of the platform. As soon as a cloud appears from the right, jump towards the seventh target and perform the forward-aerial to break it. If done correctly, you should land on the cloud.

9: There is another platform located above the previous one. Stay on the cloud until you're directly under the target. Then, double jump towards it and perform the Squall Hammer to break it. Maneuver Popo onto the platform mentioned above.

10: The final target is being carried by an eagle (by the way, this entire target test is based off the Ice Climber game [from which the Ice Climbers come], released for the NES back in the '80s; this stage even uses the remixed theme from the game used on the Icicle Mountain stage in Melee, rather than the standard target test music), which is flying high above the arena. There are two platforms at the top of the arena; jump onto the left one. Wait for the bird to come by (check its location by jumping) and when it is close, double jump and perform the up-aerial (Up + A, while in the air) to complete the Ice Climbers' target test.

Difficulty: 4/10. Now we're starting to encounter some of the more challenging tests. If you haven't got even the tiniest bit of experience in using the Ice Climbers, you definitely should not try this test. The final half of the test (with the clouds) requires that you've got some great timing and jumping skills, so you might want to hit training mode if you suck with the Ice Climbers. One thing you'll definitely want to master is air dodging, as that can stall you in mid-air long enough to reach a cloud that might've spawned too long after you've jumped.

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| Kirby (3AA11) |
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1: You begin the test in the spot marked by the 'x' on the diagram, facing the first target. Perform Kirby's forward-smash attack (Forward + A) to collect it.

2 & 3: Jump over the gap onto the platform ahead of you. There is a second gap to the right of this platform. Jump into the gap and use Kirby's Stone (Down + B) to nab targets # 2 and # 3. Immediately after cracking the last target, press B to cancel out of the stone, returning Kirby to his normal state. Maneuver Kirby onto a horizontally-moving platform comprised of logs.

4: There is a ledge to the left of this platform. Target # 4 is nestled in a small gap above the ledge. Position Kirby directly underneath this gap, jump once, and perform the Final Cutter (Up + B) to hit the target.

5: Get back on the moving platform and jump off to your right towards target # 5, which is floating in mid-air right next to a platform. As you approach it, perform the Hammer (Forward + B) to smash the target. Maneuver Kirby onto the platform.

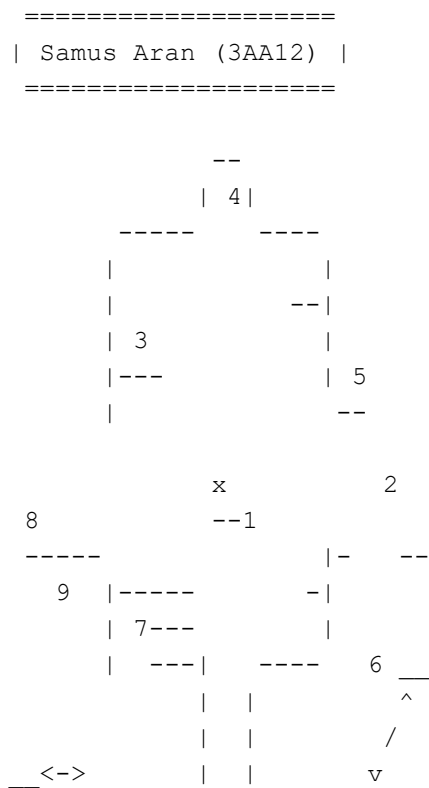
6 & 7: There is a gap separating two platforms above your current platforms. In the sides of each platform are openings, each of which possess targets. Position Kirby right in the center of this gap and jump upwards towards the openings. As soon as you reach them, perform the Hammer to break targets # 6 and # 7.

8: Once you land, jump through the gap until you reach the top of the platform on your left (the one in which target # 6 was located). Land on the platform and jump over to another platform off to the left, connected to your platform by a small bridge. Use any attack of your choice to break the eighth target, which is located on this new platform.

9: Make your way back to the gap in which targets # 6 and # 7 were located. Jump down to the bottom. When you land, walk to the right and you should see target # 9, located right next to a step-like area of the platform. Obtain it using any attack of your choosing.

10: Make your way back to the moving platform. Jump off the right end, but don't land on the platform this time. Instead, maneuver Kirby (using his multiple jumps) underneath the platform, until you come across the final target, which is located in a small area protected by a thin bridge. Use the Final Cutter to complete Kirby's target test.

Difficulty: 2/10. The last target is the only place that should *potentially* give you some trouble. Otherwise, this is an incredibly easy target test. For the final target, it might help to allow the moving platform to reach its rightmost point (at which it will begin moving in the opposite direction). That will reduce the distance which you have to jump to reach the final target by a fair amount.



1: You begin the test in the spot denoted by the 'x' on the diagram. Perform Samus' down-smash (Down + A) to nab the first target.

2: Use the Missile (Forward + B) to smash target # 2, which is located directly ahead.

3: There is a ledge located above to the left. Target # 3 is on this ledge. Get on this ledge and use any attack of your choice to break the target.

4: Target # 4 is located in an area above this ledge to the right. Jump once and perform the Screw Attack (Up + B) to hit it. Maneuver Samus back onto the platform from which you started the test.

5: Jump over to the platform located just below and slightly to the right of the previous location of the second target. There is a ledge above this platform to the left. Double jump towards the ledge and perform the Screw Attack to catch target # 5.

6: Get back down to your previous platform. There is a diagonally-moving platform underneath. Jump onto that platform and break target # 6 (which you will pass by) using Samus' up-smash (Up + A).

7: Get back to the first platform (the one from which you started the game). There is a gap between two platforms underneath this. Land on the left platform and you will see a seventh target right ahead. Break it using the Charge Shot (B).

8: There is a *very* tiny opening separating that platform from a ledge located directly above. Jump onto the ledge. and walk over the raised left half of it. Another target is located at the left edge. Break it using the Charge Shot.

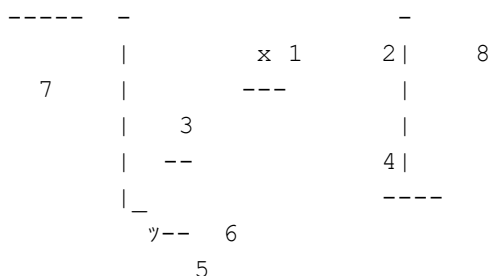
9: Walk off the left edge of the ledge Maneuver Samus onto a horizontally-moving platform (it looks exactly like the diagonally-moving one). Target # 9 is located under the raised portion of the ledge you were just on. Perform the Screw Attack to collect it and maneuver Samus back onto the moving platform as she falls.

10: The final target is located in the center of the gap I told you about earlier (the one separating the platform where target # 7 was located from a different platform). Double jump off the left edge of the moving platform towards the gap. As soon as you pass under it, perform the Screw Attack to complete Samus' target test.

Difficulty: 1/10. Samus' projectiles make this test a piece of cake. Likely the easiest test after Peach's.

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| Zelda/Sheik (3AA13) |
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NOTE: Unless specifically stated otherwise, break these targets as Zelda.



1: You begin the test in the spot denoted by the 'x' on the diagram, facing the first target. Perform Zelda's forward-smash (Forward + A) to break target # 1.

2: Use Din's Fire (Forward + B) and maneuver it to target # 2, which is directly ahead of you.

3: Walk off the left end of your current platform and perform Zelda's aerial (A, while in the air) to collect target # 3.

4: Turn around (so that you are facing the right) and use Din's Fire to nab the fourth target, which is located under the previous location of target # 2.

5 & 6: Transform into Sheik (Down + B) and drop down onto the ledge below you. Position Sheik at the edge of the ledge and use her Chain (Forward + B) to hit another two targets.

7: There is a wall on the left side of the ledge. Get yourself to the top of this wall and transform back into Zelda. There is a platform to the left. Get over there and drop down. Target # 7 is underneath this platform. As soon as you reach the target, perform Farore's Wind (Up + B) and direct Zelda upwards (by tilting the thumbstick up) to break the target and return back to the platform.

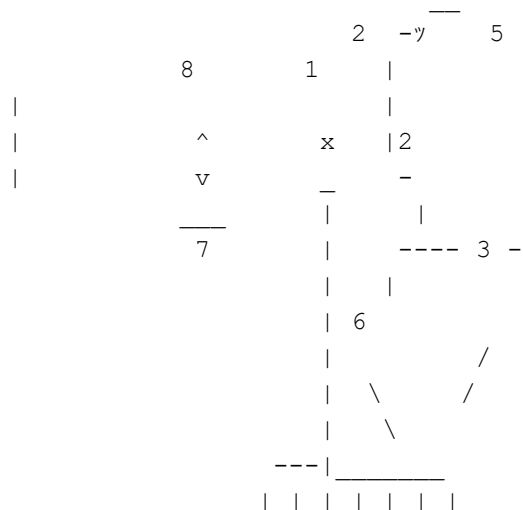
8: Get back to the platform from which you started the test. There is another wall to the right of this platform. Jump on that wall. Target # 8 is floating in mid-air. Position Zelda at the left end of the wall. Use Din's Fire and maneuver it towards the target to collect it.

9: Jump back to the previous platform. Transform into Sheik and double jump directly upwards. Perform Vanish (Up + B) to snag target # 9.

10: You should have landed on a platform in between three Tri-Forces (the triangle-shaped objects in the diagram). The final target is located on this platform. Use any attack of your choice to complete Zelda/Sheik's target test.

Difficulty: 2/10. Only reason this received a 2/10 is because of target # 7. You cannot directly hit it with Din's Fire; you must maneuver it as close as possible and release it. It's a bit tricky to get that one, but once you do, you're in the clear.

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| Link (3AA14) |
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1, 2 & 3: You begin the test in the spot denoted by the 'x' on the diagram. Turn around (so that you are facing the left), double jump, and use the Boomerang (Forward + B) to break the target. It will then break targets 2 & 3.

4: Target # 4 is just above you. Jump and perform the Spin Attack (Up + B) to nab it.

5: There is a ledge suspended from a column right next to the previous location of target # 4. Get up to that ledge by double jumping and air dodging (L/R, while in the air) and position yourself at the right edge, facing towards another target which is straight ahead. Use Link's Bow (B; don't hold) and you will hit the fifth target.

6: Jump off the right end of the ledge and maneuver Link so that he lands on a sloped platform. There is another sloped platform to the left. Jump over to that ledge and perform the Spin Attack to collect target # 6.

7: Get back up to the small platform from which you began the test. Shoot an uncharged arrow at target # 7, which is floating underneath a vertically-moving platform to your left.

8: Double jump and throw the Boomerang at target # 8.

9: Use Link's Bow again, but charge it this time by holding on B. When you see a ball of light form at the tip of your arrow, release B to fire the arrow and you will obtain target # 9.

10: Jump onto the moving platform to your left and fully charge another arrow. Fire it at the final target, which is to your left to complete Link's target test.

Difficulty: 1/10. LOL. Oh man, you can clear this one in no time. Link, being a projectiles master, can clear 60% of this target test from one location, if you hadn't noticed.

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| Dr. Mario (3AB1) |
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Unlock By: Completing Classic Mode with Mario, on any difficulty/stock, and without continuing.

Alternate Method: Play 100 VS. Mode matches.

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1: You begin the test in the spot denoted by the 'x' on the diagram. There is a horizontally-moving platform travelling through a platform above you and to the left. Jump on top of the stationary platform. There is another platform ahead of you (it's colored red). A target is in the center of it. Jump off the platform, towards the platform on the right, and use Dr. Mario's Cape (Forward + B) to land on the platform.

2: Get back to the other platform you just jumped from (double jump + Cape to make it over there). There is a set of three horizontally-moving platforms travelling through a large column above you. Jump on the lowest one. Jump towards the moving platform above you and perform the Super Jump Punch (Up + B) to break target # 2 and land on the platform.

3 & 4: Wait for the platform to reach its further point right (it will stop moving momentarily). Run off the platform, jump and perform the Cape twice to collect targets # 3 and # 4. You should land on the red platform you visited while collecting the first target.

5: There is a gap to the right of you separating your platform from a large column. To the right of that column is a vertically-moving platform. When it descends, walk off the target, double jump towards the platform, and perform the Super Jump Punch to collect target # 5 and land on the platform.

6: Position Dr. Mario so that he's facing the left. Allow the platform to reach its highest point (it will stop rising) and then double jump off the platforms backwards (i.e., jump off to the right, while still facing the left). Perform the Super Jump Punch and you should obtain the sixth target and land back on the moving platform.

7 & 8: Allow the platform to reach its highest point again. This time, double jump to the left (towards the column) and perform the Super Jump Punch to land on a ledge at the top of the column. There is a gap separating the ledge from a column to the left. Jump on that column. Below you is a horizontally-moving platform that is travelling through the column. Jump onto this platform when it travels through the column, heading to the left. Position Dr. Mario at the left edge of the moving platform. Target # 7 is located to the left and above you. Jump towards the target and perform the Cape to nab it. As you fall, you should see target # 8. Maneuver Dr. Mario towards the target and perform the Cape (this time, press Back + A) to hit it. Land Dr. Mario on the platform from which you began the test.

9: Make your way back up to the top of the column from which you just jumped (use the horizontally-moving platforms). Wait for the highest moving platform to begin moving through the column (towards the left). When it does, walk off the left edge. You should land on the lowest moving platform. Position Dr. Mario at the left edge of the platform and use the Megavitamin (B) to obtain target # 9.

10: Get back down to the platform from which you started the test. Walk off the left end and perform the Dr. Tornado (Down + B) to complete Dr. Mario's target test.

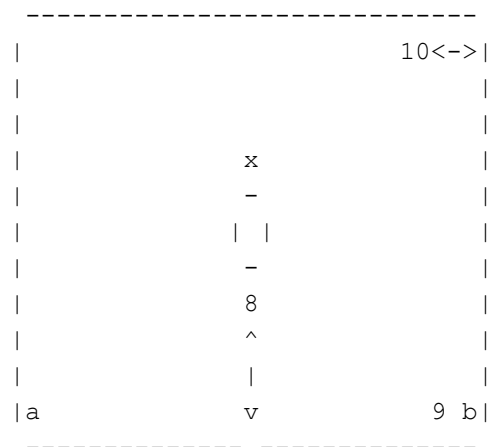
Difficulty: 5/10. Something I've noticed is that the secret characters tend to have much more difficult target tests than the default ones. This test requires that you make precise movements and that you're good at using the Cape. Indeed, your positioning of Dr. Mario as you leap from platform to platform can be the deciding factor in whether or not you die or survive.

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Unlock By: Completing the first stage (Mushroom Kingdom) of Adventure Mode with a '2' in the seconds place of the timer (ex: 05:32:69), with any character of your choice, on any difficulty/stock.

Alternate Method: Play 800 VS. Mode matches.

NOTE: Almost every target in this stage is bouncing around the stage in a random direction, so it's impossible for me to provide a diagram with the locations of most targets. As a heads-up, there are also three flippers bouncing around the stage as hazards. To make this diagram not completely pointless, I'll be providing the location of three targets that can be mapped, as well as the two locations from which you should obtain the targets.



1, 2, 3, & 4: You begin the test in the spot denoted by the 'x' on the diagram. (Fun fact: the platform you're on is a Nintendo GameCube). As soon as possible, jump off the left end of the map and perform Luigi's forward-aerial (Forward + A, while in the air) to collect the first target, which should be directly in front of you. You should be falling towards target # 2 now. Perform the forward-aerial to break it. You should see the third target moving horizontally alongside the bottom of the map. Maneuver Luigi towards it and perform Luigi's reverse-aerial (Back + A, while in the air) to collect it. A fourth target should be approaching you from the right. Jump *once* and perform Luigi's aerial (A, while in the air) to hit it. A flipper should be bouncing towards you. Maneuver Luigi towards location a (as shown in the diagram). If necessary, air dodge to the lower right corner to avoid the flipper.

5 & 6: Wait for the flipper to bounce towards the right. Double jump and perform Luigi's Super Jump Punch (Up + B) to collect targets # 5 and # 6. Return back to location a.

7: Wait for a second flipper to bounce towards the right. A seventh target should be floating towards you. Perform Luigi's up-aerial (Up + A) to obtain it.

8: Dash towards the right. Jump over the gap and perform Luigi's up-aerial to hit target target # 8 and land on the platform to the right of the gap.

9: Target # 9 is ahead of you. Dash towards it and perform Luigi's dash attack (Dash + A).

10: Wait for the target bouncing towards you to pass. As soon as it does, double jump and perform the Super Jump Punch to complete Luigi's target test.

Difficulty: 7/10. The high rating is brought on by four things. For one, most

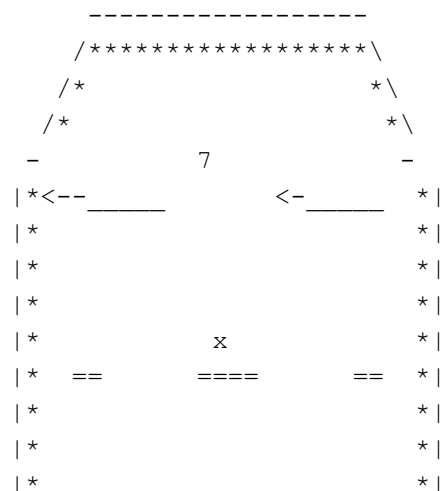
of the targets are not stationary - or at least, don't move in an easily-mapped pattern. I should admit, I lied earlier: those bouncing targets aren't actually bouncing in random directions; they all follow a set path. The problem is that these paths are all extremely complex and would result in an indistinguishable diagram should I attempt to map them. Secondly, there are multiple bouncing bumpers. To avoid these, you must rely on certain advanced techniques such as fast falling (holding down on the thumbstick while in the air to speed up your descent). The third reason is that time is seriously of the essence in this test. You don't want to stay in any location for too long because chances are that you'll get knocked around the arena by a flipper. Finally, Luigi has got piss-poor traction. While this shouldn't be much of an issue (since you'll spending most of your time in the air, anyway), you may encounter some difficulties getting back on track if you end up landing in the wrong spot.

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| Ganondorf (3AB3) |
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Unlock By: Completing Event Match 29 (Triforce Gathering).

Alternate Method: Play 600 VS. Mode matches.

NOTE: Yay, another target test in which the targets are moving all around the stage! Aren't these just terrible fun? *sigh* Thankfully, this one isn't as chaotic as Luigi's (though it's definitely up there). The targets aren't bouncing around this time; instead, they're moving around (and even off...) the stage in set paths. Also, there are no bouncing flippers; in their place, however, are spikes that lines the entire inside of the wall of the arena. The good thing about the spikes? You no longer have to worry about randomly struck by a flipper while attempting to snag a target. The bad thing about the spikes? They're about ten times as deadly as the flipper; whereas the flippers generally gave you a light knockback, the spikes jerk you violently towards the *bottom* of the arena, meaning you're most certainly dead if you're unfortunate enough to make contact with them.



1: You begin the test in the spot denoted by the 'x' on the diagram. Target # 1 is approaching you from the left, so perform Ganondorf's standard A attack to obtain it.

2 & 3: Targets # 2 and # 3 will be approaching from the right end of the stage. Perform Ganondorf's forward-smash (Forward + A) to hit them.

4: Immediately after breaking the third target, crouch and wait for a fourth target to appear. Press A to perform Ganondorf's crouch attack.

5: The fifth target will appear from the left side. It will be crisscrossing the map in a diagonal pattern. As soon as it is right behind you, perform Ganondorf's up-smash (Up + A) to collect target # 5.

6: Another target will appear from the left side of the stage. Jump once and perform Ganondorf's up-aerial (Up + A, while in the air) to collect it.

7: Double jump and perform the up-aerial to snatch target # 7.

8: An eighth target should appear on the right side of the arena. Double jump over to the right platform and perform Ganondorf's forward-aerial (Forward + A, while in the air) to crack it.

9: Jump over to the left platform (the one left of the platform you started the test on. Wait for target 9 to ascend from the depths below and use Ganondorf's standard A attack.

10: Get back to the center platform. Wait for target 10 to appear (it's at the top of the arena). Allow it to reach the right part of the stage. Jump on top of one of horizontally-moving platforms above you (they're travelling to the right) and jump off to the right, towards the target. Perform the forward-aerial to complete Ganondorf's target test.

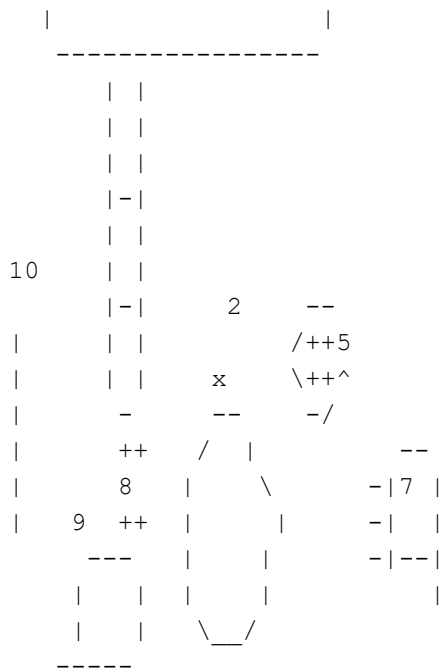
Difficulty: 4/10. Getting the final target is a bit of a bitch, but other than that, this is fairly easy. Not much else to say.

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=====
| Falco Lombardi (3AB4) |
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Unlock By: Completing the 100-Man Melee with any character of your choice.

Alternate Method: Play 300 VS. Mode matches.

NOTE: Even more moving targets. The tests seem to get progressively less chaotic, though. Which is a good thing. A very good thing, as I can actually map more targets. ^_^



1 & 2: You begin the test in the spot denoted by the 'x' on the diagram. Jump once to the left and perform Falco's Fire Bird (Up + B). Maneuver it towards

target # 2 by tilting the thumbstick up-right. Target # 1 should be approaching you from the left. If done correctly, you will hit it, as well as target # 2 and land on the slanted part of the platform below.

3: The third target should appear in front of you (facing the right). Use the Blaster (B) to collect it.

4: Target # 4 is revolving around the platform you are currently on. As soon as it appears, perform Falco's down-smash (Down + A) and you will hit it.

5: Jump and fire blaster shots at target # 5 (which is revolving around an electric block) until you break it.

6: There is a platform to the right of you. A sixth target can be found moving vertically through three blocks on the left wall of the column. Walk off your current platform (maneuvering Falco towards these blocks) and perform Falco's aerial (A, while in the air). Immediately after nabbing it, maneuver Falco towards the bottom of the platform. As soon as you're underneath it, perform the Fire Bird and maneuver Falco directly upwards to land on a small bridge underneath the platform.

7: Target # 7 is right above you. Perform the Fire Bird (aiming directly upwards) to hit it and to reach the platform.

8: Jump over to the platform from which you began the test. Walk off the left edge and as soon as you reach the two electric blocks, perform the Falco Phantasm (Forward + B) to hit target # 8, which is in-between the blocks.

9: You should have landed on a ledge. Jump once and perform Falco's up-aerial (Up + A, while in the air) to collect target # 9.

10: There is a column to the left of you. The final target is floating above it, so double jump to the left and perform the Fire Bird (aiming it up-left) to reach the top of the column. Perform the Fire Bird once more (aiming it upwards) to complete Falco's target test.

Difficulty: 7/10. It's nice to see that a plurality of the targets are not moving and the few that are aren't careening all over the place. However, this time *really* requires that you've got some perfect timing, as well as movement. Timing is EVERYTHING in this test; performing the Fire Bird just a microsecond too late when attempting to recover from nabbing target # 6 can easily lead to your downfall. And you seriously need to be perfect at using and controlling the Fire Bird, since you can go flying in all sorts of directions. If you've not spent much time playing as Falco, you'll definitely want to do so in the training mode. If this is your first time playing as him, you're most certainly going to lose.

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| Young Link (3AB5) |
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Unlock By: Completing Classic Mode with Link and Zelda/Sheik and any eight other characters of your choice, on any difficulty/stock.

Alternate Method: Play 500 VS. Mode matches.

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1: You begin the test in the spot denoted by the 'x' on the diagram. Double jump and perform the Spin Attack (Up + B) to collect target # 1.

2 & 3: Wall jump (jump towards a wall and tilt the thumbstick in the opposite direction) out of the pit you're in. Land on the top of the right wall. A platform is located directly to the right of you. Jump on the left edge of that platform. Target # 2 is located beneath you and target # 3 is located to the right of the platform, moving vertically. Allow target # 3 to reach its highest point, then use the Boomerang (Forward + B). As soon as you release the boomerang, walk off the left edge and land on the top of the wall that you were just on and you will hit targets # 2 and # 3.

4: The fourth target is moving horizontally across a platform to the right of your current one. When it reaches the right of the platform, use the Bow (B; don't charge it) to obtain it.

5: There is a vertically-moving column to the right of you. On the right of that column is a platform. Jump over to that platform (being careful to avoid the column) and perform Young Link's forward-aerial (Forward + A, while in the air) and you will hit the fifth target.

6: Wait by the left edge of the platform. When the moving column rises upwards, jump over it and maneuver Young Link towards the bottom of it. Then, perform the Spin Attack. You should hit target # 6 and land on another platform.

7: Wait for the moving column to rise upwards. When it does, quickly double jump onto the platform where target # 4 was located. Walk off the left end of that platform and you should land on a platform that resembles a greater than (>) sign. There is another such-shaped platform to the left of you. Turn around (so that you are facing the right). You should see a pair of flippers to the right of you. Use the Bow (this time, fully charge it by holding B; you will see a ball of light form at the tip of the arrow) to break target # 7, which is nestled in an area protected by the flippers.

8: There is a very small platform below the two platforms, located underneath the gap separating them. Walk off the left end of your platform and carefully land Young Link on the small platform. Perform the Spin Attack to break target # 8.

9: Jump on top of the platform opposite your previous one. From there, jump on the right wall of the platform from which you started the test. Jump over the gap to the ledge on the left wall. Position Young Link at the left end of this ledge, facing to the left. Double jump and fire an uncharged arrow to hit the ninth target.

10: Target # 10 is located to the left of the slanted platform separating the

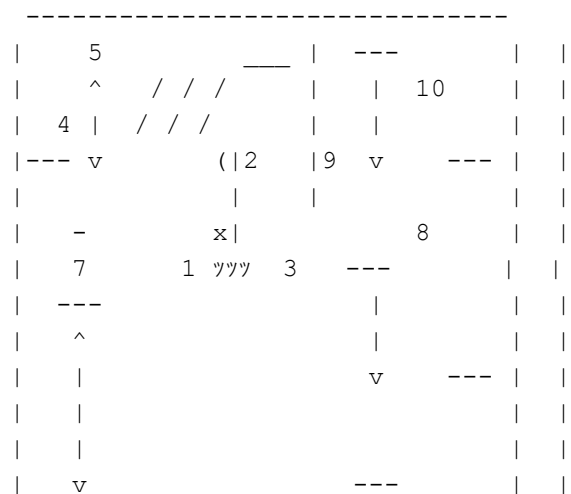
previous target from it. Double jump over to the slanted platform (avoid the flipper below) and perform the aerial (A, while in the air) to complete Young Link's target test.

Difficulty: 5/10. Wall-jumping is necessary from the get-go; you won't be able to get past the first target if you suck at it. Landing on some of the smaller platforms can be a bit difficult at first, but over time, you get the hang of it. You just need to rely on your Spin Attack to get out of gaps, so once you figure out how to appropriately time when you perform it, you'll be breezing through this test.

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=====
| Pichu (3AB6) |
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Unlock By: Completing Event Match 37 (Legendary Pokemon).

Alternate Method: Play 200 VS. Mode matches.



1: You begin the test in the spot marked by the 'x' on the diagram. When the pendulum you're on swings to the right, perform Pichu's Thunder Jolt (B) to break target # 1.

2: Target # 2 is revolving around the top of the pendulum that you're on. Jump towards it and perform Pichu's up-aerial (Up + A, while in the air) to collect it. Maneuver Pichu back onto the pendulum.

3: When the pendulum swings to the right, perform the Thunder Jolt to obtain the third target.

4: Wait for the pendulum to swing to the right. A pair of platforms should appear from below to the left of the pendulum. Quickly jump on top of the highest platform and from there, jump over to a ledge. Perform Pichu's forward-aerial (Forward + A, while in the air) to smash another target.

5: Target # 5 is moving vertically to the right of your ledge. When it reaches its lowest point, perform the Thunder Jolt to break it.

6: There is a set of three slanted columns to the right. Carefully jump onto the leftmost one. Perform the Thunder Jolt to hit target # 6, which is moving through the columns.

7: Get back over to the ledge. Wait for the vertically-moving pair of platforms to appear. Walk off the right end of the ledge and land on the lowest platform. Use any attack of your choicet to break the target located in-between the two platforms. Jump over to the pendulum as soon as possible

(if you stay on that platform, you will be dragged down to your death).

8: Make your way back to the swinging pendulum. When it swings to the left, jump off and land on one of the downward-moving platforms. Jump from platform to platform until you're just within reach of another target. Jump towards it and perform Pichu's up-aerial to hit it, then land on one of the platforms.

9: Repeat the process used to collect the previous target.

10: Repeat the process used to collect the last two targets to complete Pichu's target test.

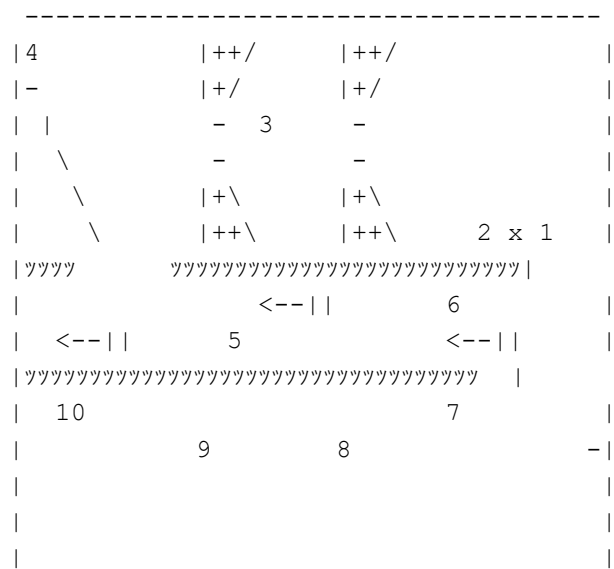
Difficulty: 4/10. Honestly, the only reason this received a 4 and not anything lower is because of the last three targets. Surprisingly, it's quite easy to screw up in this part, leading to your failing of the test.

=====
| Jigglypuff (3AB7) |
=====

Unlock By: Completing either Classic or Adventure Mode with any character, on any difficulty/stock.

Alternate Method: Play 50 VS. Mode matches.

Difficulty: 2/10. The easiest target test among the secret characters so far.



1: You begin the test in the spot denoted by the 'x' on the diagram, facing the first target. Perform Jigglypuff's forward-smash (Forward + A) to break it.

2: Turn around (so that you are facing the left of the arena) and dash. Perform Jigglypuff's dash attack (Dash + A) to collect target # 2.

3: There are two electric blocks to the left of you. Jump towards the space separating the gaps and air dodge (L/R, while in the air) through it. After passing through and landing, jump once and perform Jigglypuff's forward-aerial (Forward + A, while in the air) to smash target # 3.

4: Air dodge through the second pair of electric blocks ahead of you and maneuver Jigglypuff onto the small ledge to the left of the lower block. From there, jump over the gap to the platform on the left and break another target which is located there.

5: Walk off the platform and fall through the gap. Crouch under the flying

blocks and run towards target # 5. Obtain it using any attack of your choice.

6: Keep dodging the flying blocks and running towards the right until you end up underneath the sixth target. Perform Jigglypuff's up-smash (Up + A) to crack it.

7, 8, 9, & 10: Run off the end of the platform and land on the ledge below. Jump off the ledge and perform Pound (Forward + B) to hit target # 7 and then jump again. Repeat this process three more times to complete Jigglypuff's target test.

Difficulty: 2/10. This is a *very* easy test, made only somewhat difficult by the last four targets. The few times in which you have to air dodge are incredibly easy to get by, so don't even worry about that tying you up.

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=====
| Mewtwo (3AB8) |
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Unlock By: Playing VS. Mode for a combined total of 20 hours (i.e., 20 hours with one player, 10 hours with two, etc.).

Alternate Method: Play 700 VS. Mode matches.

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1: You begin the test in the spot denoted by the 'x' on the diagram. Position Mewtwo at the right edge of the platform you're currently on and press B to begin charging up his Shadow Ball. There are two electric boxes floating around the arena; one red and one blue. Both of the boxes have a target moving around the stage alongside them. The blue box will be travelling underneath your platform. The red box will appear from the top. Right before the red target reaches your platform, fire the Shadow Ball and quickly dash back to the edge of your platform. You should've struck target # 1.

2: Dash back to the left side of the arena and jump once. Perform Mewtwo's up-aerial (Up + A, while in the air) to smash another target.

3: Target # 3 is moving horizontally above your platform. Position yourself underneath it, jump once, and perform Mewtwo's up-aerial to collect it.

4: There is a platform located slightly above you to the left. Double jump and air dodge (L/R, while in the air) to reach it. Use any attack of your choice to collect target # 4.

5: Turn around (so that you are facing the right) and perform Mewtwo's forward-smash (Forward + A) to hit another target.

6: Double jump off the right edge of your platform and maneuver Mewtwo towards the sixth target. As soon as you approach it, perform his aerial (A, while in the air) to destroy it.

7: There are two columns located beneath the platform from which you started the test. As Mewtwo falls maneuver him onto the one to the right. Break the target that appears from the column using any attack of your choice.

8: Jump over to the left column and repeat the process used to nab the previous target.

9 & 10: Jump back on the main platform (the one you started the test from). Press down on the thumbstick to drop through and immediately after, press B to begin charging up a Shadow Ball and you will complete Mewtwo's target test.

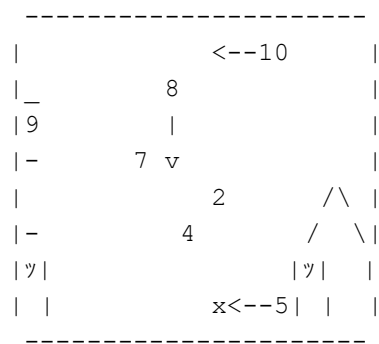
Difficulty: 3/10. The beginning, in which you have to pretty much snipe the first target using the Shadow Ball while avoiding getting shocked is basically the only tough part about this test. You need some really, really good timing to nab that one and chances are that you initially will be unable to do it. As you keep retrying the test, however, you'll eventually become better acquainted with how long you have to wait before releasing the Shadow Ball. Once you get past that, it's smooth sailing.

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=====
| Mr. Game & Watch (3AB9) |
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Unlock By: Completing either Classic or Adventure Mode with every other character (default and secret) in the game, on any difficulty/stock.

Alternate Method: Completing every other character's Target Test.

Alternate Method 2: Play 1,000 VS. Mode matches.



1: You begin the test in the spot denoted by the 'x' on the diagram. Press B to perform Chef and break the first target.

2 & 3: Jump and perform Mr. Game & Watch's up-aerial (Up + A, while in the air) to collect targets # 2 and # 3.

4: Jump once and perform Mr. Game & Watch's reverse-aerial (Back + A, while in the air) to smash the fourth target.

5: Target # 5 is moving horizontally across the bottom of the stage. Perform Mr. Game & Watch's forward-smash (Forward + A) and you will crack it.

6: Jump on the house on the right of the stage. Another target is located here; it is moving diagonally over the house. Use any attack of your choice to obtain it.

7 & 8: Dash off the house and position yourself under target # 7. Wait for target # 8 to appear from the top of the screen. Perform Fire (Up + B) to hit targets # 7 and # 8.

9: Facing the left, jump towards the left side of the stage and perform Mr. Game & Watch's forward-aerial (Forward + A, while in the air) to snag the ninth target.

10: Jump on the platform above the platform where the previous target was located. Wait for target # 10 to approach you and then perform the forward-smash to complete Mr. Game & Watch's target test.

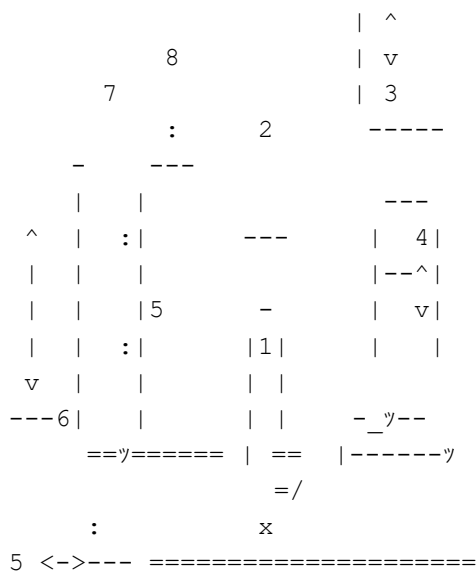
Difficulty: 1/10. No hazards (gaps, flippers, etc.), a small stage (so there's not much area to cover), targets being grouped close together, what more can you possibly ask for? This is, hands-down, the easiest target test - and not only amongst the secret characters, but every character in the game. If you fail this, you're a bad person and you should feel bad.

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=====
| Marth (3AB10) |
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Unlock By: Completing Classic Mode with the 14 default characters (Mario, Pikachu, Bowser, etc.).

Alternate Method: Play VS. Mode with each of the 14 default characters at least once.

Alternate Method 2: Play 400 VS. Mode matches.



1: You begin the test in the spot denoted by the 'x' on the diagram. There is a platform right above you with a small ledge connected to its right wall. Jump on the ledge and face the left. Jump once and perform the Dolphin Slash (Up + B) to hit target # 1.

2: Double jump and perform Marth's up-aerial (Up + A, while in the air) and you will crack a second target.

3: There is another platform to the right and slightly above you. Double jump towards the platform and air dodge (L/R, while in the air) onto it. Use any attack of your choice to break it.

4: There are three platforms below you: the one you started out on, one above that, and another above that one. Walk off the platform and maneuver Marth onto the middle platform. Perform Marth's up-smash (Up + A) to nab target # 4, which is moving vertically above you.

5: Get back to the initial platform. There is a horizontally-moving platform to the left of you. Jump on that platform, position Marth at the left edge of it, and crouch to avoid hitting a flipper. As soon as the platform reaches its furthest point left, perform Marth's forward-smash (Forward + A) to hit target # 5.

6: Wait for the platform to reach the same spot again. This time, perform Marth's up-smash to collect another target.

7: There is a vertically-moving platform just a bit off to the left of your platform when it reaches its furthest point left. Jump once and perform the Dolphin Slash to land on this platform. A large column is to your left. When the platform reaches its highest point, double jump onto the column. Facing the right, perform Marth's forward-smash to obtain target # 7.

8: Jump over the large gap separating your column from one to the left (making sure to avoid a flipper) and perform the first attack of the Dancing Blade (Forward + B) to snatch target # 8. You should've landed on the platform where the first target was previously located.

9: Walk off the left edge of the platform and perform Marth's forward-aerial (Forward + A, while in the air) to collect the ninth target.

10: Make your way back to the platform from which you started the test. Run off the right end of the platform and perform the forward-aerial to complete Marth's target test.

Difficulty: 3/10. This is a pretty simple test. You may have a few issues getting targets # 5, # 6, and # 8 (due to the bumpers), but as long as you work on your timing, you should be able to complete this one before long.

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=====
| Roy (3AB11) |
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Unlock By: Completing Classic or Adventure Mode with Marth.

Alternate Method: Play 900 VS. Mode matches.

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1: You begin the test in the spot denoted by the 'x' on the diagram. Perform Roy's up-smash (Up + A) to collect the first target.

2: There is a platform to the right of you. Walk off the right end of your current platform and maneuver Roy towards the other platform. As soon as you pass by the bottom of it, perform the Blazer (Up + B) to snag target # 2.

3 & 4: Position Roy by the raised portion of the platform and perform his forward-smash (Forward + A) to hit targets # 3 and # 4.

5: Jump on the raised portion and position Roy so that he is not directly underneath a flipper located above. Facing the left, double jump directly upwards and perform the Blazer to break target # 5.

6: There is a pair of platforms above you. Jump onto the left one and perform Roy's aerial (A, while in the air).

7, 8, 9, & 10: Jump off the left end of the platform and hold right on the thumbstick to shift Roy's trajectory as he falls to the right. As you approach target # 7, perform the first attack of the Double-Edge Dance (Forward + B) to hit it. If you jumped well enough, you should easily clear a flipper that's below you and you should repeat the process described above to hit the eighth target; if you're about to hit the flipper, use your second jump and then perform the first attack of the Double-Edge Dance substituting right for left (i.e., Back + B, rather than Forward + B). You should be falling towards a platform to the left. As soon as you reach a target located right next to the right end of the platform, perform the Blazer (tilting up-left on the thumbstick if you're facing the right of the stage) to complete Roy's target test.

Difficulty: 4/10. This test starts out easy and then gets quite complicated near the end. Chances are that when you jump off the last platform, you're not going to make the perfect jump - that is, you won't get just the necessary amount of height necessary to easily clear the last four targets. You'll either jump too low and panic when you see the first flipper, leading to a collision and likely a failure... or you'll just too high and pass by targets # 7 and # 8. Just remember to stay calm if you're about to hit the flipper and use the alternate method I provided above.

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| IV. Contact Information (4A) |
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Email: xboxlover2@gmail.com, endlessparadise@thisisgod.net

MSN: endlessparadise@thisisgod.net

AIM: Xboxlover3

GameFAQs: Xboxlover2. Don't post as much nowadays, but you can still find me on LUE, MBH, Hellhole, occasionally Pepsi and Cheese and various game boards.

The spinoff: <http://yarly.thisisgod.net/orly>

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| V. Credits (4B) |
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I'd like to thank the following people:

- My parents.
- My brother and sister for introducing me to gaming.
- The GameFAQs contributors and community as a whole.
- Anyone who bothers to read this FAQ.

- HAL and Nintendo, for had they not worked hard to release this game, this FAQ wouldn't have existed. That and the fact that the Super Smash Bros. series kicks immense amounts of ass.
- CJayC (even though you're leaving soon/gone) and Sailor Bacon for affording me the privilege of posting this FAQ on their site.

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