

# Super Smash Bros Melee Dr Mario Character FAQ

by Dabid

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//////////////////////////////////// Dr. Mario FAQ //////////////////////////////////////

Super Smash Brothers: Melee  
Dr. Mario Character FAQ  
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@@@@@@@@@@@@@@@@ I. Intro @@@@@@@@@@@@@@@@@@

Coming from a classic Nintendo puzzle game bearing his moniker, Dr. Mario came as an unexpected yet welcome surprise with the arrival of Super Smash Bros: Melee. Although he is a "clone" of Mario, the differences between the two are significant enough to warrant a totally different playing style for each. Though he isn't as fast or nimble as Mario, Dr. Mario is heavier, has some more powerful attacks and is well-balanced all-around. He's not only a great beginner character but also one of the very best characters in the game.

Dr. Mario can be unlocked by completing Classic Mode with Mario on any difficult without losing a life. When you unlock Dr. Mario the message that flashes on the screen is: "Dr. Mario is in the house! His prescription? KOs."

Dr. Mario doesn't have his own stage, but you fight him in the Mushroom Kingdom 1 stage to unlock him. When playing multi-player, you can play Dr. Mario's music in the Mushroom Kingdom 1&2 stages by holding down the L and R buttons while the game is loading.

Costumes: Dr. Mario has five costumes. The default is White w/ Blue Gloves. You can also select Red w/ Blue Gloves, Blue w/ Purple Gloves, Green w/ Yellow Gloves or Black w/ Gray Gloves.

Trophy Info: "Immaculate in his medical garb, Dr. Mario destroys killer viruses with his amazing vitamin capsules. With his dedicated nurse, Princess Peach, at his side, Dr. Mario spends day and night in his

laboratory working on miracle cures. Somehow, he's managed to keep up with all the new viruses that have arisen over the years."

First Appearance: Dr. Mario--October 1990

@@@@@@@@@@@@@@@@ II. Moves @@@@@@@@@@@@@@@@@

##### Basic Attacks: #####

A: Punch 4%

Up+A: Uppercut 10%

Forward+A: Kick 7%

Down+A: Short Sweep 9%

As basic as can be, Dr. Mario's regular attacks really aren't that exciting. His smash attacks and special attacks are much more powerful and only slightly slower to execute, so there's really no reason to EVER use these. You can get a cool 3-hit combo by punching three times consecutively, though.

##### Smash Attacks: #####

Smash Attacks--Not Charged:

Forward+A: Meteor Punch 19%

Down+A: LegSweep 18%

Up+A: Smash Headbutt 16%

Smash Attacks--Fully Charged:

Hold Forward+A: Meteor Punch 25%

Hold Down+A: LegSweep 24%

Hold Up+A: Smash Headbutt 21%

Ah, Smash Attacks-Dr. Mario's pride and joy. With some of the best Smash attacks in the game, especially his Meteor Punch, Dr. Mario can go blow-to-blow with anyone except powerhouses like Gannondorf and The Ice Climbers. Even though Dr. Mario is slower than Mario, his Smash Attacks are still surprisingly fast. While Dr. Mario's Meteor Punch and LegSweep are superior to Mario's, Mario compensates by having a much better Smash Headbutt. The Meteor Punch sends opponents farther than almost any other attack in the game, and can KO opponents that only have moderate damage. The LegSweep is also exceptionally powerful, as well as fast to execute. The Smash Headbutt is Dr. Mario's worst Smash attack, but it's still a great attack that sends opponents HIGH into the air. Smash attacks are Dr. Mario's bread and butter, so they should be used as much as possible.

##### B Attacks: #####

B: Megavitamins 8%

Up+B: Super Jump Punch 2-13%

Foward+B: Supersheet 12%

Down+B: Dr. Tornado 2-10%

Dr. Mario has some fun (if not weak) special attacks. The Megavitamins move slower than Mario's Fireballs, but they do 25% more damage. They're a great projectile, and should be used whenever you're outside of a fray. His Super Jump Punch is not as strong as Mario's and will never kill anyone, but his Supersheet does more damage than Mario's. The Supersheet also turns Dr. Mario's opponent around, making it useful

for grabbing the opponent or hitting them with a quick smash attack. The Dr. Tornado is as strong as Mario's Tornado, but it throws Dr. Mario's opponents in random directions. It's weak and leaves Dr. Mario vulnerable, but it's useful when you're surrounded in a brawl.

#### ##### Running Attack: #####

Run+A: Running LegSweep 9%

Mario is faster than Dr. Mario so it's slightly easier to do the LegSweep with Mario, but it does the same damage for both of them. The LegSweep knocks the opponent into the air, and is best used to set-up the Knockout Punch. With the LegSweep stunning your opponent, it will be near-impossible for them to save themselves from the Knockout Punch.

#### ##### Throws: #####

Z+A: Grabbing Headbutt 3%

Z+Forward: Short Lob 9%

Z+Back: Airplane Spin Throw 12%

Z+Up: Stretcher Toss 8%

Z+Down: Dr. Drop 6%

One must wonder if Dr. Mario's throws should have their own respective names, or whether they should all be called "Malpractice Suit". Dr. Mario has THE most powerful throws in the game, and can rack up quite a few kills with them if you use them often. While Mario and Dr. Mario's throws are equally powerful, Dr. Mario throws his opponent a lot farther than Mario. This can be helpful for Dr. Mario to get kills with his throws, though Mario can much more easily combo. The Short Lob is Dr. Mario's worst throw and isn't very useful. However, the Airplane Spin Throw is DEADLY and will kill anything at a high percentage. Dr. Throw sets up the opponent perfectly for the Legsweep. The Stretcher Toss goes EXTREMELY high, and can be used to set up a Smash Headbutt or an aerial attack. The Somersault Kick works best with it.

#### ##### Aerial Attacks: #####

A: Karate Kick 9%

Up+A: Somersault Kick 10%

Down+A: Drill Kick 2-11%

Forward+A: Knockout Punch 17%

Back+A: Backwards Dropkick 8%

His Somersault Kick and Backwards Dropkick aren't as powerful as Mario's, but the Karate Kick and Knockout Punch are slightly stronger. The Drill kick is equal for Mario and Dr. Mario. While most of his aerial attacks are fairly mediocre, the Knockout Punch is INCREDIBLE. It's fast, easy to hit, and will KO opponents with moderate to high damage with ease. The Knockout Punch is just as powerful as Dr. Mario's Smashes, so that should tell you right there that it's an amazing move. Your opponent usually won't be expecting an aerial attack from Dr. Mario so it's not difficult to hit this. Use this move to jump into brawls and get an easy kill, or just to pick off a damaged opponent. This can also be done after Dr. Mario's Stretcher Toss or Running LegSweep as a combo.

#### ##### Taunts: #####

D-Pad: Dr. Mario pulls a randomly-colored Megavitamin out of his

sleeve, rolls it from his left hand up to his shoulder and into the air. If he's facing right he looks toward the camera when he does this. If he's facing left, he looks away from the camera. It's one of the better taunts, so use it often if you like.

### @@@@@@@@@@@@@@@@ III. Homerun Contest @@@@@@@@@@@@@@@@@@

After Yoshi, Dr. Mario is THE best character in the Homerun Contest. You can get a good score by doing a lot of attacks, but here's the one that I've found will get you the farthest distance: As soon as time starts, grab the bat and fire a megavitamin at the bag. Then use the Supersheet on it. Fire another megavitamin. Use the Supersheet again and continue to use it as many times as you can before you get down to the last second. Then, charge up the bat and send that sandbag FLYING!!! You can score well over 1050 feet using this strategy!

### @@@@@@@@@@@@@@@@ IV. 15-Minute Melee @@@@@@@@@@@@@@@@@@

Coming soon.

### @@@@@@@@@@@@@@@@ V. 100-Man Melee @@@@@@@@@@@@@@@@@@

Coming Soon.

### @@@@@@@@@@@@@@@@ VI. Stock Battle Strategy @@@@@@@@@@@@@@@@@@

Dr. Mario is somewhat fast, extremely strong, and can take a great deal of damage. He's a great character to jump into the fray with, and Stock Battles are a piece of cake for him. Your strategy should unquestionably be ALL-OUT OFFENSIVE. Go in, attack your opponents with every Smash and Knockout Punch you can, and bring home the victory. It's a simple strategy, but that's all that's necessary for a powerhouse like Dr. Mario.

### @@@@@@@@@@@@@@@@ VII. Time Battle Strategy @@@@@@@@@@@@@@@@@@

Dr. Mario is even better at Time Battles than he is at stock! There's an infinite number of opponents to kill, and Dr. Mario is just the guy to jump into the middle of a brawl and do it. Stealing kills is cake with the Knockout Punch, and his LegSweep can hit several opponents at once. No one wants to be in a fray with Dr. Mario, so your opponents will likely scatter. If that's the case, hunt them down and pick them off one-by-one. Unless he's fighting another offensive powerhouse like The Ice Climbers, this should be an easy victory for Dr. Mario.

### @@@@@@@@@@@@@@@@ VIII. Target Test Guide @@@@@@@@@@@@@@@@@@

Coming soon.

### @@@@@@@@@@@@@@@@ IX. The Legal Stuff @@@@@@@@@@@@@@@@@@

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