

Super Smash Bros Melee Pikachu Character FAQ

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Updated to v2.5 on Apr 29, 2002

Pikachu Guide for Super Smash Bros. Melee

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Version 2.5

Last Updated: Sunday, April 28, 2002

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i. A Note

I am well aware that there are better strategies for some of the moves. If you see something that you have a better strategy for, and it at least half works, e-mail me. I'll put it on this guide.

ii. Updates

Version 2.5 - Made some improvements on the stratgies.

Version 2.0 - Added Multi-Man Melee, Vs. Modes, and Battling the Characters

Version 1.5 - Added Classic, Adventure, and All-Star modes.

Version 1.0 - Started this guide.

iii. Updates That Will Be Worked on Soon

1-Nothing right now, but I'll think of something.

I. Why Use Pikachu?

Well, because with some work, Pikachu can be one of THE best characters in SSB:M. With the exception that it's easy to knock off the arenas, Pikachu is pretty well-rounded. It has a great comeback move. And if you have any Pokemon hating friends that play SSB:M and dismiss the Pokemon characters without thought, you can give them a lesson in Pikachu 101.

II. How Do I Get Pikachu?

If you can't get Pikachu, either: a) you're an idiot, or: b) your game is defective, since Pikachu is a starting character (It's to the right of Mario, that is, until you get Luigi, then it'll be under Ness).

IV. Move List

Here's the format for my Move List:

Buttons Used to Use Attack: Name of Attack (Will be as accurate as I can get it) (app. damage %), my thoughts on it. Now on to the move list!

A: Headbutt (1-2%)

Not useful. Stay away from this move whenever possible. Pikachu and Pichu have far better moves.

Walking + A: Forward Double Kick (3-4%)

An improvement over the Headbutt, but still, there are better moves out there.

Dash + A: Running Tackle (6-8%)

Not too bad, but not too great, either. If your opponent is expecting something complex, use this attack. Otherwise, you might want to pass on this one.

Up + A: Upward Tail Whip (4-6%)

This isn't too bad as a juggle starter. But if you aren't a fan of juggling, take this move off your list.

Down + A: Downward Tail Whip (4-5%)

You can use this as an edge-guarding move if you aren't skilled with Thunder or Smash attacks yet. It's not very useful otherwise.

Smash + Forward + A: Spark (16-28%)

Now we're getting to the good A attacks! This is something you should

use without shame. Fully charged, it can send characters like Fox flying at as little as 70%. Make this move part of your arsenal without fail.

Smash + Up + A: Upward Double Kick (12-18%)

Once you get your opponent in the air for juggling, this is a pretty good move to keep them there, so long as they're not already flying. If you have a little time to spare, use this instead of the Upward Tail Whip to start a juggle. This move is highly recommended for jugglers.

Smash + Down + A: Electric Spin (9-15%)

If you need a clearout move and you can't use Thunder for whatever reason, use this instead. There's not a whole lot more to say about this move.

(Note: You can substitute A with Z for the next five moves. They do a little more damage than if you used A)

Jump + A: Midair Spin (5-12%)

The damage for this attack depends on when the attack hits; it does more damage if it hits right when you start this attack. Your opponent will probably be too smart to just jump casually near you (unless it's a low level computer player) without attacking, so only use this when they're stupid enough to do just that.

Jump + Forward + A: Forward Electric Drill (1-6%)

It would be more useful if lasted longer. Not too useful in my opinion.

Jump + Back + A: Midair Whirl (8-12%)

Kind of a horizontal version of the Midair Spin. Like the Midair Spin, the damage depends on when the attack hits. It's a little more reliable, though, since the minimum damage is about 8% instead of 5%. Recommended over the Midair Spin.

Jump + Up + A: Aerial Tail Whip (3-4%)

If you're juggling and you don't want to run the chance of misaiming an Upward Smash, use this, although it doesn't do nearly as much damage. Still, juggling is all about racking up damage through repeated hits, and this can get the job done.

Jump + Down + A: Downward Electric Drill (9-12%)

It's kinda hard to time, so use the Midair Whirl if you're not comfortable with this one yet.

B: Thunder Jolt (5-7%)

A quicker version of Mario's Fireballs. However, it won't leave the platform if it reaches the edge; it goes around the edge until it runs out! If you use this in the air, Pikachu will send out a small spark. If the spark hits the ground, it'll return to a normal Thunder Jolt.

B + Forward: Skull Bash (8-24%)

If you don't charge this (by holding B), Pikachu doesn't travel very far, and does minimum damage. Fully charged, it sails across the arena, doing pretty heavy damage to anyone in its way. If you can charge Skull Bash so it'll hit your opponent without them knowing it, that's great, use it. Especially when Pikachu goes "Piiii..." whenever it's charging.

B + Up: Quick Attack (1-3%)

Easily one of the best comeback moves in the game. Just tapping Up + B won't get you too far, though. If you press the Control Stick in a different direction, you'll go in that direction, getting you a lot of recovery distance. All this, and you're invulnerable while you use this attack (although it's very fast, so don't expect to be invulnerable for very long). Master this move; you won't regret it.

B + Down: Thunder (7-27%)

This an AWESOME attack. It's THE most feared move in Pikachu's lineup. And with good reason. Thunder knocks your adversary far away, especially if you're next to them. It's one of the best clearout attacks in the entire game. The only downside to this move is that it CAN'T go through platforms. So be sure to choose an arena without any platforms, like Corneria. Nonetheless, don't ever, EVER forget about this move. One last note: I'd recommend jumping before using this. You're not as likely to get hit, especially if there are three other fighters right below you already preoccupied with each other.

Z: Grab (0%)

Since Pikachu has short arms, you need to be fairly close to the opponent to grab them.

Dash + Z: Running Grab (0%)

Like a regular grab, but you're running towards your opponent.

Grab + A: Slight Shock (2-3%)

Use this to add a few damage % before throwing. Don't do this too much before throwing, though, since your opponent can escape your grab.

Grab + Forward: Shock Throw (6-8%)

Pikachu puts the opponent on its back, shocks 'em, and lets the electricity throw their foe. You can use this to rack up damage a

little, but don't use this throw to knock your foes very far.

Grab + Back: Rolling Throw (6-9%)

This is more of a throw to throw your opponents off. It's not a good damage racker, as it sends the opponent too far.

Grab + Up: Headbutt Throw (3-4%)

To see the use for this, see the info on Upward Tail Whip (Up + A).

Grab + Down: Body Slam Throw (3-4%)

If you can repeatedly execute this VERY quickly, it's a useful damage racker. Otherwise, pass on this throw.

Hold R/Missed grab: Shield

With this, you can defend against other character's attacks. Holding R will create a small, but powerful shield. A missed grab (remember to hold Z) will create a weak, but large shield. Don't hold it overly long, though; using it too long, or if your opponent attacks you a lot, can make the shield break, making you susceptible to anything your opponent can think of.

Shield + Left or Right: Roll

If your opponent is clobbering you to the point where you can't attack, use this to make your getaway.

Shield + Down: Sidestep Dodge

Useful against dash attacks. Not overly useful otherwise, though.

R in air: Aerial Dodge

Like the Sidestep Dodge, but in the air. Useful for dodging aerial attacks.

Up on D-Pad: Taunt

Taunts don't do any damage, but it can REALLY aggravate your friends (if you have any that also play SSB:M).

Pikachu gets on its tiptoes, and says "Pika Pika!" while waving.

V. Stage Guide

Now that you know the moves, you'll need somewhere to use them. I've unlocked all the stages now, so there are descriptions for all of them.

Icicle Mountain

No!!! You can't use Thunder!!! Pikachu's aerial attacks are nothing great, which is bad, because you'll be using them a lot. At least it's got a good comeback move. The key here is to dodge your opponent attacks, and slowly rack up their damage. Then, when the screen is still, use a smash attack to finish them. This isn't a great stage for Pikachu, so try to avoid this one.

Princess Peach's Castle

Not a bad stage. You can keep your distance with Thunder Jolt if you want, or you can get up close and personal with smash attacks or Thunder. Watch out for any Banzai Bills (those bullets that drill into the castle and explode) that come by, and you'll be fine.

Rainbow Cruise

Although it looks inviting, while you're on the ship, there are points where you CAN'T use Thunder. Again, Pikachu's lack of good aerial moves hurts it. My strategy is to do what you can on the ship, and avoid getting attacked while off it. Don't use this stage if you can help it.

Kongo Jungle

You'll need to prepare yourself for this stage; either get some earplugs, or press the MUTE button. Because the music here (especially towards the end) is just plain hazardous to your health. Anyway, stay towards the middle here, or, if you really want to head out to the sides, stay on top, so you can use Thunder. Also, watch out for any Klaptrap (crocodiles) that come by.

Jungle Japes

If you have the hang of Quick Attack/Agility, you should have the hang of this stage. The moment you're completely in water, you're KOed. But since Pikachu has a comeback move well suited to squeezing through stuff, this shouldn't be too much of a problem. Stay on the top center, and everything will be all right.

Great Bay

You can use Thunder just about anywhere on this stage, which is good. Keep away from the turtle as much as possible, since it'll occasionally sink to the ocean floor, bringing you with it. Stay near the lab, which is the building with the hook on it, and there shouldn't be too much mess.

Temple

This stage is HUGE!!! It's so big, I have no true strategy for it except for this: if you're high on damage, and want to stay alive, head for the bottom. You can reach over 250% before getting KOed.

Yoshi's Story

It's a pretty basic stage, with no hazards or anything. There's no real strategy for this stage. Although be sure to hit the Fly Guys (the red things with masks) that occasionally drop by, since they'll leave behind food.

Yoshi's Island

The key here, unlike some of the other stages, is to stay away from the middle. Why? Those spinning blocks covering a bottomless pit. If you want to, try and lure someone towards the middle, then make the blocks spin, making the other character fall to their doom. But unless you're doing that, stay away from the middle.

Green Greens

There are a couple of things to watch out for here. First, are the blocks between the platforms. Sometimes, a Bomb Block will come by. Try to lure your opponent there, get away, and quickly use Thunder Jolt to make the block explode. The other thing is the apples that Whispy Woods sometimes drops. Pick them up and throw them at adversaries. I think you can eat them and recover a little bit of %, but I'm not sure.

Fountain of Dreams

The only thing to note here is that the two side platforms sometimes go down, making them inaccessible. Otherwise, it's all out fighting.

Corneria

This is a GREAT stage for Pikachu. There are NO overhead platforms unless an Arwing (the ship that fires lasers) is nearby, and there's plenty of room. Definitely use this stage whenever possible.

Venom

Just try to stay towards the middle and to the top, and remember to avoid any Arwings firing at you, and that you can hit through the fin thing in the middle. Oh, yeah, also avoid any incoming debris.

Flat Zone

(get by getting Mr. Game & Watch, and beating Classic Mode with him)

This stage is small, but dangerous. Sometimes tools and buckets will drop and damage you, and sometimes this guy comes and drops a bucket of oil onto the stage, making it all slippery. On top of that, there are platforms above you that constantly change location. Stay away from here at all costs.

Brinstar

Fairly basic, not including the acid that rises constantly. The only place that's safe from the acid is the very top platform. This is a good thing, since you can get there, and if someone comes by, Thunder away. So long as you stay on the very top platform, this is a pretty easy stage.

Brinstar Depths

(get by playing 50 Vs. Matches)

If you're bad at this stage, don't worry. It's not you. It's the stage. Nobody likes this stage, so you won't play here too often. But when you do, just remember that Thunder Jolt is your friend against an opponent stranded in certain spots on the stage.

Onett

Stay to the top as usual, but this time, stay to the right. The awnings in the center fall, and if that happens as a car comes by...The left isn't too safe, either, as the tree tops keep you from using Thunder very effectively. The right side is Pikachu's only safe haven here. So get there and stay there.

Fourside

(Play 100 Vs. Matches)

This is a great stage as long as there are no UFOs. If one appears, quickly head for the other side. Watch out for the narrow gaps between the buildings. But don't be afraid to lure someone with a bad comeback move down there, then use Quick Attack/Agility to get back up, while the other one falls haplessly to a KO.

Mute City

This place is pretty hectic, and there's a lot of stops through the track. There's no really good strategy here because of that, just beat up your opponents and send 'em flying.

Big Blue

(Play 150 Vs. Matches)

At least there's a little strategy here: you stay high, and get your opponents low. Down to the actual track. Because if you hit the pavement, you're dragged VERY quickly to the left, and you'll be KOed before you know it.

Pokemon Stadium

All right! We're on our home turf now. There are four modes of the stadium, so there's no real single strategy here. On the Rock and Fire modes, there are all kinds of nooks and crannies to hide and Thunder

Jolt. The Water and Grass modes are your enemies because of all of the platforms above you. However, you can at least get to the far left of the Grass Mode so you won't lose Thunder. Normal Mode is your friend because all there is above you is two small platforms near the edges. All in all, not a bad stage.

Poke Floats

(Play 200 Vs. Matches)

More home turf. This stage is all right in places without overhead platforms, like at the beginning. At the end, though, it's just plain hectic; so hectic, you won't think of attacking. Don't worry, neither will your opponents. Keep moving, and you won't encounter too many problems.

Mushroom Kingdom

Darn blocks. Staying on top isn't required, though, as long as you keep Thundering in the sameplace. Why? The blocks are breakable, and it won't take but a Thunder or two to temporarily break them. However, I recommend staying towards one of the edges of the stage, and if an opponent comes close, throw them off the stage.

Mushroom Kingdom II (Subcon)

(Get the Birdo trophy)

No overhead platforms (unless there's a Pidgit, the bird on the magic carpet, over you), narrow gaps...what a great stage. If you don't mind the pathetic graphics for this stage, it's pretty good for Pikachu.

Battlefield

(Complete All-Star Mode)

One of the most basic arenas in the game, there's no solid strategy. Play this like you would Yoshi's Story or Fountain of Dreams.

Final Destination

(Beat all 51 events)

No overhead platforms, and the one platform is completely flat. What should we do? Right, Thunder. Nothing can stop that here. Use smashes to keep them a little off balance, and you'll win just about every time here.

Dream Land (Past)

(Complete Target Test with all 25 characters)

Basic. Aside from Whispy Woods blowing you to either side, there aren't any hazards. See Battlefield for strategy.

Yoshi's Island (Past)

(Hit over 1,000 feet in the Home-Run Contest, I know it's over 1,000 ft, but below 1,500 feet)

Kinda basic, but there is a difference. The side clouds. They disappear after you stand on them for a few seconds, so don't start a battle there. Also, the platforms, except for the top, are slightly slanted, but that shouldn't change any strategy you might have thought of.

Kongo Jungle (Past)
(Beat 15 Minute Melee)

Darn it, they had to bring back this one? This is not a good stage. The over head platforms constantly mess up Thunder, and since the main platform is slanted, your smashes can miss, too. At least there's Thunder Jolt. It's not affected by slants in platforms, so at least it's not unbearable.

VI. Classic Mode

Rounds 1, 4, and 7 - 1 on 1 match

These matches are just regular 1 on 1 matches with a randomly selected character. No particular strategy here.

Round 2 - 2 on 2 match

In this event, you're given a random partner to help you, and you defeat two other opponents. Let your partner do some of the work, but not every bit of it - on more difficult levels, your partner will probably get KOed before either opponent ends up like that.

Round 3 - Break the Targets

See section IX to see how to beat this round.

Round 5 - 3 on 1 match

You get two partners to defeat one enemy. The catch? The one is giant! Let your partners do the work here, even on higher difficulties. Once they're both KOed, finish the job yourself.

Round 6 - Snag the Trophies

Try to get all the trophies even if you have them already: you'll get 30,000 points at the end if you do. The Walk + A attack is good here. Don't ever use the regular A attack, though. It'll just knock the trophy down.

Stage 8 - 1 on 10 battle

It's you versus a team of 10 of a random character. Don't worry, one good hit will usually send them flying. They're more aggressive in higher difficulties, so use your clearout moves more often.

Stage 9 - Race to the Finish

You've got 44 seconds to reach a door. Getting further will get you more coins and points, though. When you reach the part where the path goes three different ways, take lowest one; it's the fastest. Also, there's a trophy somewhere, but unless you don't have it AND it's directly on the path you're taking, pass it.

Stage 10 - 1 on 1 match

Here you take on one randomly selected character. However, they're permanently metal. Use the backwards throw until they're off the edge, edge guard if necessary, and they're toast.

Stage 11 - You vs. Master Hand

It's you versus a hand. A giant, gloved hand. Here, you don't throw the hand off, you have to deplete its HP. Don't use smash attacks, they're too low. Thunder works wonders here; abuse it like crazy. You can get the Dedicated Specialist award here, as long as you only use Thunder. However, that's not all to it. If you're playing on Normal difficulty or higher, haven't continued, and have taken off about half of Master hand's HP quickly, Crazy Hand appears! This one's harder, and has a couple of new attacks. Don't worry, you don't have to beat it to win; Master Hand's all you need to beat. Although the bonus from beating Crazy Hand IS kinda tempting...

VII. Adventure Mode

Note: a * by the stage name indicates that it's a platform game-like stage.

1-1 - Mushroom Kingdom*

Not hard. Just proceed through the stage, and if you need some trophies, there's one lying somewhere in the stage, and a certain Goomba will produce one if you jump on it. When you reach a platform with a picture of a Super Mushroom on it, a whole bunch of Yoshis will battle you, three at a time. They're no big deal, just keep using Thunder.

1-2 - Princess Peach's Castle

You're double teamed in this event. Peach, and either of the Mario Brothers. If you cleared 1-1 with a 2 in the seconds column (like 5:32:14), you'll face Luigi. If not, you'll face Mario. There's no real change in strategy regardless of who you face. However, if you haven't already unlocked Luigi, and you beat him and the rest of Adventure Mode, you can face Luigi for the rights to use him!

2-1 - Kongo Jungle

Here, you're facing two small Donkey Kongs. Thunder and smashes will take care of them in two seconds flat.

2-2 - Jungle Japes

Now you're facing a giant Donkey Kong! Get on either side of the center platform, and keep using your back throw. He'll end up in the raging river below after a few tries.

3-1 - Underground Maze*

The object here is to find the Triforce (the three golden triangles). It's in one of six places. What's in the other five? Master Swords. If you get near them, you fight Link (you'll only fight if you're on the ground, so Quick Attack to the other side if you don't feel like battling Link). If you beat all five, you get the Link Master bonus, and 30,000 points. Also, in addition to the other one lying around, a trophy will appear if you beat a randomly predetermined Redead (zombie thing), Octorok (purple octopus), or Like Like (the thing not previously mentioned).

3-2 - Temple

Now you've got to face Zelda in the Temple Stage. Not too dangerous as Zelda, since she's slow and is knocked away pretty far, but watch out when she turns into Sheik, as she loses those two disadvantages.

4-1 - Brinstar

Here, you do battle with Samus. On easier modes, this will be so easy, it's not funny. On harder modes, this is difficult to the point where it's not funny. Regardless of difficulty (except on Very Easy), remember to stay on the very top platform; it's the only that's safe from the incoming acid.

4-2 - Escape from Brinstar*

You have 40 seconds to reach the top platform. If you can control Quick Attack well, this is a piece of cake. Also, there's a trophy somewhere, so grab it if you want.

5-1 - Green Greens

It's you against one regular Kirby. Even on harder modes, this is a cinch. I don't need to tell you what to do.

5-2 - Green Greens: Invasion of the Kirbys

Now you must face not one, but 15 Kirbys, three at a time! Plus, they're all wearing ability hats! Don't worry, they're relatively easy to knock off. So just smash and Thunder, and this won't be too hard.

5-3 - Green Greens: The Giant Kirby

Aaah! Giant Kirby! Actually, you can only face Giant Kirby if you finished stage 5-2 in under or BARELY over 30 seconds (I once finished 5-2 with a time of 4:29:72 and still fought Giant Kirby, if I remember correctly). As long as he doesn't use his Stone attack, he's easy. Just attack until he's 100%+, then knock him off stage. You get an extra 10,000 points for this, but finishing 5-2 in over 30 seconds isn't a bad idea if you want to see something special...

6-1 - Corneria

It's you versus Fox. Just keep pounding away, he's not difficult.

6-2 - Corneria: Arwing Attack

Now things get interesting. You'll usually face Fox (although Falco might appear if you've unlocked him), but regardless of who, the rest of the Starfox team is there, trying to help their pal! Luckily for you, they'll hit Fox/Falco just as much as you. So just avoid any Arwing fire. It's hard, but it is possible to get a Pacifist or even a Switzerland award here.

7-1 - Pokemon Stadium

It's a homecoming party for Pikachu! You have to defeat 12 Pikachu, but some will be replaced by Pichu and Jigglypuff as you unlock them. Grab as many Poke Balls as you can to make life easier.

8-1 - Big Blue*

You have to get across the Big Blue racetrack! The catch? There's a race already in progress! When the '!' warning appears, get to the nearest pink platform and stay there until all the racers go by. For point purposes, don't use Quick Attack (or any attack for that matter) unless you'll fall into the ocean if you don't, and always do a double jump instead of a single jump: it's an easy way to earn both the Switzerland and Acrobat awards.

8-2 - Mute City

It's you versus Captain Falcon on the Mute City racetrack. Watch out for Captain Falcon's Raptor Boost; it can really catch you off guard. Remember to stay in the middle, so when the platform rises, you don't become roadkill at higher damage % (literally) or fall into empty space.

9-1 - Onett

You versus three Nesses. Not hard, considering that the computer can't control Ness very well. Just do the regular stuff, and you'll knock them clear to Fourside!

10-1 - Icicle Mountain*

Bad news, platform fans: this is the last of the platform stages. After about 50 seconds of avoiding the bottom, two pairs of Ice Climbers will attack. Knock them off the side instead of the top whenever possible.

11-1 - Battlefield

It's you against 15 fighting wire frames. Not hard on any mode, just use clearout moves.

11-2 - Battlefield: Metal Mania

After beating the fighting frames, Metal Mario will appear, and if you've unlocked Luigi, he'll be there in metal form, too. Get them off the side as soon as possible, edge guard, and they're history.

12-1 - Final Destination

Whew, the last stage! It's you against Bowser. Bowser's pretty tricky at higher difficulties, so attack swiftly, and remember to use Pikachu's speed to your advantage. After that, Bowser's trophy will fall, and Pikachu will do a victory dance. Congratulations, you've beaten Adventure Mode! Or have you...?

12-2 - Final Destination: Very Big, Very Ugly, Very Hard Bowser

If you beat Adventure Mode quickly enough on Normal difficulty or higher without continuing, then beating 12-1 is not the end. Bowser's trophy floats back up, and is hit by a bolt of lightning. Then, Bowser breaks out of the trophy, a lot bigger, a lot badder, and a lot uglier! Congratulations, you're going to battle Giga Bowser! I've actually battled Giga Bowser before, but sadly, it wasn't with Pikachu. I've got a strategy now. Always start with Skull Bash; Giga Bowser isn't bright enough to see it coming. Dodge and evade whenever possible, or you'll run out of lives in a heartbeat. Pick up items like Poke Balls, Home-Run Bats, and explosives. Don't despair if you want to beat Giga Bowser and run out of lives; continue and beat Bowser again, and you can face him again!

XIII. All-Star Mode

(To unlock this mode, unlock all secret characters)

There's actually no true strategy for this one: expect for the last match (which is against 25 Mr. Game & Watches), the opponents are in a random order. Do your best. Also, don't grab any of the Heart Containers until you're at least at 100%, and try to save one for the encounter with the Mr. Game & Watch team on the harder modes.

IX. Event Matches

This section covers all of the events you can use Pikachu in.

Lv. 3 - Bomb-fest

Opponents: Link and Samus (1 life each)

Stage: Princess Peach's Castle

You: 1 life

When they said Bomb-fest, they weren't kidding. This isn't too hard if you're careful, just keep dodging and throwing items. Watch out for Banzai Bills, though. If you win this event you're rewarded with an explosive trophy, the Motion Sensor Bomb.

Lv. 4 - Dino-Wrangling

Opponents: Giant Yoshi (1 life)

Stage: Yoshi's Story

You: 3 lives

Be sure to keep Yoshi higher than you, so a) you can Thunder him like crazy, and b) he won't use Egg Lay on you. With his size, Yoshi's Egg Lay is instant death for you. If Yoshi ends up on the same platform as you, Roll Throw him. As long as Yoshi doesn't Egg Lay you three times, this shouldn't be very hard.

Lv. 6 - Kirbys on Parade

Opponents: 3 Tiny Kirbys (2 lives)

Stage: Fountain of Dreams

You: 1 life

Couldn't be easier. Just backwards throw them (or use any of Pikachu power attacks) once, and they'll fly off the screen. There's no real excuse for not completing this one.

Lv. 7 - Pokemon Battle

Opponents: Pikachu (2 lives)

Stage: Pokemon Stadium

You: 2 lives

There's a catch in this event: you can only damage each other through the Pokemon in the many Poke Balls that appear. Outrun the other Pikachu to the Poke Balls, and you shouldn't have any problems.

Lv 8 - Hot Date on Brinstar

Opponents: Samus (3 lives)

Stage: Brinstar

You: 3 lives

You start out at 102% damage (even if you get KOed), but don't worry, Samus starts at 130%! The forward smash is the only move you'll need here, since it just takes one or two to send Samus flying. Pretty easy if you stay away from the acid.

Lv. 9 - Hide n' Sheik

Opponents: 2 Zelda (1 life each)

Stage: Great Bay

You: 1 life

This is a pretty frustrating event. Not only are you outnumbered, you can only KO them for good when they're in Sheik form! Rack up their damage while they're Zelda with moves like Thunder Jolt, or any ones that don't knock them very far. When they become Sheik, use the forward smash and Thunder to knock them clear out of Termina! Whatever you do, though, DON'T KO them as Zelda, they'll just return without any damage!

Lv. 10 - All-Star Match 1

Opponents: Mario, DK, Yoshi, Peach, Bowser (1 life each)

Stage: Yoshi's Island, Jungle Japes, Yoshi's Story, Princess Peach's Castle, Rainbow Cruise

You: 2 lives

This is just regular fighting. You only fight one at a time, which is good. Any damage you accumulate in a previous battle carries on to the next one, so don't be surprised if you start a later battle at a high damage %. There's no single strategy here, so just do your best!

Lv. 11 - King of the Mountain

Opponents: 2 Ice Climbers (infinite lives)

Stage: Icicle Mountain

You: 1 life

Just evade their attacks for 62 seconds. This isn't hard as long as you stay alert.

Lv. 12 - Seconds, Anyone?

Opponents: Captain Falcon (1 life)

Stage: Mute City

You: 1 life

This isn't nearly as hard as it sounds, since both characters start at 100%. Just use a forward smash as soon as the battle starts, and he'll go flying.

Lv. 14 - Trophy Tussle 1

Opponents: 3 random characters (2 lives each)

Stage: On top of a Goomba trophy

You: 2 lives

This isn't too hard. Once they surround you, just jump and start a Thunder so it hits right in the middle of the crowd. Keep doing that until you're down to one, then use regular battle techniques. Do your best: winning this event yields the arena, a Goomba trophy.

Lv. 15 - Girl Power

Opponents: Peach, Zelda, Samus (2 lives each)

Stage: Fountain of Dreams

You: 2 lives (Small)

You're outnumbered three to one, and you're pretty much hit with a permanent Poison Mushroom. Sounds hard, right? Wrong. Thunder frequently in the right places, and this is a breeze.

Lv. 20 - All Star Match 2

Opponents: Samus, Link, Zelda, Captain Falcon, Fox (1 life each)

Stages: Brinstar, Great Bay, Temple, Mute City, Corneria

You: 2 lives

No single strategy here, just do your best, like the first one.

Lv. 21 - Ice Breakers

Opponents: 2 Ice Climbers (1 life)

Stage: Princess Peach's Castle

You: 1 life

(Screams) This has got to be one of the most annoying events in the history of events! The good news: Normally, the Ice Climbers won't attack you. The bad news: You have to KO both Nanas WITHOUT KOing either of the Popos! To make things worse, you've only got one single minute to do it! Don't worry, there is a strategy to this one. Separate Nana from Popo, throw her off the edge, and do some edge-guarding with the forward smash until she's too far. This one can and probably will take several tries, but you'll eventually get the hang of it.

Lv. 22 - Super Mario 128

Opponents: 128 Tiny Marios (1 life each)

Stage: Mushroom Kingdom II

You: 1 life

Don't make me laugh. This is insanelly easy. Your first instinct is Thunder, but don't use it: it takes a moment to charge, and it won't hit if a Pidgit is flying above you. Instead use the faster to execute down smash. A piece of cake compared to events like Ice Breakers, and the upcoming event.

Lv. 23 - Slippy's Invention

Opponents: Fox, Falco (2 lives each, invisible)

Stage: Venom

You: 2 lives

Not easy. Although they're supposed to be invisible, you can still kinda see them. If you're getting kicked around, any you don't know where it's coming from, don't be afraid to momentarily pause and see where they are. They're hard to spot, but you'll know when you've seen them. When they start double teaming you, use Thunder to clear them out of the way. Do smash them sometimes, though: they can and will use Deflector on the kinda deflectable Thunder. Also, try to take on one before facing the other, it'll make life a lot easier. Like Ice Breakers, it's annoying, but you can beat it with some practice.

Lv. 24 - The Yoshi Herd

Opponents: 29 Yoshi, Giant Yoshi (1 life each)

Stage: Yoshi's Island

You: 1 life

The only real difficulty in this stage is the two minute time limit. The Yoshis, even the giant one, can be sent flying with any decent attack. So just give 'em everything you've got, and you'll come out on top.

Lv. 26 - Trophy Tussle 2

Opponents: 3 random opponents (2 lives each)

Stage: On top of an Entei trophy

You: 2 lives

Good news, you won't be triple teamed; one character will go to the side and won't attack unless you come by. There's no consistent strategy here, since the opponents are random, so give it your all! Beating this event will reward you with the stage, an Entei trophy.

Lv. 28 - Puffballs Unite!

Opponents: 14 Kirbys (one life, each wearing a random ability hat)

Stage: Green Greens

You: 1 life

This isn't going to be easy. The Kirbys QUINTUPLE you, they don't get knocked away too easily, and you only have one life. Thunder when you can, and balance that with some well timed smash attacks. Don't try this one when you're in a bad mood; you'll probably destroy your Gamecube in a rage, and we don't want that to happen, now do we?

Lv. 30 - All Star Match 3

Opponents: Kirby, Pikachu, Ness, Ice Climbers

Stage: Fountain of Dreams, Pokemon Stadium, Onett, Icicle Mountain

You: 2 lives

Like the other two, there's no single strategy that works, as you're facing several opponents, so just try your best!

Lv. 31 - Mario Bros. Madness

Opponents: Mario, Luigi (infinite lives)

Stage: Mushroom Kingdom

You: infinite lives

This is just like a time battle from Vs. mode. The object here to is to have the highest score. You'll gain a point for each KO, and lose one for being KOed, or if you self destruct. To win here, just lure the Bros. to the edges, and try to throw them out. You might get KOed a couple times yourself, but if you did well enough, you KOed them enough to get the victory.

Lv. 37 - Legendary Pokemon

Opponents: 2 Giant Male Fighting Frames, 2 Giant Female Fighting Frames, Jigglypuff (2 lives each)

Stage: Battlefield

You: 1 life

Be sure to KO Jigglypuff first, since it's the only one besides you that throws the Poke Balls. Speaking of Poke Balls, all the Pokemon inside them are legendary, except for the retaliating Wobbuffet (the blue punching bag like thing). Just keep beating Jigglypuff to the Poke Balls, and this is pretty easy. Also, if you beat this event, you'll get a chance to earn a secret character, which is Pichu, Pikachu's SSB:M clone!

Lv. 38 - Super Mario Bros. 2

Opponents: Mario, Peach, Luigi (2 lives each)

Stage: Mushroom Kingdom II

You: 2 lives

Thank goodness for Thunder and the down smash. Stay in the middle, and use those two moves (preferably Thunder). With some luck, you won't take too much damage yourself, and you'll KO those three before they KO you.

Lv. 40 - All Star Match 4

Opponents: Marth, Luigi, Jigglypuff, Mewtwo, Mr. Game & Watch (1 life each)

Stages: Temple, Mushroom Kingdom II, Poke Floats, Final Destination, Flat Zone

You: 2 lives

Another All Star Match. Just use regular techniques, and you'll do fine.

Lv. 44 - Mewtwo Strikes!

Opponents: Zelda, Mewtwo (1 life each)

Stage: Battlefield

You: 1 life

This is no fun at all. You've got to wait 15 seconds for Mewtwo to appear, and you have to KO it WITHOUT KOing Zelda. As if this wasn't bad enough, the computer's intelligence is pretty darn high in this event. If you're lucky, Mewtwo might charge up for a Shadow Ball - while plummeting to its death! This might be the only way you'll win this event. Either that, or a LOT of practice, because this is one of THE hardest events.

Lv. 46 - Fire Emblem Pride

Opponents: Marth, Roy (3 lives each)

Stage: Temple

You: 3 lives

It's a good thing Pikachu has a decent double jump, and a great comeback move in Quick Attack, as you'll be using them a lot to evade some serious swordplay. Still, this won't be easy, because when Pikachu's hit, it flies. Stay away, and use items and Thunder Jolt until their damage is pretty high, then knock them off stage.

Lv. 47 - Trophy Tussle 3

Opponents: 3 random characters (2 lives each)

Stage: On top of a Majora's Mask trophy

You: 2 lives

Your only help here is that friendly fire is unfriendly to all.

Hopefully you'll get easy to knock away characters like Jigglypuff and Mr. Game & Watch: in fact, you probably won't win if you don't.

Lv. 48 - Pikachu and Pichu

Opponents: Pikachu (infinite lives), 2 Pichu (1 life each)

Stage: Dream Land (Past)

You: 2 lives

The goal here is to KO the Pichu, KOing Pikachu won't have any effect. The problem is that Pikachu is pretty aggressive, and the Pichu can go above 150% and STILL get back without a problem. The key attack here is the forward smash, since it knocks them all far away, and it's one of Pikachu's best damage dealers.

Lv. 49 - All Star Match Deluxe

Opponents: Dr. Mario, Falco, Pichu, Young Link, Roy, Ganondorf

Stages: Mushroom Kingdom, Venom, Pokemon Stadium, Great Bay, Temple, Final Destination

You: 2 lives

Watch out for Ganondorf, he's slow, but he packs a REALLY big wallop.

With that said, do keep an eye on the timer on this one; if you take too long, you just might have less than a minute to KO the hard to KO Ganondorf.

Lv. 50 - Final Destination Match

Opponents: Master Hand, Crazy Hand (300 HP each)

Stage: Final Destination

You: 1 life

Be sure you know how to air dodge before even thinking about trying this event. Play very defensively, and when you do attack, be sure you use Thunder or an aerial attack (preferably Thunder). Work on one hand before the other; I prefer going with the more dangerous Crazy Hand first, but you can try beating Master Hand first if you want. Good luck beating this event; you're gonna need it.

Lv. 51 - The Showdown

Opponents: Giga Bowser, Ganondorf, Mewtwo (3 lives each)

Stage: Final Destination

You: 3 lives

Finally, THE last event. None of these guys are easy. On the good side, all three have a move they can Self Destruct with: Giga Bowser's Bowser Bomb, Ganondorf's Dark Dive, and Mewtwo's Shadow Ball (while it's charging). Try tricking them into using those moves off the edge. Be sure also to get lots of Poke Balls, Home-Run Bats, and explosive items, although Warp Stars, Freezies, and shells aren't bad ideas when they're at higher damage %. This can take a while, so be ready. Also, do well, because you'll reveal the Events' ultimate prize for beating this event; the Final Destination stage for Vs. Mode!

X. Target Test

Here's what I do for Pikachu in the Target Test.

- 1-Jump straight up and attack.
- 2-Double jump to the right and attack.
- 3-Head right, jump, and while in the air, use Thunder Jolt.
- 4-Jump onto the platform, then double jump and attack.
- 5-Fall into the nearby pit and attack.
- 6&7-Double onto the platform to the left, and use Quick Attack.
- 8-Fall underneath the two upper targets, and use Thunder Jolt.
- 9-Double jump onto the 'C' looking platform and attack.
- 10-Get atop the 'C' platform, double jump into the backwards C platform, and attack.

Using that method should take around 22 seconds when done correctly.

XI. Home-Run Contest

Again, I'll tell you what I personally do to get what I get.

Pikachu - Get the bat, and Thunder Jolt until Sandbag is around 35%. Then, use a forward Smash Attack. If it's done right, you should get around 700 ft.

XII. Multi-Man Melee

10 Man Melee

If you have trouble here, quit this game, you'll never do well in it. Seriously. Pound away, this is a piece of cake.

100 Man Melee

I've beaten this one. Unfortunately, I just haven't beaten this with Pikachu. So I have nothing here.

3 Minute Melee

Two words. Don't attack. The only techniques you should use are dodges and Quick Attack. You don't need to KO anyone to win, so just evade to the best of your ability.

15 Minute Melee

This isn't so much as difficult, but more that it's long. I say do the same as 3 minute melee, but it's 5 times longer, so it's a lot trickier. Do try to get it so that there are only Female Wire Frames; they seem to not attack as much.

Endless Melee

Use your best attacks, and try to KO as much wire frames as possible.

Cruel Melee

All the Multi-Man Melees are worthy of their name. This one's no exception. I've never been able to KO anyone as Pikachu, so there's no strategy here yet.

XIII. Vs. Mode

The Modes

Time Mode

Probably Pikachu's worst Vs. match. It's a good thing Pikachu has two good clearout moves, as you'll constantly use them to keep it out of the fray. Don't forget Pikachu's other smashes, they'll be useful here too.

Stock Mode

This is Pikachu's best Vs. match, as long as there are three or four characters. Just dodge until there's only one character left, then pound away.

Bonus Mode

Here, you have to have the most points from end of match bonuses (like Merciful Master and Butterfingers), so try to attack as accurately, as consistently, and in as many ways as possible.

Coin Mode

Smash, smash, Thunder. Kinda the story of Pikachu's SSB:M life. Apply

that here. Stay on the offensive as much as possible, and grab all coins that come out.

XIV. Battling the Characters

Mario

The good news: you're faster, and can keep your opponents away from you. The bad news: Mario has no weak points you can hammer on. Watch out for his smashes, the Mario Tornado, and Super Jump Punch. Using Thunder Jolt is not recommended; he can use his Cape to reflect it back. At least he can't counter Thunder.

Dr. Mario

He's a little more powerful than the regular Mario, but a little slower. Still, you should basically use the same strategy against Mario against Dr. Mario, since the difference isn't too noticeable.

Luigi

Kinda like Mario, but he is different in a couple of ways. First, Unless he hits you with it at the moment it starts, Super Jump Punch will only do 1% (if you do get hit at that moment, you take 25%, burst into flames, and go flying). Also, Cape has been replaced with the Green Missile, which is like your Skull Bash, but it can misfire, sending Luigi much further, and doing much more damage than normal. Slightly easier than Mario and Dr. Mario, but still not a walk in the park.

Bowser

Bowser can knock you off at insanely low damage %. Don't worry, you really can run circles around him. Don't get him either right over you or right near you: the Bowser Bomb and his forward smash really, REALLY hurt. Thunder Jolt is highly recommended here: Bowser can't hit long range without items.

Peach

She can go flying off stage in a hurry, but she can go flying back onto a stage in a hurry, too. Watch out for her countering Toad; he's fast, and he hurts. Thunder away, she can't attack well downwards.

Yoshi

Not terribly hard. He had no comeback move besides his double jump, so edge guard mercilessly. His Egg Roll can be dangerous, but a single well timed hit can stop it. The Yoshi Bomb and Egg Throw are the only two moves you should really watch out for. They're both quick, and hard to counter.

Donkey Kong

He's a little less powerful than Bowser, but has better speed. He has better range too, since his arms are so long. Try to attack from behind, but watch out for a smash or the Hand Slap. And don't forget the Giant Punch; you never, EVER want to receive one of those.

Captain Falcon

He's the fastest character in the game, but you CAN be too fast. Watch out for all of his B attacks (Falcon Punch, Falcon Kick, Falcon Dive, and Raptor Boost), and his A attacks aren't too bad either. Use Thunder Jolt as much as possible, since he has no projectiles.

Ganondorf

He's basically Captain Falcon who gave up a lot of speed for a lot more power. Watch out for this guy. One false move, and you're toast. It's a good thing he's slow and has no projectiles; capitalize on those weaknesses like nobody's business. It might be your only chance.

Fox

Fast, but no power. Don't be afraid to get into the fray with this guy, since you're better than him as far as power goes. Don't use Thunder Jolt, since he has that Deflector attack, and Blaster, although it doesn't do much with each shot and you don't flinch, all those shots can really add up fast.

Falco

A little slower, and maybe a little more powerful than Fox, but in essence they're similar enough to be treated the same way.

Ness

Ness has several moves to be wary off. PK Flash takes a while, but when it's fully charged, it's devastating. PK Fire can be comboed if timed right. And don't forget the Home-Run Bat, Ness's forward smash. Never, EVER use Thunder Jolt on Ness, because then he can use his PK Magnet and Thunder Jolt will actually HELP Ness. Watch out for Ness, he's tricky.

Ice Climbers

The basic strategy for these two can be summed up in three words: Dodge the hammers. They hurt. Badly. Especially when there's two of them. At least they aren't very good from long range since their only projectile is the weak Ice Shot, so you can Thunder Jolt them if you want. Just don't get in the way of their hammers.

Kirby

Not too hard, since Pikachu's Thunder rarely knocks the victim straight up. Don't let him get right over you, since he's got that incredibly annoying Stone attack. If he uses that and misses, grab him. He flies at low damage %, so you'll be all right.

Samus

This is probably THE cheapest character in the game. Watch out for her Charge Shot, it does a whopping 25% fully charged. Screw Attack is one of those attacks that drives you crazy, so watch out for that one, too. Her smashes aren't fun to be on the receiving end on. On top of all this, she's hard to knock off, and isn't all that slow. Definitely a hard character to beat.

Zelda/Sheik

Zelda is no problem so long as you can dodge her powerful magic attacks. She's lightweight, and is really slow. Sheik is completely different. She might not have one really powerfull attack, but is fast and is a bit harder to knock off than Zelda. The key is to not let Zelda become Sheik. If she starts to Transform, hit her, and the transformation will stop.

Link

Samus's main competition for the title of 'Game's Cheapest Character'. His sword can do a lot of damage while you're close up, and if you try to attack from a distance, Link has his Bow, Bommerang, AND Bombs, all three should be treated with caution. Al least you have one edge: speed. Remember to use that to your advantage as much as possible.

Young Link

Like Link, but his sword has less range, and you lose some of your speed advantage. Treat him like a smaller, faster Link, because that's exactly what he is.

Pikachu

Pikachu's probably one of the few characters where battling yourself actually makes sense (as compared to Samus vs. Samus, Mario vs. Mario, etc.). Aside from that, beating yourself will not be easy, because, well, Pikachu's got everything you do. This will come down to who's the better Pikachu player. That, and some Bob-ombs won't hurt, either.

Pichu

As Young Link is smaller and faster than Link, so is Pichu compared to Pichu. Pichu's THE easiest character to knock off in the game, and some of it's attacks hurt itself, but it's still basically you. Use a strategy similar to Pikachu.

Jigglypuff

Pretty easy. Watch out for Pound and Rollout, and you're set. Since juggling is Jigglypuff's main weapnon, and Pikachu can escape from one of those pretty easily, Jigglypuff's toast. Probably the easiest character to beat, but don't let your guard down...

Mewtwo

Watch out for Mewtwo's Shadow Ball, Confusion, smashes, and throws. Shadow Ball is a lot like Samus's Charge Shot, Confusion can repeatedly flip you like a pancake if timed right, the smashes hurt, and the throws send you far, far away. Don't worry, he's pretty slow, and if you get him in the air, you've got it made.

Mr. Game & Watch

Undoubtedly the strangest character in the game. Watch out, his smashes can be lethal, and so can his aerial attacks. Avoid Thunder Jolt at all costs; he can use Oil Panic to get three Thunder Jolts, and then dump them on you for INCREDIBLE damage. He's pretty easy to send fying, though. Still, if you're not careful, you'll be the one sent flying.

Marth

His sword does the most damage at the tip of the sword, so you can get up in his face while you're at a low damage %. Once you get higher in damage, though, stay away and use Thunder Jolt, since he can't counter that. You don't really have a speed edge, though, so do be careful.

Roy

There are a couple of key differences that make Roy different enough from Marth to play him differently. First, his sword does the most damage in the middle, so don't ever get in his face. Second, he's more powerful, so don't even try to get near him unless he's at a high damage %. Finally, Roy is slower than Marth, so you can outrun him. Still, he's not going to go easily...

XV. Credits

Me - for making this guide

Nintendo - for making the Gamecube

HAL Laboratories - for making SSB:M

my mom - for buying Super Smash Bros. Melee for me

all the Character FAQs for SSB:M on GameFAQs - for inspiring me to make my own Character FAQ

ATFzone (AIM) - for contributing info on Events 50, 51, and Giga Bowser

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