

Super Smash Bros Melee Bowser Chracter FAQ

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***** Bowser *****

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+++++ 1.Intro +++++

"I am Bowser hear me roar!!!". Bowser has made numerous attempts to conquer the Mushroom Kingdom, but he is always foiled by his arch enemy, Mario. Bowser is an impressive fighting force. He uses strong attacks to batter his opponents mercilessly, often ending a fight before it can begin. Bowser's massive bulk helps him avoid being knocked off the stage , but it also makes him one of the slowest fighters in the game.

***** 2.Attributes *****

Each * represents the rank. (5 max)

Size:*****

Weight:*****

Power: *****

Speed:**

Jump:***

Usage:**

3.Moves

The B Button Moves

B:Fire Breath

B right/left:Koopa Klaw

B Up: Whirling Fortress

B Down: Bowser Bomb

The A Button Moves

Button Combo~Attack Name~Damage

A button Left Scratch %2-5

A button (Second) Right Scratch %3-6

A (while dashing) Horn Charge %6-11

Left or Right + A Koopa Knuckle %6-14

Up + A Ceiling Scratch Floor %7-13

Down + A Scratch %5-22

Smash Left or Right + A Hammer Head %13-32

Smash Up + A Shell Shock %6-27

Smash Down + A Buzzsaw %1-27

A button (in air) Gyroscope %7-13
Forward + A (in air) Jump Slash %7-14
Backward + A (in air) Spike Stretch %4-13
Up + A (in air) Horn Toss %9-17
Down + A (in air) Scrub Brush %1-15
Z or (R+A) Grab %0
A or Z (while holding) Bull Horns %1-3
Forward (while holding) Catapult %5-10
Backward (while holding) Reverse Throw %5-10
Up (while holding) Blender %1-9
Down (while holding) Bowser Slam %6-12

^^^^ 4. Break the Targets ^^^^^

Just Follow these steps.

1. Turn to your left and break the target
 2. Turn to your right and jump and attack
 3. Jump left off the platform to reach the target.
 4. Use a rolling dodge by holding down R then tapping Right on the Control Stick to reach the target.
 5. Stand on the platform above the target, fall through, break the target and move to the right.
 6. Once after breaking target 5 target 6 should be right on the platform underneath.
 7. Move right and break the target.
 8. On the stair-like platform target 8 should be right next to it.
 9. Target 9 is underneath target 8.
 10. Jump to the right from 9, then use Whirling Fortress to break the target.
- And you beat Bowser's Target Test!!!

&&&& 5. Homerun Contest &&&&

Here's what to do to get a high score with Bowser.

Keep using a Powered-up Smash Down + A until time runs out and look at your score. This might take a few tries to do. If your timing is right to get the bat you might hit far, far, far.

%%%% 6. Stage Help %%%%

Peach's Castle: Peach's castle isn't as serene as it first appears. Bullet Bills will occasionally land on any part of the castle and explode!!! Pressing a switch will make new platforms and bricks to come about.

Rainbow Cruise: It begins on a ship then you have to abort it. After you abort the ship you'll be on your own dodging pendulums, avoid falling blocks, riding carpets. Soon you'll have to do it again.

Kongo Jungle: A wide river rages beneath you. So when you fall you don't want to end up all washed up. Find the Barrel Cannon useful 'cause it can save your life.

Jungle Japes: Another raging river beneath you so be careful. This time there's only 3 platforms and Klaptraps trying to bite you.

Great Bay: The turtle can be used as a platform then it will sink. Then rise again. You can pop the balloons for fun or use them as platforms.

Temple: This is one of the largest stages in the game. This is a great place for sneaky players. And when your at the bottom it's hard to knock your opponent off the stage.

Yoshi's Story: If you're looking for a small stage this is it! Heavy opponents can easily send their opponent flying in 1 or 2 attacks. Shy Guys sometimes have some cargo attack they'll let go of their precious cargo.

Yoshi's Island: Beware of the yellow blocks 'cause if an attack hits it will spin then stop. Don't go to far on the cliff or you'll be blown away.

Fountain of Dreams: The 2 platforms on either side will gently go down then up. It's great for beginners.

Greens Greens: This place has a couple of nasty tricks. Whispy Wood will blow

real hard on either side of the stage. Most blocks have stars on them others have bombs so look out!

Corneria: Fox's team will shoot their lasers at you so watch out. If you see the lasers charging beware of falling 'cause it'll shoot you.

Venom: It's the same as Corneria only in a different place and angle of the ship. Again Fox's team will shoot you.

Icicle Mountain: Probably the most hated stage in the game. It scrolls in various speeds. It may be confusing to a beginner player.

Brinstar: Home to Mother Brain and the Metroids. Never go near the acid 'cause it'll give you a whole lot of damage.

Onett: Here watch out for cars or they'll give you %30 of damage. On the Drug Store the 2 platforms will sometimes break.

Mute City: A racetrack is not good for a fight. Cars will zoom underneath you so be very careful when you're on this stage.

Pok'emon Stadium: This is perfect for a match. The stadium will change into a different place. There's a scoreboard in the background.

Kingdom: This stage has many features. You can break bricks and question mark blocks. The elevator platforms are fun to stay on but don't stay for too long.

Note: For Hidden stage help please e-mail.

===== 7.Classic =====

stage 1:Normal Melee

stage 2:Team Melee

stage 3:Bonus Stage

stage 4:Normal Melee

stage 5:Giant Melee

stage 6:Bonus Stage

stage 7:Normal Melee

stage 8:Multi-man Melee

stage 9:Bonus Stage

stage 10:Normal Melee (metal)

stage 11: VS. Master Hand

Note: If playing normal or higher you see Crazy hand.

\$\$\$\$\$ 8.Adventure \$\$\$\$\$

stage 1: Mushroom Kingdom

VS. 10 Yoshis & VS. Mario and Peach

Time:7 min. & 4 min.

stage 2: Kongo Jungle

VS. 2 tiny DKs & VS. Giant DK

Time:4 min. each

stage 3: Underground Maze

VS. Link (maybe) & VS. Zelda

Time:7 min. & 4 min.

stage 4-1: Brinstar

VS. Samus

Time:4 min.

stage 4-2: Escape

Time:40 sec.

stage 5-1: Green Greens

VS. Kirby

Time:4 min.

stage 5-2: Green Greens

VS. 15 Kirbys

Time:4 min.

VS. Giant Kirby (maybe)

Time:4 min.

Stage 6: Corneria

VS. Fox

Time:4 min.

VS. Fox (maybe even Falco)

Time:4 min.

stage 7: Pok'emon Stadium

VS. 15 Pikachus (Jigglypuff and Pichu can appear too.)

Time:4 min.

stage 8: Big Blue

Race to finish

Time: 4 min.

VS. C.F.

stage 9: Onett

VS. 3 Nesses

Time:4 min.

stage 10: Icicle Mountain

Go to Top

VS. Ice Climbers

Time:4 min. (time continued from going to the top.)

stage 11: Battlefield

VS. 15 wireframes

Time:4 min.

VS. Metal bros.

Time:4 min.

stage 12: Final Destination

VS. Bowser

Time:4 min.

VS. Giga Bowser (maybe)

Time:4 min.

~~~~~ 9.All-Star ~~~~~

Battle 1 to 4 # of opponents 1

Battle 5 to 8 # of opponents 2

Battle 9 to 12 # of opponents 3

13th (final) # of opponents 25 Mr. G&Ws

Note: You only have one life, You keep your damage, You only have 3 Heart Containers (use if %100+).

????? 10.Credits ?????

Me-for making this guide/FAQ

Bowser-Without him he wouldn't be my favorite character.

Nintendo-Making this game

Player's Guide-I wouldn't be typing this without it.

Neoseekers.com-letting me type this.

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