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+ Version History SECI +  
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Version 1.0 05/27/04 - My Second FAQ is now finished, so enjoy the first version

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Version 1.1 05/29/04 - Event Matches are done, along with the whole FAQ going through alot of spell checking. Yes, the updates with my Sheik and Doc FAQ are similar/same time, but hey, whose to complain?

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Version 2.0 6/10/04 - SCHOOL'S OVER! Well, I updated ALOT. Character by character strategies and new attack information all at your fingertips now. I hope you enjoy.

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Version 2.1 6/16/04 - Well, I decided to make the FAQ pretty and more user friendly, added a nice ASCII header, Break the Targets Diagram, and I also organized the character by character matchups. Happy reading.

+++++  
+ Introductions SECII +  
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=====  
Introduction  
=====

Hi, this is X infested Falcon, XiF for short. This is my second FAQ ever, but That doesn't mean it will be bad, I know how to make sure you become a master with Doctor Mario. I'm just a 15 year-old kid who spends a lot of time on SSBM, and knows his stuff. When I came to GameFAQs, I was a total idiot, I knew nothing. A few enlightened board members showed me the way, I began to read and study and research A LOT of things on SSBM. So over time, I became immensely better at the game, and then I myself became one of the enlightened board members. But this isn't about forums, this is an FAQ. Read on to see "What lies beneath"... err... ahead.

=====  
Introduction to Doctor Mario  
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Doctor Mario is the product of one of the many spin-off Mario games, perhaps the most loved and well known one. This is the first game you actually get to play as him, as his other appearances have been in a Tetris like game, where he is the one "controlling the blocks." The game is fun though, I would get it if its still available. But enough about old games, we have to go and see how to play as the infamous pill pusher.

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Doctor Mario is not the best character in the game, but he is definitely one of the better ones. He is very strong, and his strong point is his approach game, meaning he can come up to someone very safely and attack. So if you are very offensive, the Doctor is your person. You also want to use him for his aerial game too. For simplicity, I'll make a little pro/con list for you:

DOCTOR MARIO  
Good smashes  
Great approach (Pills)  
Good shffl<sup>壇</sup> aerial game (see below)  
Good edge guarder  
Strong  
Good wavedash

Short range  
Bad recovery  
A tad slow  
Bad range

There are some terms, and even techniques you are probably not familiar with. Some of these things are crucial for a good Doctor Mario player. So please pay close attention to this section (Big thanks to DarkPhoenix87 for help on this section):

L-cancel- When L, R, or Z is pressed right before you hit the ground, you reduce the normal recovery time after an aerial attack.

Shffl'd- This is an acronym meaning "Short-hopped, Fast-falled, L-cancelled." It is basically the most effective way certain aerial attacks can be pulled off, and is a must in competitive play.

Shield grab- Hitting A or Z while L or R shielding. If someone tries a shffl'd aerial, or any attack, use this to counter

Shield shifting- Using the control stick to angle the shield to prevent shield-stab, or provide extra protection in a given direction.

Shield-stab- Attacking a shielded opponent where the shield's leaving a part of the character vulnerable, allowing them to bypass the shield's defense

Wavedash- Air-dodging diagonally toward the ground, as close to the ground as possible, will result in a movement that abuses the games physics by allowing a player to make them self-slide across the ground. Most obvious with Luigi, Marth, Roy, Mewtwo, and Ice Climbers. You can turn around more quickly by wavedashing in the opposite direction of your run, then picking up on the momentum.

Wavedance- Wavedashing back and forth.

Wavesmash- A wavedash, then a c-stick direction

Teching- When you are tumbling in the air after being hit, you can press L, R, or Z near the ground or a wall/ceiling, with or without a direction, to recover faster than usual. Holding left or right on a ground tech will result in a roll in the direction.

Knockback- Refers to how far a character is sent after being hit by an attack.

Priority- If an attack has a lot of priority, if it hits another attack at the same time it will overpower the attack and the opponent will be the only one to receive damage. The more priority the better.

Sex Kick- This term refers to any neutral aerial a kick that does damage after the actual movement of the foot is over. The attack gets weaker and has less knock back the longer it is out. The only exception is Dr. Mario. His sex kick attack actually gets stronger, and has more knock back the longer it is out. Fox and Falco's aerial backwards A is also considered a sex kick.

Tilt attack- Holding any one of the four control stick directions, and hitting A. Some <, > tilt attacks can be aimed to the diagonal.

Smash attack- "Smashing" any of four directions on the control stick plus the A button. The C-Stick is used for smash attacks too.

Wall-jump- Hitting the opposite direction when your character is near a wall, and not tumbling. Works only with Mario, Samus, Young Link, Fox, Sheik, Falco, Pichu, and Captain Falcon.

Chain-throw- Continually throwing another character in such a manner as to prevent them from landing. Sheik can do this with her down throw on a lot of characters.

Dash-canceling- During a run, pressing down will stop the run. This should be used to follow up with a downward tilt or downward smash attack with Doctor Mario

Dash-Dancing- Quickly alternating left and right on the control stick, so the character only does the opening animation of the run. This is to be used for mind games, or feinting the opponent.

C-Sticking- Used to describe the act of using the c-stick to do aerials, smash attacks, and other things in multiplayer mode. This will be used EVERY TIME you dash cancel into a smash attack.

Edge-guarding- Using attacks to prevent the enemy from recovering to the stage.

Edge-hogging- a character holding onto an edge will not permit another character to do the same. This is useful in preventing an enemy's recovery. The best way to edge-hog is to either wave dash or short-jump backwards onto the ledge.

Edge-hop- a jump quickly following a press of down from an edge-hang will let characters do a short edge-hop. Most, if not all characters can do attacks out of this.

Fast falling Pressing down while in the air will make your character fall faster than usual. You can fast-fall out of aerial attacks, air dodges, and failed ^B attacks. Young Link, however, is nearly unaffected by this.

Hyper/Power Shielding- Shielding at the exact instant an attack or item hits your character. Will result in a white flash and the attack not hitting. Projectiles will be reflected.

Directional Influence- holding left or right on the control stick while falling or going up to change the direction at which you are falling. (Abbreviates into "DI")

Crouch Canceling- If you are crouching and you are attacked, you do not go flying and recovery from the attack almost instantly, it is a good way to allow yourself to counter attack the opponent by using down tilt immediately afterwards.

Bat-drop- this is a technique done in Home-run Contest. If you jump or double jump, drop the bat with Z, and spike it down right after the bat hit's the bag, it does between 25 and 35 damage. Doing this repeatedly can get very high records. We use BD for short.

No-Ping hit- Another Home-run contest term. If you stand underneath the sandbag, and face away, and smash the bat, if it hits with the back it will be sent flying the other direction further than a regular hit. It doesn't work at damages in the 120% range and above however.

Tipper- A term mainly for Home-run contest. Hitting with the tip of the bat will send the sandbag further than any other part of the bat, and still further than a no ping after the 120% range.

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+          Move Lists          SECV  +
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                          A button moves          V/I
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Neutral A  
Damage- 4%  
Knockback- low  
Speed- high  
Range- little  
Doctor Mario痴 quickest move, its good to even the tables of an on-coming slow attack. Linking this with the neutral a combo with a down smash is a good thing.

Neutral A combo  
Damage: 4%, 3%, 8%  
Knockback- low, low, low-mid  
Speed- high  
Range- little  
an ok quick combo that can be linked with a down smash.  
It痴 short sweet and easy to use. I wouldn't use it too often however.

Tilt Forward A  
Damage- 8%  
Knockback- medium  
Speed- high  
Range- medium

this has OK knock back, and OK damage, it doesn't really link to anything, but its pretty quick, but punishable on the back swing, After the move is completed. It can be used to either stop an on coming attack, or link it into an edge guard. Still not the best attack.

#### Tilt Down A

Damage- 9%

Knockback- low-mid

Speed- high

Range- little

this is a good dash cancel attack, it throws your opponent off guard most of the time, since it sends them backwards. Follow up with a down smash at lower percentages.

#### Tilt Up A

Damage- 10%

Knockback- medium

Speed- high

Range- little

this is a good set up for aerials, or a combo for heavy/fast falling characters. Its range is pitiful to the sides, and it sends outward when hit on the side, so a grab to up throw for fast fallers, and down throw for others and tilt up A is how you want to start this. Of course, up throws can be used to chain throw on its own anyway with heavy/fast falling characters anyway.

#### Smash attack forward

Damage- 19%

Knockback- high

Speed- medium

Range- little

this has really bad range, but do not underestimate it, it takes practice to be able to land this, but its pay off is excellent. Great to punish failed shffl's, and as an edge against characters who can easily get back on stage. Use with caution, this attack is can be punished.

#### Smash attack down

Damage- 14%

Knockback- mid-high

Speed- Mid-high

Range- medium

this is a very good smash attack for Doc. It has OK range, great for dash canceling, and even a kill move. I believe the hit in front is stronger than the hit behind him, either way you can get the job done. Best used right after a ground neutral A, inescapable combo if within range.

#### Smash attack up

Damage- 16%

Knockback- mid-high

Speed- medium

Range- little

Strong, not the fastest move, it can be linked with aerials. Its range is not the best, so and down/up throw can be used, then smash attack up. It also has pretty good knock back.

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Aerial Moves V/II

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#### Aerial Neutral A

Damage- 10%-14%

Knockback- medium

Speed- high

Range- little

A very unique move, it痴 a good move, very little range, but the only sex kick that grows in strength the longer it is out. And upwards sending attack can be followed up with this, and it痴 not a bad thing to shffl this move either. Nay, its a great thing to shffl this move. Pretty good priority and insanely fast. Since the beginning is weak, it can actually be followed up on.

Aerial back A

Damage- 8%

Knockback- medium

Speed- mid-high

range- mid-high

Very good move for Doc, good range, and it can be shffl壇 over and over again. If you hang from the ledge, drop down jump and ABA, it can keep an opponent off for good. If someone is trying to attack you from behind, shffl it and your in good shape. In the air, use it if they are in position for you to use it.

Aerial down A

Damage- 13%

Knockback- low

Speed- Medium

Range- medium

An OK move, I wouldn稚 use it too much. It CAN be linked into a down smash, but ONLY if l-cancel and your opponent can not DI, so don稚 rely on this move much at all.

Aerial forward A

Damage- 17%

Knockback- high

Speed- low

Range- medium

This aerial is as good as aerial back a. It is one of Doc痴 main killing moves, insane damage and knock back. It doesn稚 spike like Mario痴, but instead send them up and out a bit. You can shffl it, or use it to edge guard. It is on the slow side so be careful. It can be linked with one of doc's main launchers (up aerial, down/up throw)

Aerial up A

Damage- 10%

Knockback- low-mid

Speed- high

Range- low-mid

This is a good, fast aerial, it's the "brown mario" move. You can do repeated shffl'd dashing aerial up A's into more aerals, and edge guard, or at lower percents, a down/foward smash. Great for juggles.

=====
B button moves V/III
=====

Neutral B

Damage- 8%

Knockback- low

Speed- medium

Range- high

Doc痴 pillsare one of Doc痴 best moves. If you are uncertain



how to get to your opponent safely, don't fear. Run, rising pill, rejump, pill. after your opponent is hit and is stunned, use any attack you desire. A shffl 壇 aerial or down smash works well.

#### Forward B

Damage- 12% facing forward, 10% facing backward

Knockback- low

Speed- mid-high

Range- high

Doctor Mario 痴 "Super sheet." That 痴 the official name but for the sole purpose of me having to type less I 值 just call it cape. This is a very good attack, it lasts a lot longer than one expects, even a bit after you begin to put the cape away. It can be used to reflect projectiles, turn around someone who is doing a slow attack, and then counter it. But its best use is to screw up someone 痴 recovery. Many people 痴 recovery can be turned around and they will fall to their doom. Another use is to aid your recovery, the first time you do it in the air it sends you up and forward, a good deal.

#### Down B

Damage- 13%

Knockback- medium

Speed- medium

Range- low

Not one of Doc 痴 better moves. I suppose you can use it if the opponent is stunned, and follow up with an aerial. I don't see the real use of this attack though, for attacking. If you use this and tap B repeatedly, you can gain air, you lose it though, so drift towards the stage while you do it to aid your recovery. Use it as a random attack. Nobody sees this coming, so an occasional down B can really screw someone, as it has some insane knockback

#### Up B

Damage- 13%

Knockback- medium

Speed- mid-high

Range- high

This is Doc 痴 third jump. It 痴 really short unfortunately, and easily edge guarded, but still use it if you have to. NEVER use it offensively, if you want to hurt the opponent on your way back though, you can. On some stages it can spike them against the stage, a real edge guard counter if you're lucky.

=====  
Grabs and Throws

V/IV  
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#### Grab

Damage- none

Knockback- none

Speed- medium

Range- medium

You... grab the opponent? Not much more to say eh? << Sheilding with L or R and then pressing A is the way you want to go with these. Sheild grab... punish shffl's with this. If you want to run and grab, do this. When you get into grab range, press up as if you were to jump, but IMMEDIATELY press Z, this cancels the dash animation, and allows you to do a standing grab which is much faster.

#### Grab attack

Damage- 3%

Knockback- none

Don't waste your time with this attack at low percentages, around 60-70 percent you can do 1-3 hits MAYBE and get away with it, but I never risk it, and neither should you.

Back throw

Damage- 12%

Knockback- mid-high

Doc's best throw in terms of knock back. It can easily kill at around 100%. It doesn't link too much, but you can edge guard after this, so do just that!

Down throw

Damage- 6%

Knockback- medium

This is a GREAT throw, because it set up to smashes on fast fallers, and aerials on other characters. It can even be used as a chain throw on some characters.

Forward throw

Damage- 9%

Knockback- mid-high

This is also one of Doc's best throws for knock back. It isn't as strong as back throw, but it is easier to use in cases where you want to throw them out of the arena. Again, edge guarding after this is a good thing.

Up throw

Damage- 8%

Knockback- high-mid

This has good knock back and sets up for so many different aerials for fast fallers. It can even be used to chain throw them and heavy character. Or you can down smash after it on the above average fast falling characters at low percent.

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Miscellaneous attacks V/V

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Ledge attack below 100%

Damage- 8%

Knockback- medium

Speed- medium

Range- medium

It's OK, but not that great, average speed, little range, a ledge hop is best used here along with an Aerial forward A or aerial up A. Very strangely it does less damage than when you are above 100%

Ledge attack above 100%

Damage- 10%

Knockback- medium

Speed- low

Range- low

very slow, same little range, definitely not a good attack. At this percentage its best to go for a ledge hop and hope for the best and try to avoid them or use an aerial attack.

On the floor attack (both)

Damage- 6%

Knockback- low-mid

Speed- medium

Range- Medium

pretty standard recovery attacks. It hits both sides and is fairly fast. You should always use this if you do happen to miss a tech.

Dash attack

Damage- 9%

Knockback- low-mid

Speed- Medium

Range- high

kind of slow, good range, if you hit with it sets you up for a nice aerial. Use it sparingly. I've had some fairly good success actually chaining together 4 to 6 dash attacks on fast fallers.

=====
Defensive moves V/VI
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Shield- Not much to say, except it covers most of his body unlike some people. If you like throwing, use this a lot, since you can shield grab out of this

Roll- Doc has an average roll, I would not use it too much, but if you must, don't hesitate, but remember you always have your cape.

Side step dodge- It's fast, but lasts pretty short, cape is usually a better alternative if you are trying to dodge a projectile.

Air dodge- Doc has an average air dodge, if you cant attack your opponent in the air because they are better than you, and you find yourself in the air, don't be afraid to sue it at all.

Ledge Roll- Its ok, only really good if the opponent is right there at the edge. I wouldn't recommend using it unless you're above 100% and the opponent can easily take you on in the sky.

Ledge Hop- Not an attack and not really a defensive maneuver but I put this in here cause it fit best. Using this with and aerial up A or an aerial forward A is always a good thing

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Now that we have all the moves and such down, lets get to the real stuff!

+++++
+ Character Match-Ups SECVI +
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I will show how he does against certain types of characters, such as those who are heavy, light, long range, projectiles, and others... and THEN the character match ups.

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Heavy Weights VI/I
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Doctor Mario does well against heavyweights, since his down throw can be used

to chain throw them. Shffl段ng aerial back a痴 is also a breeze against these guys. Even shuffling aerial forward a痴 is possible, only at like 0% though. Up tilts and up smashes can be linked together as well, or set up easily into any aerial.

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### Bowser

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Bowser can be chain thrown with up or down throw, but I would suggest you use down throw since it lasts longer and leaves less room for someone to DI. Bowser is one of THE heaviest characters, so with him you can even shffl aerial forward a's a couple times at 0%. Pill rushing is a breeze cause of his large size. Just remember to chain throw whenever possible.

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### Donkey Kong

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DK reacts similar to Bowser, all the same remember to chain throw when possible, but DK has alot more range and speed than Bowser, making approaching him for a simple throw difficult. Just remember to pill rush DK, and you should be OK. One good thing is that with all that range, DK isnt invulnerable with it, which is one thing that seperates him and Marth with effective range. Marth's hit box is disjointed because he attacks with his sword and not the body, DK does not, so you can attack what is attacking you. So if he tries to go for range, sheild grab him.

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### Fox

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He's really light, but an extremely fast faller, making him react to certain attacks very similar. You can chain throw Fox until you tack on about 40 to 50% on him before hand, and it has to be with up throw. Down throw can lead straight into a down or forward smash right after it become impossible to chain with the up smash. Good deal ^\_^ So chain throwing is a good option. Your cape is pretty much useless against Fox's blaser, cause he gets about 4 shots for every reflected one, due to the no stun effect. But you can use cape for one thing, and thats to COMPLETELY screw up Fox's recovery. Cape, will absolutely KILL a recovering Fox, whether or not he uses up or forward B. One word of caution is to beware Fox's shine (reflector combo's. I am not completely sure whether Doc can be put into Fox's infinite combo, but just be careful, because regardless of whether its infinite or not, it'll cause hell. The only advice I give to help you there is to sheild, and thats about it.

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### Falco

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VERY similar to Fox, again chain throws with Fox and Falco are the same, but slightly higher percentages are needed with Falco to begin the chain throw. Cape has another use against Falco besides recovery killing. Falco's Short hop lasers, where he short hops, laser, fast fall, repeat. It create's a faster blaster (HEY! a rhyme! <.<) and creates ZERO lag as soon as he lands. But Doc's Cape can easily stop it, you might get hit with a second blaser, but Falco will also be hit, creating a blow for blow type thing, that no player wants to do. Falco can still shine combo you, but in a different way. It still hurts all the same, again, just sheild it and pray.

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Ganondorf  
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Ganondorf will rely ALOT on his aerial attacks, the only time a good g-dorf will be on the ground usually is when he wants to grab, which by the way his grab game is good, not as good as CF, but good. So if you have him one the ground, beware his grab. Pill rushing will work, if you miss or he sheilds, use cape, if he tries to grab he'll grab the other way, allowing you to down smash. Shffl'd back aerials are also in good use here as with any other heavy weight, so remember it.

=====  
Projectile Users  
=====

VI/II

Cape, cape, and cape some more. Cape will do wonders here. Especial to the likes of Samus. Samus has pretty slow projectiles though, so if you rush her, her projectiles pretty much cant come out in the first place. Falco will also have to halt his SHL痲 because of the cape. Ness, due to the nature of his projectiles, the cape is nearly ineffective to reflect the attack, rather, it should be used to deflect. Fox, due to his rapid fire, I would NOT use cape against his laser. Rather, just go about the heavy weight strategy with him.

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Fox

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pretty much everything above in Heavy weights is covered. Just remember cape doesnt fare well against Fox's blaster, but very well when Fox is trying to recover. Beware the shine combo's

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Falco

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Again, Falco is already covered, just reminder to cape his blaster and his recovery, beware the shine combo's (again)

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Samus  
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Samus is a very good projectile player, but she needs space for it, if you rush a Samus it limits her abilities, because even with missile cancelling, Samus's missiles are still slow at coming out, so if you pill rush her you can keep her at bay. Watch out for her down smash, its strong, and cant be sheild grabbed because of it's dis jointed hit box. If you plan on killing Samus, use aerial forward A instead of down smash, Samus has really good recovery, but is very floaty to the point where vertical kills can be done with ease.

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Ness  
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Ness has relatively slow projectiles, so a cape should be fine enough. Beware of his PK thunder as you recover, capping it as you come back could save you are kill you, so use with caution. Ness has a great aerial game with is double jump cancelled aerials. Sheild grabbing is difficult, but if the Ness messes up you get a free throw and a follow up aerial right there. Ness is on the slower side, giving you great opprotunities with pill rushing, but he has

his forward smash which will pretty much blow through anything you got. Its not the fastest move so quick attacks are essential here. His down tilt is also very good, and love's to own crouch cancellers. A dirty tactic to use is to intercept the PK thunder as he uses it for recovery, you get hit, he dies.

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### Mario

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Mario's fireballs should pose no BIG problem for you. He cant rush with them like a Doc can with his pills, but still he can, but its easier to punish. You need to watch out for his cape, you can air dodge it or even try to cape back if he decides to hit ya with your pill. But more importantly he will most likely try to cape you as you recovery, which is devastating to any Doc.

Mario's move set plays out similarly to Doc's so think about what gets you the most when you play, and use it on Mario. Watch out though, his forward smash will eat through, and out range ALOT of doc's attacks, so don't blindly rush as it is asking for a wavedash back to forward smash.

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### Doctor Mario

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Just like Mario, except you gotte beware Pill rushing. Caping might work, sheilding is also a good option, and if you sheild grab him you are in good shape.

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### Peach

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Peach's turnips are brutal. She will do something similar to pill rushing with her turnips. If you can cape it you should be fine, or you can sheild it, and if she comes, you can sheild grab her. One of Peach's main assets is her float cancelled aerals, she can use an aerial while floating, and then land with no lag at all. You can try to cape her, but that will only work once out of every 10 tries, you best bet is to sheild and try to sheild grab. The other main asset of her's is her down smash. NEVER. CROUCH CANCEL. WHILE PLAYING. PEACH. Her down smash can rack up to 72% in one move... if you crouch cancel, and it comes out extremely fast, and has high priority. So just beware that countering her no lag attacks and her insanelly strong down smash may be difficult.

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### Yoshi

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Yoshi doesnt fall under any category really, but he does have his egg throw, so I decided to stick him here. His egg throw is good, its unique trajectory, and its priority isnt half bad either. you can cape it away, but in most cases it wont hit the thrower. Sheild is your best bet, since it lags less. His aerals are also very strong, and relatively quick, and with his double jump cancel, he can execute them easily and recovery from them quickly. Sheild grabbing works. And Yoshi's crouch cancel is godly. Just keep that in

mind. Also note that he is on the heavy side, so some heavy weight tactics may be of good use on him.

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### Sheik

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Sheik's needle's are godly, if you've read my other FAQ you would know why. Cape wont do much if she take's her needles to the air. On ground you may want to cape if it is a full charge, but they do disappear if they travel too far, so beware Sheik is also and excellent aerial fighter. Unfortunately, Sheik's aerial attacks generally attack only on one side, or have a small hit box on the opposite side. This means A well placed cape is of good use here. Never try to do anything else in the air against her beside that, except air dodging. Her aerial abilities surpass yours greatly, unfortunately. Her dash cancelled down smash is no easy thing to dodge. If you are on the ground, pill rush. Sheik can take on pill rushing, but it does create problems for her.

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### Link

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Link has really slow projectiles, his boomerang is really good though. If you cape it, it will either just return to him, giving him lag, or go away from him, leaving him boomerangless for 3 seconds. Either is good. His bombs can take people by surprise, if you dont see it, just sheild it, but if you can, cape it, more surprising that Link's Bombs is a reflected bomb. His arrows are sickeningly slow, cape them if he decides to charge. You can shffl your aerials freely, since Link has a HORRIBLE sheild grab. He has fair aerial attacks, you can sheild grab them easily though. Pill rushing is always a good thing, Link has really laggy moves, and most likely wont be able to counter it at all. His spin attack is excellent, and cant be caped. I believe pills should take care of them easily. Watch out for the spin attack, as he can both edge guard and combo with it if he does grab you, or get you with his projectiles.

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### Young Link

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EXACTLY the same as Link, except slightly faster can smaller. Just be a bit more careful with your pill rushing, and dont rely on his slow speed as much. His moves still come out just as slow.

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### Pikachu

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Pika's thunder jolt is just a good of an approach tactic as pill rushing is, so anti pill rushing tactics stated for Doc mario in of good use here. Pika also has an extremely good up and down smash. If he approaches, and you sense an up smash, cape it. It may still hit you, but it wont have the insane knock back and damage as it does if it were the other way. You can always sheild, and sheild grab. Sheild grabbing is all I have to say against down smash. Pill rushing is hard to pull off on Pika, because of his speed. Pika has a great and quick aerial game, most of his aerials can be caped, but aerial neutral and down cant be caped effectively. If he approaches you in the air with this, air dodge, on the ground, sheild grab.

These people can be a pain, since although Doc does well in the air, he is nothing compared to Marth or Jigglypuff. Cape can be used on aerial attacks that covers one side of the body, as long as there is not a lot of range. Jigglypuff will fall very susceptible to this, but because of her nimble air movements, it may be hard to follow up with something after the cape. With Marth, quite frankly your best bet is to pill him and try to follow up with an aerial. With Sheik I would do the same thing if she uses aerial back a, in any other case cape works just fine.

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#### Marth

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Marth's aerials will absolutely murder Doc. My best advice is to cape the ones with short range, and shield the others. Pill rushing also becomes difficult since his sword cancels out all pills. Pretty much anything Marth does will beat you out. Play the opportunist here. Way for a mess up, or an opening of any kind and strike hard.

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#### Jigglypuff

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Pill. and pill some more. Jiggs has high priority, but pill will either hit her or meet her priority. She is INSANELY light, meaning forward aerial or smash can kill well below 100%. You're not going to find many shield grab options, but if you can, use down throw to forward aerial.

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#### Sheik

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I've already covered Sheik, just remember to cape her aerials.

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#### Captain Falcon

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Captain Falcon is FAST. At least at running, so pill rushing gets a flush down the super bowl here. Fight him like you would G-dorf aerial wise. Be wary on the ground, CF's grabbing game is insane. My best advice is to shfl and up tilt. Aerial neutral/up A and the up tilt will eat through most of his approach game. Up throw chains are also insanely easy on him. you can end them the same with an up throw to forward smash.

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#### Luigi

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Luigi is a VERY floaty character, he can fit in easily 2 aerials in one short hop. His aerials are quick and have high priority, but can be shield grabbed. One main thing to look out for in a Luigi is his wavedash. He has the LONGEST wavedash in the game. He can maneuver the battely field easily. He'll try to wavesmash you, your down smash should at least match any of his smashes, if not out prioritize them. You can always cape him in the middle of the wavedash, making him slide a bit further in the opposite direction. Follow up with any attack you choose here.



A mixed bag for the Doc, he has zero combo痴 to use on these little annoying things. His set ups are pretty much useless after 50%. Pill them and follow up with an aerial or smash is your best bet here. A good down smash can easily kill them, but if they are in the air, and due to their lightness they will be more than usual, put in a aerial forward a in there.

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#### Pichu

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Pichu has the same approach game as Pika, but he wont use it. Why? because he'd be doing more damage to himself. Pichu's aerals are also fairly good. Throw combos are of good use, since and aerial forward a can easily kill a Pichu at 70-80%. Other than that just use regular Pika killing tactics and you should be fine and dandy. One or the other at least, <.<

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#### Kirby

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Kirby has good aerals, but he can be easily sheild grabbed. If he swallows you, dont worry, anti pill rush tactics against Kirby are easier because he is slower. His aerals can also be punished easily with a cape an aerial. Again, go for the kill early with a down smash or aerial forward a.

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#### Mr. Game and Watch

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Ok, game and watch as aerals... really good aerals. The aerial forward and aerial back have good sweet spot knock back, but otherwise can be used to follow up on. The aerial neutrua a is strong, and is a great KO move for Mr. G&W. His grabs can be lethal. Down throw will lead to either a neutral aerial (not good) or a judgement (either ok or the most sadistic beating of your life) down throw to judgement 9 will kill you, no questions ask. The remedy?... dont get grabbed. His down tilt has good speed, great power, and can be used as a set up for aerals. His forward tilt stays out for a while, a deceptive amount of time, dont underestimate its length, or power. His only smash worth mentioning is forward smash, which like mario, can be used with a wavedash backwards to forward smash.

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#### Ice Climbers

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You MUST seperate them. This is your first thing to do, down smash can seperate them enough at upwards 50% so you can kill off Nana. Aerial forward a seems to work very well too. After you get one dead, the other is a breeze. They arent exactly the lightest characters, but they are one of the top 5 lightest characters I beleive. If they are together, do NOT get grabbed. You cannot escape from a grab from both IC's without getting about 25% done on you. And currently, there seems to be an infinite grab combo with IC's, or at least it lasts VERY long. Dont use normal pill rushing attacks until they are seperated, pills cant hit 2 people at the same time, you will be severly punished for it. My best advice is to use alot of shffl'd aerial

neutral a's while dash to hit both.

=====  
Long-Range Characters

VI/V  
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Bleh, I usually hate these characters, like Marth and DK, no projectiles but the reach to equal one. Not very many things work, but one very good thing does. Pills. Pill rush them, follow with a down smash, and if they are particularly slow, aerial forward A can work. That痴 about all you can do however.

Well then, all the long ranged charachters have already been said and done... well whaddya know? >\_<

=====  
Defensive Characters

VI/VI  
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This is Doc痴 brothers basically. Doc痴 only projectile is pills, so beware of pill rushing, since you can be punished for it. If you fire from afar, or at least far enough to react, fight fire with fire if they reflect and cape it back. Reflectors may pose a problem, since a good Falco or Fox player will jump out of their reflector and attack you. Best bet is to shield and if they attack, shield grab, and use an upward combo, since they fall so fast. If you pill rush a counter happy Marth or Roy, you can pill, they counter, and wait for the window where the attack is done and they still cant move to down smash. Since these characters usually fall into another category, use one of the match-ups listed above if you want to kill them.

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Zelda

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Zelda's Nayru's love lasts a long while, watch out for it, it shouldn't pose a huge problem for you, since it will rarely bounce your pills back at you. Her main assets are her aerial forward and back a. They kill at very early damages. This is one of Doc's counters, since the aerial attacks either outrange, or outprioritize doc. The din's fire and nayru's love can be surprisingly lethal. Nayru's love and stop alot of oncoming attacks, and din's fire can actually lead to the aerial back/forward a. Aerial neutral a can also combo very well. Zelda has THE fastest downsmash in the game, so please to be careful of it. Forward smash is insanely strong, and can even be used as a mind game. Dont get intimidated if the Zelda begins to throw out random forward smashes like that, its just a mind game.

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Roy

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Roy is very similar to Marth, one BIG difference is the amount of punishment he can deal you, which is much less than Marth. He is also slower, so approaching him is easier. His counter can be deadly, so please do be wary of it.

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Mewtwo

Mewtwo is one of the worst characters in the game, but this doesn't mean it will be a breeze. Mewtwo's best assets are his aerial neutral/forward a, and his down tilt. His aerial neutral is a great high priority attack that can sometimes set up for more attacks. His aerial forward is strong and fast... that's that >\_. But his down tilt gives Sheik's forward tilt a run for her money. It has insane set up possibilities, and against your Doc, that's not so good. Pills will usually work, but all of your edgeguarding is useless. But he is floaty, so off the top kills (forward aerial a and forward smash) are good. Confusion is crap, but disable can be surprising from a wavedash. His shadow is a force to be reckoned with, and a good mewtwo player will know how to use it. Cape it, if possible.

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+          Combos and Set-Ups          SECVII  +
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+++++
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Doctor Mario may not be the combo king, and certainly not as good at comboing as say Sheik or Fox, but he does have some, and even more set ups. That痴 what Doctor Mario is all about, set ups, mainly with your pills.

Doctor Mario has an insane approach game. This means that he can rush to the opponent and attack safely. But which attack is this you say? Pills. To approach anyone, look no further than a dash rising, pill, rejump, pill. After that, you can follow up with almost anything you want. I prefer to use down smash or an aerial forward A. Down tilt works fine too, even another pill if you so desire, but a grounded pill gives you little to work with. You can follow up with a cape, throw your opponent off guard, and THEN down smash or down tilt. A good extra 10-12 percent damage is always good. If you are really courageous and good and positioning. You can fire a pill over the opponents head, down smash, have them fly INTO the pill, and use a shffl壇 aerial. It's hard to pull off, but with the right mind games it痴 a great small combo.

Down tilt lends it self to be linked with a shffl壇 aerial back a or a down smash easily. Since all of them are fairly quick attacks, pulling this off should be no problem. If you have no problem turning in the air, short hop turn around pill and continue any of the above pill rush set ups will work fine also.

Many of your upward sending attacks can be used to combo and set them up. Using up/down throw to chain throw is useful on some, but more practically, it sets up for an aerial, or and up smash. Even an up tilt works if you so desire. Finishing your upward combo痴 with an aerial forward a is what I like to use, and can even be used as a finisher.

Any quick attack followed by a cape can keep you safe, and also allow you to use down smash. Nothing much else to combo with a cape though. =/

I love aerial back a痴. As much as I say use aerial forward a, aerial back a is just so much better, but in different respects. Never use it to kill, only to edge guard, killing is what aerial forward a does. Now, about making a combo with aerial back a, that痴 it. Consecutively shffl壇 aerial back a痴 is a great combo on its own, and a good end to it is a nice down smash.

Aerial forward may not set up to many things too greatly, but, if you are quick, you can use an aerial after an l-canceled aerial forward a.

Down Throw lends itself to be linked with almost any other attack. Another

throw, or just a chain throw, down smash, up smash, a tilt, almost anything work with down throw. It can start some insane aerial/up tilt combo's, that can end in a down or forward smash. Or if in the air, an aerial.

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+           Killing and Edge Guarding/Recovering           SECVIII  +
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+++++
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Ah yes, the part of the FAQ that痴 the most interesting, DAT PART WHERE YOO GIT TER KEEL! <.< But Doctor Mario isn't a huge KO person, rather, his Edge-guarding skills are extremely good. On to business.

Doctor Mario痴 2 best killing moves are, what a surprise, down smash and aerial forward a. Down smash is easy to just use as a beginning attack, and dash canceled down smash does work. A shffl壇 aerial forward a can be a bit tricky to pull off, but it is possible. Its better to pill rush and follow up with an aerial forward a. Up throw to aerial forward a may also be a good alternative.

Pills once again come to help the day in Doc痴 edge guard game. You can hit a recovering person repeatedly with pills to eventually kill them off. This will absolutely DESTROY fast fallers. If you can pill them right as they start their second jump, they值l lose height, lose their second jump, and have to pray that their third jump will reach. A pill, then another edge guard tactic always works too.

Cape is also a godsend for Doctor Mario痴 edge guarding game. If you can jump out and cape someone in the middle of their third jump, its over. They Cannot grab an edge when they face backwards. Sometimes the cape will actually cause the person to just simply continue the third jump in a different direction. This is especially true with Fox, Falco, Ganondorf, and Captain Falcon.

Jumping out and doing an aerial forward a is an OK way to edge guard, but unreliable. Just make sure you can ABSOLUTELY recover from it, since it does last long and Doc痴 recovery game isn't the best.

Doctor Mario痴 best edge guarding tactic by far may seem a bit complicated, but it痴 actually not hard to master and very deadly. First, you must hang from the ledge, then drop down, but the SECOND you begin to drop down, immediately jump out TOWARDS YOUR OPPONENT. Now, do an aerial back a, and if you positioned right, you should have knocked your opponent further back. Recover back to the stage if they die from it, or will. If not, aim for the ledge and repeat the tactic until they are dead. Don't attempt this tactic unless you know what you are doing. Even I who use Doc regularly and gotten good with him will occasionally drop down and miss the jump, and die.

Doc痴 great wave dash lends itself for a very easy way to edge hog. If you致 read my Sheik FAQ you already know this. Just stand backwards from the edge, and a bit away from the edge. RIGHT when your opponent is about to grab the ledge, wave dash backwards and grab hold of the edge. If they don't try to recover to the stage, they will fall to their doom, since no 2 people can grab the same edge at once.

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Doctor Mario痴 recovery is below average at best sadly, but he does have quite a few ways to recover. Down B, when you press B repeatedly, will

gain air slowly. You don't gain much air, but you can tilt it to the left or right, giving you an extra horizontal recovery boost. The cape, when it is done in the air for the first time, will gain slight height and help slow your fall, allowing you to drift left or right, helping yet again your horizontal recovery. Then of course, your main form of recovery is up B. Why do I mention this last? This will always be what you use last in your recovery. So it goes like this:

Down B ~> cape (x amount of times) ~> up B.

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+           One Player Mode           SEC IX  +
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                        1 versus 1                        IX/I
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Nothing special here, just use any tactics I said above. You can charge any smash though since they aren't too bright. Just watch for power-shielding... they are very good at that.

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                        2 versus 2                        IX/II
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Just concentrate on one opponent. Try not to interfere with your computer helper, after you finish the first one, go for the second.

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                        3 versus 1 giant                    IX/III
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Pill, pill, pill, and a couple shffl 壇 aerial back A痴 while you 池 at it. These guys are so heavy your regular heavy weight tactics wont work until the 80% range. In which case, before they get to that point, pill, pill, pill, and a couple shffl 壇 aerial back A痴 while you 池 at it.

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                        1 versus team                       IX/IV
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Just use any and all of your strong attacks. That's all your smashes and aerial forward A. Get them as near to the kill line as possible and smack them in that direction if your on hard or very hard. Or better yet, grab and use back throw, with its immense knock back it is of very good use. Otherwise one strong attack will usually finish them.

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                        Master Hand and Crazy Hand         IX/V
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These guys are jokes. Sadly, down smash does nil here, so concentrate on your up smash and all aerals. If you can get Crazy Hand to come, just still attack Master Hand, since he'll always have lower damage. Once you finish off Master, concentrate on crazy. To doge the attacks... the laser attack can be completely dodge if you go to the wrist part of the glove. This just gives you about 5 free hits with up smash. The grab just jump and air dodge as he goes for the grab. All other attacks should be shielded or air dodged. The tag team

hits that they have should be shielded, since they last long and have quite a large range.

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Adventure Mode

IX/VI

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I'll give a real quick run down of the special, non-standard fight stages

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Mushroom Kingdom

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Avoid all the small enemies, unless you want the trophies. Its really not worth it to screw up and get that unnecessary damage. The Yoshis can be dealt with up smash or down smash. Either or is fine.

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Hyrule Dungeon

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This is simple, if you want the bonus, go ahead and fight the links. If you wanton be quick about it, just double jump and up B over it. There is one part where you can drop down to the fighting arena. If you see a short pit with just stones that痴 COMPLETELY straight, jump into it, drift left, and mid air jump and up B/cape to avoid the fight. Just go until you find that tri-force.

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Escape Brinstar

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Double jump, up B the whole way. Air dodges can replace up B at the beginning parts I believe. Up B goes at an angle, so be careful how you position yourself, later on when the platforms are smaller.

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F-Zero Race

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Jump on every 3rd platform you see, that's about the time the cars come along. You can stop at every 2 if you are a bit nervous. This is of course you dashing at full speed. At the part where there are 3 platforms that are slowly flat, but rise from the space between them, you can just land on one and stay still, the cars will pass overhead. After that part, just go all the way to the end.

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Infinite Mountain

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Travel up and keeping traveling with double jump and up B's. If you land at the very top of the stage in view, or just out of sight, it scrolls up for you, cutting off time. Be careful though, since Topis and Polar Bears can be hidden from view like that. Right before you get to the fight, it scrolls really fast, just keep on double jump and using up B.

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Break the Targets

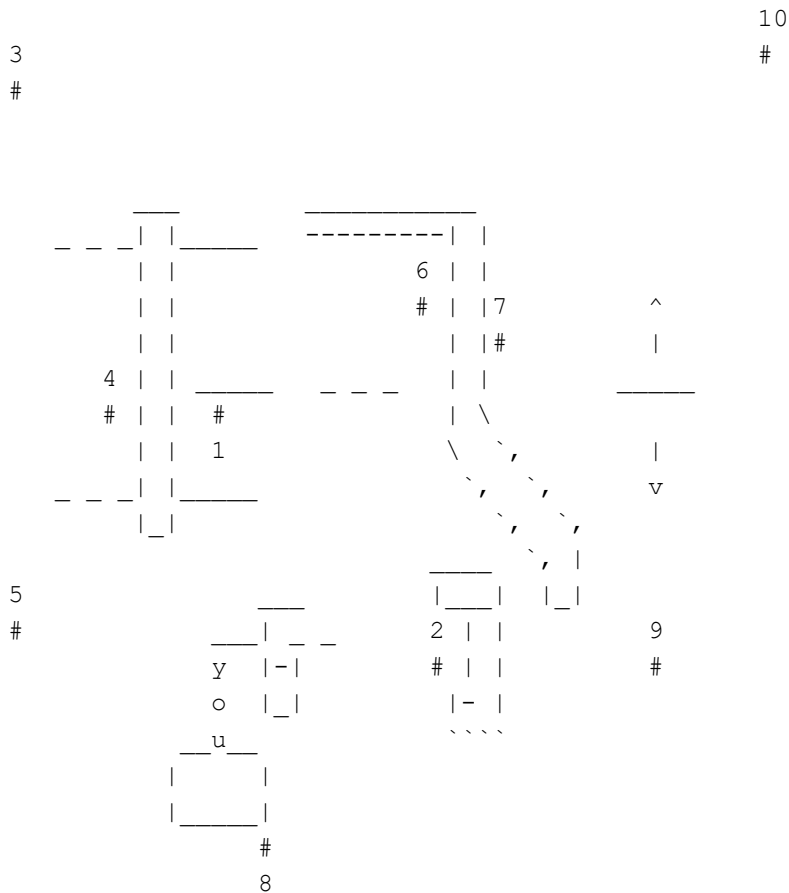
IX/VII

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 Beginner Strategy  
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- 1: double jump on first moving platform, double jump Aerial up A, land
  - 2: double jump, fire pill to right.
  - 3: double jump to top moving platform, dash left, pill top left target
  - 4: fast fall, aerial back A, land on bottom moving platform in wall,
  - 5: fire pill, drop down, mid air jump right, air dodge up to other side of platform.
  - 6,7: dash double jump right, up B at wall to get targets on both side.
  - 8: fast fall, turn left, fire pill
  - 9: wait for platform to come if needed, dash right, mid air jump on right side of pillar, up B to break target and land on moving platform.
  - 10: wait until you are in range, double jump up B.
- Target time: 20.xx-19.xx

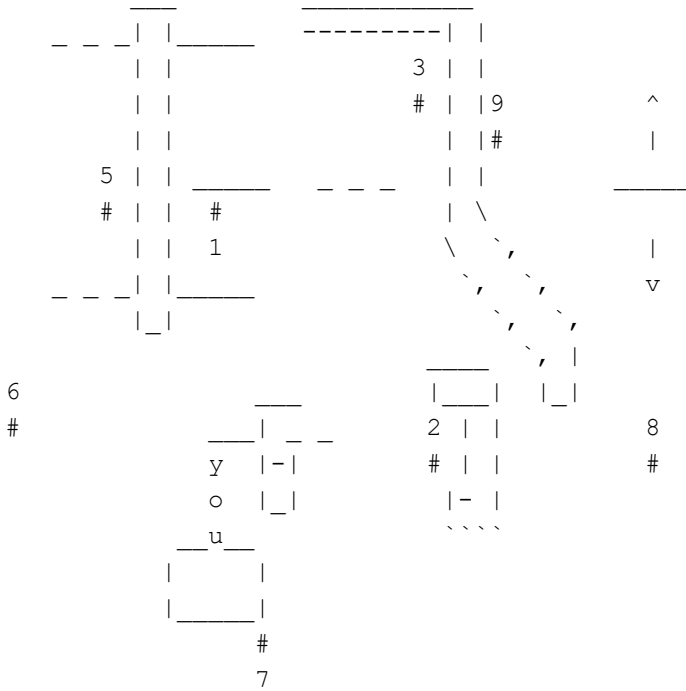


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 Intermediate Strategy  
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- 1: Double jump right, land, double jump aerial up A
  - 2: Double jump fire pill right
  - 3: Double jump left, pill right in air. (land on topmost platform)
  - 4-6: Double jump left, Aerial Back A, fast fall, pill right, land, pill left.
  - 7: Drop through, jump right and land on 8 platform.
  - 8: Dash right, double jump, turn around fire pill, drift right, land on platform but slide off
  - 9: Mid air jump up B
  - 10: Wait for position, jump, fire pill left, land, double jump up B
- Target Time: 14.2x-13.78

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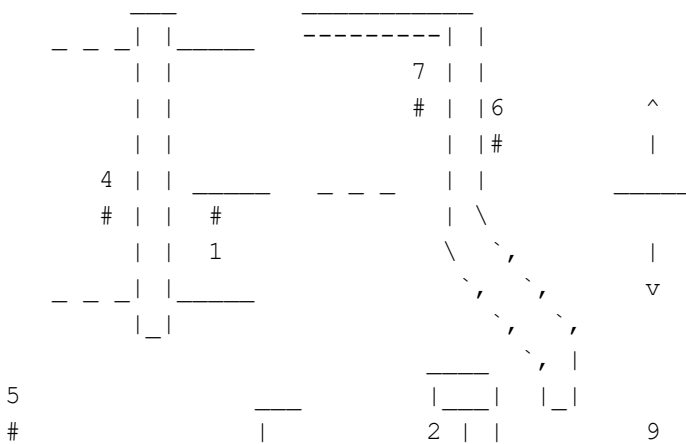
Pro Strategy

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- 1: double jump on first moving platform, double jump Aerial up A, land
  - 2: double jump, fire pill to right.
  - 3: double jump to top moving platform, dash left, pill top left target
  - 4: fast fall, aerial back A, land on bottom moving platform in wall,
  - 5: fire pill, drop down, mid air jump right, air dodge up to other side of platform.
  - 6,7: dash double jump right, aerial up A through wall to get both targets
  - 8: fall, turn around fire pill, drift right, land on platform but slide off.
  - 9: mid air jump on right side of pillar, up B to break target and land on moving platform.
  - 10: wait until you are in range, double jump up B.
- Target time: 13.5x-13.40

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## Home Run Contest

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IX/VIII

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### The Bat Drops

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Bat drop aerial down a  
 Jump. Wait until you are at the peak of your jump, then drop the bat.  
 Immediately after you drop the bat, press aerial down A (don't wait). If you  
 do the combo while you are facing the Sandbag and are a centimeter or two  
 away, it will do 35% damage max. If you stand right next to the bag, the  
 combo will do 31%.

Bat drop pill  
 Use the exact same timing method for the bat drop down+A combo. Don't press  
 "B" too quickly after dropping the bat, or the Sandbag may fly off of the  
 platform. It will do 24% damage max.

Bat drop aerial up a  
 Jump. Wait until you are at the peak of your jump, then drop the bat.  
 Immediately after you drop the bat, hold the control stick slightly upward and  
 press "A" (don't wait). It will do 25% damage max.

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### Beginner Strategy

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1. Grab the bat, dash toward the Sandbag
2. 3 up A smashes two facing right, one facing left (41%) (Sandbag should go left)
3. small jump, aerial down A (on the right side of the Sandbag)
4. Small jump aerial down A (on the left side of the Sandbag)
5. Do 6 capes (126%)
6. Tipper Bull's-eye: 1650+ feet (500+ m.)

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### Intermediate Strategy

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1. Grab the bat and dash toward the Sandbag
2. 3 smash up As 3. 5 Single jump bat drop aerial down As
4. 1 cape, tipper
5. Bull's-eye: 2200+ feet (670+ m.)

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### Pro Strategy

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1. 1 jump, jump, catch bat drop aerial up A
2. 1 jump, jump, catch bat drop aerial down A with fast fall

3. 2 single jump bat drop aerial down As with delayed fast falls
4. 3 jump, jump, catch bat drop aerial down As with delayed fast falls
5. Cape, tipper
6. Bull's-eye: 3250+ feet (980+ m.)

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Multi-Man Melee

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IX/IX

These are just strategies on just how to complete all 6 Multi-man melee modes.

All characters' smash attacks can send the wire frames flying in one hit. Doctor Mario is no exception. Experiment to see which move you think work best to kill them. Up B is used in most World Record strategies. It's simple, easy, and fun to see them go flying at the speed of sound.

Cruel Melee is different. As you start, dash to the left or right side of the arena. Let all the wire frames come to you, then use any means possible to get to the other side unscathed, and then use down smash on all of them, or any move that damages them all at once. Rinse and repeat until you have them killed.

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Training Mode Combos

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IX/X

Most people assume that the Doc multi hit moves are the best way to get the high score. This is not true. I'll show you a way to get 145 combo hits easily. This is a lot easier if you have a second controller to control the opponent with.

1: Choose your opponent as Jigglypuff, and of course yourself as Doctor Mario.

2: Go to the Green Greens stage.

3: Wait for the bottom row of blocks to fill up, and place yourself and Jigglypuff in there.

4: Wait for the blocks on the left and right column to fill up to the highest it can go.

5: Set down the maximum amount of red shells.

6: use down smash, the music should stop for a few seconds and both of you will get a lot of damage. If this is done right, this will always do 145 damage.

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Event Match Mode

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IX/XI

Event Match 3: This is sickeningly easy. A Link and Samus just go around using nothing but their bombs and picking up bomb items. They seem to be above you most of the time, so using aeriels works fine. If they are on the ground, down smash, or a shffl'd aerial forward a works nice. You aren't much faster than them, but try to beat them to the items that appear. They are all bomb items, the kind that kill in one hit.

Event Match 4: Pill spam or repeated shffl'd aerial back a's work fine. Down

smash repeatedly at first may work too. use an aerial forward a to kill him off, usually at around 300 to 350%

Event Match 6: Another sickeningly easy match. Fight these Kirby's like you would the wire frames, down smash works wonders, but up B is also a very good way to kill them. I would use those two moves alone to kill them.

Event Match 7: This one may pose problems if you dont get the early lead. The trick is to stick around the middle, and fly to that pokeball when it appears Once you do that, Pikachu will be so occupied with that one that you can get to the others and kill him both times easily. You can attack him directly, so dont bother, just use the pokeballs and you will be fine.

Event Match 8: This is kind of easy... you both start off with over 100% damage, and as you are killed the damage goes up with each new life. A simple aerial forward A will work, or a down smash, but really any smash works fine. 1 or 2 hits per life are usually all that is necessary for this match.

Event Match 9: Dont use any of your killing moves until they are in the percent range to be killed, usually around 100% damage. Until then, use your weak attacks, up aerial and back aerial is fine at first. Pills are excellent for racking up easy non-kill damage. When they do get to that killing percent, wait until they change into Sheik to kill. If you kill them when they are Zelda they just respawn, so WAIT for the change.

Event Match 10: These guys seem to be easily killed in the 50% range. For Mario, Peach, and Yoshi, just use your regular pill rushing. I would also use dash cancelled down smash a lot. Down smash or aerial forward a for finishers as usually. DK and Bowser take just SLIGHTLY longer to kill. If you dont like to use any skills, just use repeated smash attacks alot.

Event Match 11: Just survive for a minute. Sound easy? well it should be. You can either try to avoid them or attack them. I choose to avoid, and if they get too close, I use an aerial forward A. If you do wish to attack them, use aerials. Stopping to use ground attacks on this moving stage is just stupid. Be careful you get to the next level with your up B.

Event Match 12: You have 7 seconds to kill a decrepit Captain Falcon. Charge a forward smash, when he gets within range, let it go, if that doesnt kill him, edge guard with a cape. You shouldnt have to worry about recovering.

Event Match 14: It may be a bit difficult if you are new to the game. There is generally 2 people who actively fight and one person who just stays away and minds his business. Be a little of both. Stay at one of the goomba, and use hit and run tactics with your aerial attacks, or a pill rush. If they are weak, you can travel back up for action and use down smash. One tip I would do is to reset the event match until you get 3 characters you can really fight easily, this is of course if you have allot of trouble. When you get down to the opponent, attack him viciously with pill rushing and aerials, and down smashes until he's dead.

Event Match 15: A small fry Medic versus some big women... sounds like fun to me... <<. Any way, at the beginning of the match, I would use your lovely pills when possible, and use allot of clear out moves, this means down smash allot. When they are cleared, I would concentrate on one with aerials. If an item

appears, STOP! Its gonna be a good killing items most likely. You're the faster one here, unless Zelda transforms into Sheik, so use that slight speed advantage, and get to that item. Kill em all twice and you're good to go.

Event Match 20: Another all star match, sheesh! Well, good thing its not much different from the last one. So, use the same tactics. Pill rush to aerial or use your smash attacks repeatedly if you get lazy.

Event Match 21: Gotta get the pink one, just keep that in your head. What you need to do is separate them. Use an aerial forward a, or an up smash to that to separate them. They never attack, they just jump. If you use strong attacks that sends them both flying outside the arena, dont worry. This sets you up perfectly, since they will most likely be separated upon return, concentrate on Nana and you are set. Repeat for the other set of Ice climbers.

Event Match 22: EEEEEEEEAASSSSYYYYYYYYY! Just use your down smash or up smash for the whole duration of the stream of 128 Mario's. They die in 1 hit.

Event Match 23: I cant really give any specific tactics for these guys. They're invisible... but since they are both falco and Fox, just wait for that light ripple invisible people give out, and tilt combo them to no end. It may be hard to edge guard them, but try to, it will pay off. I would try to separate them with a down smash first though, just to make your life easier. Use pill or cape to edge guard them.

Event Match 24: Another easy thing. These guys will usually die in one hit of a down smash or up smash, so just keep on spamming that. I don't think aerial forward a works as well here. Just stick with the smash and you will be fine. Pill rush and shffl aerial back a the last giant yoshi then up smash him to oblivion.

Event Match 26: Another trophy match. Hit and run is especially easy here, so do just that. Dash cancelled down smashes work wonders on this relatively flat stage. Go for the 2 aggressive ones as always first. Go for the idle one last. Dont forget you can reset until you get an easy set of computers to face.

Event Match 28: Another one of those many but weak fights. Just use up or down smash over and over again. No huge problem really.

Event Match 30: Gah... another allstar, not to fear, one less opponent to worry about here. Just use the above all star match tactics that I already explained. For Ice Climbers, I would try to KO them off the side, since its insanelly easy to do so. That is if they dont kill themselves from the moving mountain. <.;<; Back throw or forward throw works real nicely against IC

Event Match 31: This isnt about killing them, its about how many point you can get before the match ends. You do get points for KO's and lose some for dying, So KOing a lot helps. I would try to get a couple other bonuses along the way. Maybe all ground, no R for U, no items, something. Check the bonuses FAQ for more ideas.

Event Match 37: This event match unlocks Pichu, now that we have a little back ground info on it, let痴 see what to do. You are gonna be the faster one here, so use your slight speed advantage to get to every single pokeball on the stage. The wireframes may preoccupy you, but they are easy to kill. Jigglypuff is pretty slow on ground, but the only character faster in the air. Your still quick, so get those pokeballs. They will always have a legendary pokemon in it, and for

some reason Woboffets X\_x. It should be a breeze.

Event Match 38: This may pose a slight challenge. Just use clear out moves, and concentrate at one at a time if at all possible. If not, just spam down smash and aerial forward a. The Luigi tend to kill himself alot, try to exploit that by jumping out and luring him out, or cape his luigi missile to kill him

Event Match 40: Another all star so soon? It sickens me, but anywho, there is nothing different here, use the above event match tactics. Sorry I am too lazy to elaborate here, but not much needs to be said eh?

Event Match 44: Just use weak attacks on Zelda, BUT DONT KILL HER! After a bit, Mewtwo shows up, concentrate on him with aerials, He's usually in the air alot, or above you. Use aerial up a, aerial back a, and aerial forward a to kill him. Aerial neutral a may work here too, since it gets stronger gradually.

Event Match 46: Concentrate on one at a time, it should be easy since it is on Hyrule temple. You may want to lure them to the bottom, keeping attacking them there, then go back up for the kill. But remember, if both get too close just use down smash. Watch out for counter though, it can hurt quite a bit when Roy does it. Cape does not work against counter, so dont think about it. After that you should be fine.

Event Match 47: Another trophy match. This can be hard or easy, if you stay in the middle pit area, SPAM. DOWN. SMASH. At least when they are all at around 30 to 50%. They will go flailing about like fish, and they cant do a thing. Thats my best advice, you could wait on the outside, and aerial back/up a them back if they come after you. Again, you can wait for and easy set of computers to complete this.

Event Match 48: This is a tad difficult. Concentrate on the Pichu's the most, but if the annoying Pikachu gets in the way down smash him. It takes quite alot to kill the Pichu's for some reason. When a pokeball appears, GET IT! It can save your hide and make your life easier. Always use Sheik edge guarding tactics with them.

Event Match 49: The last all star event match, thank god. There are now 6 opponents. Its the hardest all star match, but still pretty easy, just remember your regular all star match tactics and you should be fine.

Event Match 50: This is one of the hardest event matches, but if you know how to kill master hand and crazy hand already \*hint hint\* scroll up \*hint hint\*, it shouldnt be that bad. Use repeated up smashes and aerials on Master Hand first. After you defeat him, go for Crazy hand. If you've read my Master and Crazy Hand strategies earlier in the FAQ it should be no problem.

Event Match 51: This is hell reincarnated into a bunch of tiny pixels. When you first play this, you will get frustrated, everyone one does. Concentrate on the huge Bowser first, or GigaBowser as it is here. He is a huge target, and a perfect target for repeated aerials, down smashes, and pills. Again, Finish him off with a down smash or aerial forward a. After he's gone concentrate on Ganondorf. Jump off, lure him towards you. most likely he'll try to up B you, air dodge out of the way, and he will fall to his doom. Dont forget the items, they can help you greatly. Dash canceled down smashes over and over again for the last opponent should work. Keep at it, you'll get it eventually. Remember to cape them when they try to recover.

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About AIM: My aim screen name is cubapete008649. I talk to a lot of people regularly, I usually have at least 5 conversations going on at once, so if you must contact me through AIM, make it worthwhile, and intelligent. I have no problem blocking people who waste my time and annoy me.

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[www.smashboards.com](http://www.smashboards.com) (For any more advanced information you need to know of the game.) <Scroll down to Sskeeto's HRC FAQ when you back outta this FAQ all your HRC answers solved!>

<http://members.lycos.co.uk/begandinterbtt/> (for any beginner and intermediate Break the target help you need)

<http://freewebs.com/thephoenixrealm/index.htm> (Dark Phoenix's site, lots of information on SSBM and the such.)

<http://www.freewebs.com/thefalconrealm/index.htm> (My own site, it has some articles on my own views for the game, this is one of the sites my FAQ will be allowed on.)

<http://www.angelfire.com/games5/ssbm/> (LOTS of videos on this site, from music videos, to the best smash players on video. Watch it, the "Game Over" videos are some of the best fighting you'll ever see.

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I would like to thank the following places/people  
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Credit goes to Skeeto too for providing all the strategies for the Home-Run Contest strategies, they were taken from his FAQ on GameFAQs, check it out, its great for any Home-Run Contest information you ever needed to know.

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