

Super Smash Bros Melee Dr. Mario Character FAQ

by DarkKnight

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--Super Smash Bros. Melee--

Platform: Nintendo Game Cube

Character guide - Dr. Mario

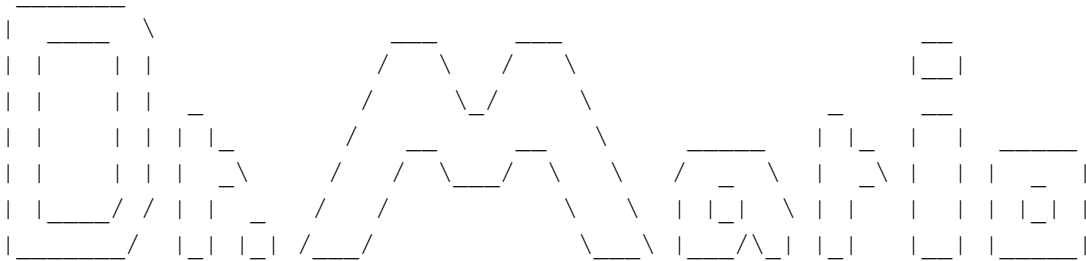
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M O R E C O M I N G L A T E R ! ! !

-Look at 'Coming Soon' section for more info.

I. Introduction

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I-A. Copyright

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I-B. Spoiler

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Do not continue to read this FAQ any further if you do not want to find out any secrets in the game because I uncover some secrets that you may want to find out on yourself.

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I-C. E-Mail Me

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Did you find anything wrong? Any mistakes at all? Did you find any spelling/grammar mistakes? Or Do you just want to add to some parts or comment on this FAQ? Please feel free to e-mail me with anything you want to say at the address at the top of this page. Be sure to include your Name/Alias to the E-mail so I know who I'm crediting. Thanks!

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I-D. Version History

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(2/8/02)

- 1.0- I: A-F complete
- II: A-C complete
- III: Adventure complete
- IV: Glossary complete
- V: Coming Soon complete
- VI: Credits complete

(Credits are X now)

(Coming soon is IX now)

(Glossary is VII now)

(Adventure is IV now)

(2/9/02)

- 2.0- III: A-D complete
- V: Classic Mode complete
- VI: Event Mode Started

(5/2/03)

2.5- III: Added Free For All Strategy

Fixed the Move list

Tweaked things here and there

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I-E. Megavitamins and Viruses

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To get Dr. Mario, defeat Classic Mode with Mario, on any difficulty, without losing one life.

Dr. Mario is a character from 3 games. His appearances have been from one from NES, one from Game Boy, and N64. His first debut was in the NES game called Dr. Mario. I have that game and it feels like I'm playing Tetris sometimes. Although you're fighting viruses, it's a lot of the same concept.

Dr. Mario does all his virus killing, medicine making in his trusty white doctor suit. In SSBM, you can change the color into four other suits: Green with Yellow Gloves, Black with gray Gloves, Red with Blue Gloves or Blue with purple Gloves.

Dr. Mario doesn't have his own level. Although when you unlock him, you fight him in Mushroom Kingdom: Peach's Castle. There is one cool thing about him though, you can play his music. To play his music, fight in either Peach's Castle or Mushroom Kingdom II (multi-player), and hold down the L and R buttons while the game is loading, after you choose the stage.

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I-F. Trophy info

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Normal: 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.

Smash #1: There's hardly any difference in the abilities of Mario and Dr. Mario, so choosing is largely a matter of taste. Dr. Mario is a tad bit slower due to his lack of exercise, but his Megavitamins pack a bit more punch than Mario's Fireballs. The capsules travel on a unique trajectory and make a distinct sound on impact.

Smash #2: The differences between Dr. Mario and Mario are more pronounced in some areas than others, but basically they can be played in similar fashion. While it may be too hard spot the contrasts, they do exist. For example, Dr. Mario's Super Sheet is longer and narrower than Mario's Cape, and any opponents hit by Dr. Tornado will fly off in diverse directions.

The doctor has mostly the same moves as Mario. The only difference between the two is his doctor suit, and Dr. Mario is stronger but not as fast. This character is definitely a good character, considering his powerful attacks. He is decently well-rounded just like Mario.

Appearances:

First: Dr. Mario- NES (1990)

Dr. Mario- Game Boy

Dr. Mario 64- N64 [1999(?)]

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I-F. Pros and Cons

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Pros

- He is very strong
- Can control enemies easily
- Deal out a lot of damage
- Controls are easy

Cons

- He can't get back up too well
- Not very fast

As you can see Dr. Mario isn't very fast but he can control a character very well using power, so speed wouldn't matter in the heat of the battle.

II. Attacks

This section will hopefully convey the basic ideas of all the attacks of Dr. Mario, how much damage each attack does, what they look like, and I also provided my opinions on these subjects.

NOTE: In case you haven't noticed, all attacks decrease in damage after being used a lot. So damage may vary throughout match.

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II-A. Basic Attacks

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Basic attacks are done by using the button, A. These attacks are weak, but usually faster than the B button attacks. I use these a lot in matches, since a majority of them I can use for juggling, or for charging up. These types of moves are used more in my matches than the B-Button attacks.

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Ground attacks

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A - Quick Punch (Pressed repeatedly- Punch, punch, kick) 3-4% I do not use this too much, and never as a combo. This can be easily countered/evaded and is a waste of time. If you are in a habit, I

recommend you get out of it.

A + Up - Tilt- Short uppercut (10%)

Smash- Smashes down with hand (Chargeable) (Not charged- 8-12%) (Charged-13-18%).

A + Down - Tilt- Swings legs around (May send opponent flying) (10%)

Smash- Same thing as Tilt, except this is chargeable and covers back too (Not Charged- 18%) (Charged- 24%). Personally, I don't use this attack a lot in my battles. If you use it then hey, more power to you (if it works well).

A + Forward - Tilt- High Kick (8%). You might as well do the smash, because this percent degenerates after a while, and it's easier to force the joystick all the way to the side anyway.

Smash- High force punch with electric shock (chargeable) (Not charged- 19%) (Charged- 23%). This move is recommended for all occasions and can deal a good amount of damage when executed properly. This move also send opponents flying in the air, which enables you to juggle, or do further combos to deal greater damage. This goes well with the A + Up either coming before or after, because the enemy is unable to do anything, and you can deal damage, while doing more moves afterward.

Running- He does a slide kick (9-10%). This is an awesome starter to a combo or juggles, because it deals a pretty do amount of damage to the opponent, and it sends them pretty far up in the air even at a low percent. This move is very much recommended.

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Air Attacks

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A - Kicks (10%). This is just the normal attack as you are in the air. I use this just as much as every other attack in the air. Although this can be used plentifully, I recommend the meteor punch if you have the chance.

A + Up - Back Flips and hits opponent (10%). This move I usually use in the middle of combos, for a few reasons. For one, it hits the opponent up, and it deals a good amount of damage, so it is highly recommended.

A + Down - Hold A- Drill Kick - Spins around toward the opponent (Multiple hits) (2% each)

A + Forward - Hard Punch (long to execute) (18-25%). Look above for description. I also use this technique in the air, since it can be started in the air, and can be executed in the air also, enabling a far hit for an ending of a combo.

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II-B. Special attacks

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Special attacks are the attacks done by the button, B. Usually, these attacks are stronger but slower than the A button attacks.

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Ground Attacks

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B - Megavitamins - He throws a megavitamin at the direction facing (Lasts for 2 seconds) (4-8%). I usually don't use this move a lot. For one, many opponents that are a least decent know to dodge it. It is slow and doesn't deal a lot of damage. I only use this for some combos or in desperate situations that I need to get out of.

B + Up - Super Jump Punch - Fast uppercut that goes high (Makes coin noise for every hit made) (About 2% each - About 5 hits - Final hit deals more damage). I use this when I'm done with a juggling combo. It is a nice ending and could deal some pretty good damage. I suggest it for a wrap up. This move is also useful when you have two enemies around you. If you use this move, both will be hit, and sent up in the air. This would only be useful if you hit them with every hit, because this is a combo. The final hit can send opponents flying up into the air. Since this is the B + Up move, you will be rendered useless until you hit the ground, so make sure you either KO you opponent(s) or have a backup plan.

B + Down - Dr. Tornado - Spins around with arms spread (2-4 hits) (2% each). I usually don't use this attack for a few different reasons. For one, it leaves you open when you are done. Since I like to juggle, this doesn't fit into what I do. Usually it is easy to dodge when started. This is usually only useful in FFA when in the middle of the fray (further explained in the strategy).

B + Forward - Super Sheet - Swings cape around (7-10%). This seems weak when you play with it, but in reality could help. This move is best used in the middle of a combo, but shouldn't be used starting or ending a combo because the enemy isn't knocked over or blown away and can recover easily.

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Air Attacks

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Same as ground attacks

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II-C. Other Attacks

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Ground Attacks

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NOTE: If you haven't noticed, Z acts the same as A in the air, such as attacks.

Z'A - Head butt (Multiple hits can be made) (About 1% each). I don't use this too often when I catch an enemy. I recommend using one of the ones listed below.

Z' Forward - Tilt- Spins once and throws in that direction (6-7%)

 Fully tilt- Spins around about 3 times and throws in that direction (10-12%)

Z' Up- Throws up high (4-6%). I think this is a good choice to deal

damage and another very good choice to throw the enemy out of the stage. When this attack is executed, Dr. Mario flings up the caught enemy very high, and if they have a lot of percent, they are out.

Z' Down- Chucks down (3-5%)

R + Forward or Up (Same time) - Evades in that direction. I recommend evading a lot in your matches. I evade a lot and it really helps. Since Dr. Mario isn't too fast, this can get around an enemy very easily and very fast so you can execute a hit or combo faster with less risk of getting hit first.

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Air Attacks
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Z - All A attacks in the air.

R + Forward or Back or Up or Down - He evades in that direction

III. Strategies

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III-A. 1 VS 1 battle
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One way to control a 1 VS 1 battle is to run and use A + Forward. As you probably know, it will send them into the air. Now do this a couple of times to get percentage up and when their percentage is pretty high, use A + Forward and charge it up. If they get too close to you and start attacking you, then jump and use either A + Up or A + Forward. Or if you don't want to go off the ground then use the regular A. To juggle, which often I usually do, if they are knocked in the air then use A + Up in the air to knock them higher and deal more damage. To finish off a combo/juggle, sometimes I end with the Super Jump Punch (B + Up). This deals some good damage and sends your opponent in the air higher. This is a really good finisher and I recommend it. One thing you must do in matches is to evade. I can't stress this enough. Evading is really important so you can make up for the slow handicap Dr. Mario has. Evading is fast for Dr. Mario, especially on the ground, so it is easy to execute when you need to and is really useful to get around enemies. The best strategy is to hit your opponent a few times, making them unable to recover, wait a few moments while they recover, then evade to the other side of them and hit them from that side with a meteor punch or other such moves to hit them hard and catch them off guard. Evading is really useful and I recommend it a lot in all matches against any opponent. Practice this a lot in Training or in 1 player or in Vs. Mode. Also, after you evade, you can grab your enemy and throw him up to deal him damage, and to start a juggle.

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III-B. 2 VS 2 battle
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There are two ways to handle this kind of battle. One way is to focus on one character at a time and then move on to the next victim. You can also bunch both of them together and attack them all out there. I like to bunch them up then go all out. That deals out the damage more

quickly and I control both of them at the same time. So when I bunch them up, I usually run and use A + Forward to slide under them sending them up and then letting my ally and I knock them from the air with A + Forward, or A + Up so I can juggle one or both. If they get out of hand, I like to focus on the harder opponent and leave the other one to my ally. Then I could really weaken him/her and then I could bunch them up again and deal out a lot of damage again. Evading helps in this kind of battle, as long as you don't evade into the other opponent. Dr. Tornado can help is you drop into the fray of the battle, as it may send the opponent off in different directions. Keep in mind that if both opponents are next to you, you can use the Super Jump Punch (B + Up) and they will both get dealt damage, as well as getting sent upward. If your ally is taking care of both of the enemies, then you can stay out of the middle and shoot Megavitamins into the fray, dealing some damage, while you're out of the way.

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III-C. Free For All
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Dr. Mario is decent for controlling 1 or more opponents. His B + Up attack can handle up to 3 opponents, as well as many other attacks. This makes it easier for double or even triple combos or juggles, if you are good at controlling them. To control them well, you have to be fast. Right after you execute a move, you have to know immediately what to do. If you hesitate, then your opponent will recover and react. Being fast also means evading. Evading would probably be your most effective form of getting across an opponent(s) without getting touched. I can't stress evading enough. It is terribly important. But one thing to keep in mind, is that you can't do evades to move around because you are using it so much. When you don't need to use it, don't. Just think about it. You could grab, but I wouldn't recommend it since there would be 2 other people that could come after you, so use it sparingly. The Running A + Forward so you can slide is also effective in that it can cover 2, maybe 3, opponents at a time, throwing them up for a decent combo or juggle to be executed. Remember, you cannot hesitate with Dr. Mario he's already slow enough :).

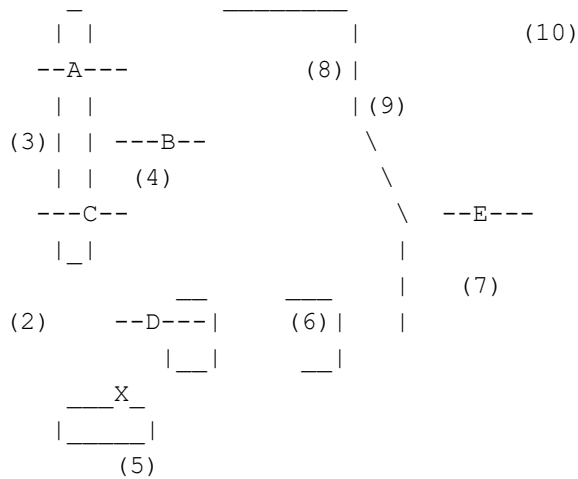
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III-D. Race to the Finish
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I have never completed Race to the Finish with Dr. Mario but I have gotten pretty far. This is what I do: Right at the beginning I slam the joy stick to the right and start running. When I get to the hall that is high above me, I triple or sometimes double jump to the ledge and I keep running. After that there is this big fall down, and when I jump into it I hold down so I can go through the platforms so I don't have to worry about them. I keep running and once I reach the next ledge, I fall but when I am level with the opening I use my double and triple jump into it. When I'm in it, I start running again. I have a choice now, top middle or bottom. I usually go to the bottom because it is the fastest. So once I reach there I keep running and fall down and I hit the bottom so I keep running again. Once I get to the big opening I jump to the closest platform. Then I jump to the platform below but to the right. Then I jump up to the high platform to the right and I jump down to the exit.

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III-E. Break the Targets

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(1)



KEY:

--Z--- = Platform

(#) = Target

This may seem like it would take a long time but once you remember it, it is really fast. Jump to platform C and hit target 4. Jump to platform B and wait for it to go right and once it is all the way right, jump once to target 8 and then double jump and triple jump to where platform D is. Now jump on platform D and jump off it once it reaches all the way right, to where target 6 is (you may need to double or triple jump). Once you get target 6 then wait for platform D comes back and double or triple jump onto it. And then jump onto platform C and then double jump to platform A. Wait for it to go to the left which then you will double jump off it and hit target 1 and fall down and hit target 3 fall more then triple jump onto the starting platform. Jump back up to platform A and then go to the left of it then jump once off to hit target 2 and then double and triple jump to the starting platform. Jump up to platform B and jump up to the ledge to the right. Move to the right and make sure platform E is either coming down or is all the way down then you slide down to platform E hitting target 9 on the way. After that, wait for platform E is all the way at the bottom and face the left. Now before the platform goes up, jump and throw a megavitamin at the slope so it hits it and ricochets off and hits target 7. Now go back on to platform E and wait until it is up all it can then triple jump to hit the coin. Now SLAM left and keep holding it. Hopefully you end up on platform E again. If it doesn't work don't worry about it, it took me a few tries before I got it. Now wait again for the platform to go up all it can then triple jump to the ledge at the top left. Now go back down to the starting platform and jump off to the right. Stay as close to the platform as you can and then hit the last target.

IV. Adventure

NOTE - Difficulty's are based on how they compare with each other.

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Level 1: Enemy: Yoshi Gang
- Difficulty: Easy
Level 2: Enemy: Peach and Mario/Luigi
- Difficulty: Easy

Level 1:

This is the easiest level you'll encounter. All the enemies in this level are either Goombas or Koopas and its one hit K.O. (but the Koopa comes out of its shell after a while). Just jump on top of them. It reminds me of the old Super Mario days... anyway back to the guide. When you get up to the Yoshi Gang, use A + Up when the Yoshi's jump on top of you. If they are beside you and they are going nowhere, use you dash and A + Forward move on them. It should knock them out easy.

Level 2:

This is a bit harder since you are fighting 2 real opponents. Now, you may get hit around but don't worry about it. There are two ways to fighting this battle. You could either fight one at a time, or try to use strong attacks against both opponents. I like to use the try to use strong attacks against both opponents because then I have control over both of them at a time. When they are bunched together, I like to use the dash and A + Forward so I can send both of them into the air, then I would jump up and use my A + Up to juggle them. If the jump into the air and use A + Up doesn't work, I usually go for hitting them with the dash attack and then charging up my A + Forward so if they are at a high percentage, then they would fly away.

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Stage 2 : Kongo Jungle - Jungle Japes
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Level 1: Enemy: 2 small DK's
- Difficulty: Easy
Level 2: Enemy: 1 Large DK
- Difficulty: Easy

Level 1: This is another easy battle. It's easy because you are fighting 2 small DK's. The reason it would be so easy is because they are not aggressive, and they don't attack a lot. Another thing is, they are acting stupid because sometimes they like to sit in one place. One way to beat this, is to use the dash and A + Forward technique so they fly into the air, then keep jumping into the air and using the A + Up to juggle them. When they get to a high percentage, knock them away using either jump and A + Forward or, A + Up and then charge up the A + Forward attack so once they come back to you (because they love to follow you), let go of the charged up attack at them and they go flying. If they don't come back, do the same thing over again.

Level 2: This is a pretty easy battle. Once again the DK is set on a very low difficulty. First of all he is too big to hit you and he likes to follow you then stand around. Try to out run him and run side to side. Go to one platform on one side, and once he gets there, jump off and switch. Once you get into a good position to fight (usually when he is coming at you because you just switched sides), try and charge up the A + Forward attack and when he gets close, use it on him. What I like to do is to wait for him at one side and then got the middle and wait for him to come back. Once he comes at me, I already have my A + Forward charged up and I hit him with it. IT should send him flying off

the edge I was aiming at. Then I would jump on the platform in the direction that he flew and wait for him again with a charged up A + Forward. I keep doing that and also switching sides.

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Stage 3 : Underground Maze - Hyrule Temple
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Level 1: Enemy: Multiple Links

- Difficulty: Easy

Level 2: Enemy: Zelda

- Difficulty: Medium

Level 1: This is another easy level because all you have to do is find the Triforce, and hopefully you find it. Once you find the Triforce. The only catch is, at some places where the Triforce might be, there is a sword and then if you enter the room you have to fight Link. It seems treacherous but it is not. It's easy because you might not have to fight Link. What I do is look around for the room with the TriForce, by not entering the room but slowly walking toward it to see what is in the middle of the room, either the TriForce or the sword. This is a good way because then you may not have to fight any Links, but on the other hand there are some rooms that are after some rooms that may have the Triforce. So try and look around for it but if you looked in every room possible without fighting Links then you will have to fight Links. They aren't that hard anyway. Do the same strategy as always. Use your Dash and A + Forward to send him up in the air then use either jump and A + Up or on the ground A + Forward and charge it up.

Level 2: Zelda is pretty easy but she gets annoying with all her evades. The best way to get rid of this is to Run and push A + Forward so she jumps out of the way, then turn around and use it again. It usually confuses her and makes you get the hit. From here, as you know, I like to juggle her around. So once she's in the air, I jump up and use A + Up to fling her up again. I do it again and when I had enough I jump up and use A + Forward to knock her away. That should leave a bruise or two on her. After that, try to go really near her but not too close and charge up you're A + Forward. So once she comes after you, you can knock her away again. This strategy puts you in complete control. If it doesn't work the first time, she usually will hit you but then you will soon get the upper hand if you do this strategy again. Keep practicing the Run and A + Forward and get it down pact. It will really help to beat a lot of guys. After that, try practice juggling, after that, this strategy should be a piece of cake.

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Stage 4 : Brinstar - Code Red Escape
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Level 1: Enemy: Samus

- Difficulty: Medium

Level 2: Enemy: The clock

- Difficulty: Easy/Medium

Level 1: Samus seems like an aggressive attacker in this stage. She really isn't. Try to out run her, try to go from one platform, down or up to another and then wait for her. Once she comes up or back down, then you are ready with some attacks. A good strategy I like to use is to go on the top platform and then wait for her to come up, and then go to the bottom platform and once she follows, I use my A + Up so I can hit her back up. Once I hit her with A + Up then I jump up and I do it

again on the top platform and I juggle again. But early on, I like to use the jump and A + Forward because it is easy to blast her out of this

stage. If it doesn't work the first time, try and go to the beginning and outrun her again. Then go on through the strategy. Evading really helps on the bottom platform especially.

Level 2: This isn't actually a fighting stage so it's not that hard and it doesn't matter if you lose. The hard part about this is Dr. Mario's third jump is angled so it is hard to skip to those little platforms and easily get through the level. The only way I finish it is to not worry about skipping all the platforms, I get all the platforms I can by jumping and double jumping. So you should have at least 2 seconds or so left at the end. *In case you didn't know Dr. Mario's third jump is jump + B + Up.*

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Stage 5 : Green Greens

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Level 1: Enemy: Kirby

- Difficulty: Easy

Level 2: Enemy: Multiple Kirby's

- Difficulty: Easy

Level 1: This is a very easy level. Kirby doesn't attack very well against Dr. Mario. So I like to get in a spot so there is a good amount of time for Kirby to run at you and I power up my A + Forward so if he comes close, I can deal a lot of damage and makes him fly away, vulnerable to another attack. If you hit him away, you have two choices. You can either run after him and use run and A + Forward, or you can get a little bit closer to Kirby and charge up you A + Forward. I prefer running after him and using the dash attack. That way I don't have to wait for him to come back and I can go up to him and send him back up flying so I can use jump + A + Up or Forward. Both strategies put you in complete control of Kirby.

Level 2: Like always, it is another weakling gang that looks hard but is really easy. Like I always say, stay in the middle of the stage and wait for them to come to you. When they do come to you, use A + Up to send them flying this always works. If this somehow fails, then use A + Forward.

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Stage 6 : Corneria

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Level 1: Enemy: Fox

- Difficulty: Easy

Level 2: Enemy: Fox (and his Ar-winged friends)

- Difficulty: Easy

Level 1: Fox is fast so you better watch out. When he comes running at you use you run and A + Forward attack so you send him in the air r evade to the other side. Then try and juggle him by using his aerial A + Up and keep doing that. When you had enough, try doing jump + A + Forward so you can hopefully send him off the stage. If that doesn't work try it again and send him in the same direction so you have a better chance of KOing him. When you send him up in the air, if you are in need of percentage then use jump + B + Up. That gets a little but it is very fast and it could go on forever. Send him in the air, jump + B + Up, send him in the air... and so on.

Level 2: Use the same strategy as before, because nothing is different except for fox's red shirt and 3 Ar-wings, and you might even face Falco.

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Stage 7 : Pokemon Stadium

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Level 1: Enemy: 12 Pikachus

- Difficulty: Easy

Level 1: This is easy as cake. Again gangs are the easiest thing. Stand in the middle of the stage and wait for the gang members to come to you (in this case, Pikachu's) and once they get near you, use A + Up to send them away. If they are next to you, use the run and A + Forward.

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Stage 8 : F-Zero Grand Prix

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Level 1: Enemy: Cars

- Difficulty: Easy

Level 2: Enemy: Captain Falcon

- Difficulty: Medium

Level 1: This is just like Race to the finish. Except this time you need to watch out for the cars. Since Dr. Mario is pretty decent at running, I like to skip every other platform, in case it feels like the cars will be coming soon. This shouldn't be a level that should be explained.

Level 2: This is pretty easy considering the small platform to stand on. This is good because of Dr. Mario's attacks. When the stage starts, attack him with Run + A + Forward so you can send him in into the air. The juggle him twice and then send him out using jump + A + Forward. If it doesn't work at first keep trying the run attack. Make sure you evade a lot so you can make up for Dr. Mario being slow.

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Stage 9 : Onett

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Level 1: Enemy: 3 Ness'

- Difficulty: Easy

Level 1: The only problem here is that there are three of them. They all act stupid. They aren't aggressive and they don't look like they are triggered to kill you. So the best way I found out is to bunch them together and then use Run and A + Forward to knock them all away. Then use Super Sheet (B + Forward) to send some damage. A minute later I stand away and wait for them to come after me and when they do, I have my A + Forward ready and charged to whack them out. If it doesn't work, try sending all the damage you can with juggling. Evading doesn't usually work here, unless you knock out one or two of them, considering you evade and end up in another enemies range. I suggest using B + Up a lot while they are together to deal damage to all three of them while sending them up. This then enables you to juggle one or two of them.

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Stage 10 : Icicle Mountain

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Level 1: Enemy: The Level

- Difficulty: Easy

Level 2: Enemy: Ice Climbers

- Difficulty: Easy

Level 1: This is really easy. All you need to do is double jump and then use jump + B + Up to triple jump. Keep doing that over and over.

Level 2: These ice climbers are cake. All you need to do is focus on one and charge up his A + Forward. If one of the groups comes near then you unleash it and they fly away. If they don't fly away right away, try it again.

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Stage 11 : Battle Field

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Level 1: Enemy: Metal Mario or Metal Mario and Luigi

- Difficulty: Easy

Level 1: Since Mario is too heavy to be sent flying I just keep using the dash attack. Back and forth I keep trying to use the dash attack. If he starts blocking it then I use A + Up to stop him then I keep repeating. When he gets up to about 150%, then I start using A + Left or Right. I try to get him to the left (or right) as much as I can, so I can hit him off. Evading could be used sparingly because both are slow, but might be necessary in the later difficulties. Once at a high percentage, they can be hit off the stage, and because they are metal, they are heavy. Because they are heavy, they can't jump. So you need to avoid them and just deal as much damage as you can, and trying to hit them as soon as possible.

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Stage 12 : Final Destination

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NOTE I did not face Giga Bowser yet so I do not know how to defeat him yet.

Level 1: Enemy: Bowser or Giga Bowser

- Difficulty: Medium

Level 1: Like the strategy before. I try and juggle him no matter how much he's off the ground, just keep repeating it. And if he starts to take advantage, I use A + Forward so I can knock him away for a few seconds. After awhile, to about 175% I start going end to end using, A + Forward to knock him off. Evading can be fun, especially for bowser because he can be slow. Make sure you try your best to juggle, as Bowser will be rendered useless if you do this. The best way is to A + Forward then evade, grab him and press up, jump under him and use A + Up then B + Up for the final attack.

Giga Bowser: -Coming Soon

Congratulations, you have completed Adventure mode with Dr. Mario. Good practice is to move on to the next level of difficulty and challenge yourself with your new learned or reviewed techniques of yours. Good Luck!

NOTE Some of these strategies are explained in the Strategies section (These are * (starred)) *NOTE*

*Stage 1 : You Vs. 1 melee battle

*Stage 2 : You and ally Vs. 2 melee battle

*Stage 3 : Break the Targets

*Stage 4 : You Vs. 1 melee battle

Stage 5 : You and 2 allies Vs. 1 Giant melee battle

This battle is pretty easy considering your allies like to fight him more than you do. When the giant does come near me though, I like to jump and use A + Forward to get some percentage. Also, If he is next to me then I would run and use A + Forward so I can send him up a little and get some percentage. If he runs away, always follow him, he usually doesn't hit you anyway. When I'm ready, I stand in one place so if he gets close to me I charge up my A Forward. Another option would have to be B + Up to send him upward and away from you where your allies could take care of him. This should be easy to get an Impervious bonus on. Maybe even Switzerland if you're lucky.

Stage 6 : Save the Trophies

This level really doesn't need explaining but all you need to do is hit the trophy as much as you can until you think the trophy will land into the hoop. A + Up would work fine I guess.

*Stage 7 : You Vs. 1 melee battle

Stage 8 : You Vs. Team melee battle

If you read the Adventure mode then you know what I am going to say. My strategy is to stand in the middle of the stage so all the people come at you then you either use A + Up or run and A + Forward. It depends on where the people are (Next to you or above you).

*Stage 9 : Race to The finish

Stage 10 : You Vs. 1 Metal melee battle

This is definitely a weird strategy. Or at least it sounds weird. What I like to do is to go back and forth through level doing run and A + Forward moves. Like start at the left run and do A + Forward then run to the right end. Then do the same thing going the other way. After about 100%, I like to stand at one end and charge up my A + Forward so if he/she comes near me then I have it ready to hit him and make him fly off.

Stage 11 : You Vs. Master Hand (or, and crazy hand) (Final) melee battle

Master hand can be pretty hard if you are at a high difficulty. My strategy is to stand right below him and jump up and hit him once when I go up and when I'm falling, I hit him again with A + Forward. This should get from 20 - 30 hp each time. You should keep jumping and hitting. You should also always stay on the right side.

I have also included what you should do every time he does any moves. Here they are:

Grab (He sparkles):

So what I do is double jump and then fall and jump again.

Rocket Punch:

Wait for him to disappear then when you see him again wait about 1 or 2 seconds then do a double jump.

Slap Down:

He will raise really high in the air, so you will know pretty easily. The moment he is seen you must (slowly) double jump.

Punch:

You can tell if he is going to punch you if he gets into a fist. To avoid getting hit run to the other side of the stage by the time you get to the other side he should punch by then. After he punches you can hit him at least twice.

Rocket Fingers:

You can tell if he is doing this if he puts his fingers in a weird position and then turns right side up like a rocket then he starts to blast off. The fire that comes out hurts you but it doesn't matter. Just make sure you are out of the way. When he blasts off, he disappears. When you see him, wait about 2 seconds and then double jump really slowly. He comes near the bottom and flies through the level. So if you need to, triple jump to get out of the way.

Sweep:

There isn't much time noticing this but he moves back then he comes at you really fast. If you see him move back make sure you do a double jump to get out of the way.

VI. Glossary

(#%) - When you see that next to an attack, that means how much damage it may cause to the opponent.

A (or B or L/R...or Z) - This is the button that you push on the controller to attack.

Chargeable - This means that you can charge the attack by holding the button (A or B, whichever stated).

' (Apostrophe) - This tells to execute the command ordered after the ' (apostrophe), and not at the same time as the command before the apostrophe.

Right - Push right on the Joy Stick.

Left - Push left on the Joy Stick.

Up - Push up on the Joy Stick.

Down - Push down on the Joy Stick.

VII. Coming Soon

This section is obviously about what is coming soon. Here is what is going to be in the next update (hopefully):

- Classic Mode
- Maybe Event stages

Coming Soon!

IX. Credits

Thanks go out to-

- Nintendo and HAL LABORATORY for making this awesome game!
- GameFAQs (CJayC!) for hosting this FAQ (Thanks!)
- Atom Edge for the Copyright Info!
- And you, the reader!

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|__| HANK YOU FOR READING MY CHARACTER GUIDE!! :)

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