

they've been knocked off. How do you do this? Easy! Grab onto the stage yourself, by facing away from the edge, and wavedashing toward the edge.

Dashing Roll: This is great for a character with a crappy wavedash, but a good roll. (Such as Sheik) You take off dashing, then dash-cancel and immediately roll in a direction. It's a great fake-out technique.

Dashdancing: This is basically tapping your control stick back and forth FAST, so you run in small circles and you faked-out opponent doesn't know when you'll strike. A very useful mind game.

Spam: To use a move liberally. (A lot!)

Jump-cancelling: There are two main ways to use this term. One is jumping out of your shield or Fox/Falco's reflector and that one is the one referred to most by me and other people. The other one is known as double jump-cancelling (or djc) and that is covered just below this.

Double Jump-Cancelling: Some characters with a very long 2nd jump (Some examples are Ness, Peach, and Mewtwo) can pull an aerial attack in the middle of the jump. After doing this, all upward motion still left on the jump is terminated. Very useful for hitting someone just outside of single jump range with an aerial. With short-hopped aerials into djc'ed aerials, you can easily do 2 aerial attacks while only leaving the ground once.

Shine: Smash Jargon for Fox/Falco's reflector.

```

o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o
|                                                                                               |
o                                                                                               o
|                                                                                               |
o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o

```

Why would anyone want to use Falco? Falco is a character with speed, power, comboing ability, and a fantastic spike. Falco's only big weakness is in his recovery. Falco also has what is commonly considered the best projectile in the game. Falco should be played with an offensive playing style. The general strategy of Falco is to use the Short-Hopped Laser (I'll refer to it as SHL) as an approach and swoop in with a smash or down tilt. The laser can also be spammed for a short amount of time, but I'll get to all that later on. Like all characters, Falco takes a lot of hard work to master, but if you can use him well, he makes an effective counter for those tough Sheiks and those freaking Peaches. One thing you should know about Falco is that he's very stage-dependent. Falco is unstoppable on Final Destination. The flat ground almost seems to speak "SHL the hell out of this guy!". But on Fountain of Dreams, Falco can be stumped by those tricky moving platforms. Obviously, your best bet is to hope for Final Destination, and if you get it and have decent skill, you can be almost assured of a win.

```

o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o
|                                                                                               |
o                                                                                               o
|                                                                                               |
o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o

```

1. You need fast fingers to play Falco. SHL combos into shffl'ed aerials can be tough for some people.
2. You need to be able to execute shffl'ed aerials well.

Forward tilt: This is very fast, but doesn't have too much power behind it. I don't like it too much. 6/10

Down tilt: Great! This move has insane power and comes out fast. Just about anyone on any stage will be killed by this after 140%. If I'm not mistaken, this is the most powerful tilt in the game. The main problem with this move is it's limited range and the fact that it doesn't cover your back. Otherwise, it's an easy ten. 9/10

Up tilt: This is an unbelievable combo force at low percents for fastfallers. You can get 50% easily and still continue comboing. Even on relatively slow fallers like Ness it's quite easy to get a solid 30% in with this. It's a pretty good all-purpose move anyway and at higher percents could be a launcher move into an aerial finisher, but I prefer the shine for that purpose as it's so much faster. 8/10

Forward smash: Nice. This has a lot of range, power, and speed. This is your horizontal finishing move and there's really nothing bad about it. Just don't spam it! 9/10

Up smash: This is a pretty good move, but it's used more for combos rather than vertical killings, which you should use the down tilt for. It's a prime finisher to an up tilt juggling and that is its main use. Very nice for comboing. 7/10

Down smash: I like this move. It covers both of Falco's sides instantly, and has some reasonable power. It's too laggy to use at low percentages though. While not as powerful or as quick as the forward smash, the fact that it covers both of your sides makes it a great counter for roll-spammers. 8/10

Dash attack: It's very fast starting up and knocks your opponent into the air. The main problem with this is that its lag makes it semi-useless for combos. 4/10

```

*=====*
|                                               |
|                   Aerials                   |
|                                               |
*=====*

```

Neutral aerial: This is a nice move with some power and priority. With Falco's speed, it can be shffl'ed continually to cross some stages and do serious damage. A very standard sex kick, it's most powerful the instant you use it. 9/10

Forward aerial: This move isn't too good for combos and if you use it over the edge, you die. It's pretty laggy for an aerial move, so use the neutral or down aerial instead. I suppose l-cancelling can make it a bit less laggy, but why bother when l-cancelling works better on, say the neutral? 5/10

Up aerial: It's effectiveness depends on getting the second hit. If you don't get it, it's worthless and dangerous to use. If you can get the second hit, it's a great upward finisher. If you don't spike out of a jump-cancelled shine, this is the move you'd better use. This is obviously your aerial vertical finisher. 7/10

Back aerial: This is a great move with speed, power, and range. Use this often and with short-hops. There's not really much else to say, but it's an incredibly good move, perhaps rivaling Doc for the best back aerial in the game. 10/10

Down aerial: Easily one of the best aerial moves in the game. It's the best spike in the game and one of the best edge-guarders. When you use it short-hopped, it's an edge-guarding force. If you can just get your adversary off the edge, you should in all likely-hood get the kill. It's also good for air-to-ground combo transitions, like the infamous shine-to-spike combo. Is there anything this aerial can't do? 10/10

```

*=====
|                                     |
|                               B Moves |
|                                     |
*=====

```

Neutral B: Falco's blaster is considered to be the best projectile in the game. Here is how to use it effectively.

1. Run towards your opponent and short-hop.
2. Fire the blaster.
3. Fastfall into the ground. If your opponent was hit, he/she will be temporarily stunned. The fastfall enables to move to get pulled off much faster.
4. You are now free to attack your opponent, assuming you got close enough. If you didn't, repeat the whole process again.

Practice this move and it will become an indispensable approach tactic. SHL's can also be stationary, meaning you don't have to move to spam them. I've seen professional videos where the Falco player can rack up 40 damage by spamming SHL's before the other player can do anything about it. Short-hopped blasters can also be used as retreat tactics. If you're good, you can wavedash backwards and fire some shots to discourage pursuit. 10/10

Forward B: You shouldn't use this move as a ground attack because it sucks. The only use for this move is coming back to the stage for horizontal recovery. If your opponent jumps up to edge-guard you and gets in your way, he/she will be spiked! 4/10

Up B: This move isn't that good for recovery as opposed to other character's recovery moves. It's also pretty slow for an attack. I can't believe people actually consider using this piece of crap. 1/10

Down B: This move, also known as the shine, is a very good move. It starts many different kinds of lethal combos, most notably the shine-to-spike combo, which is detailed in the combo section. It's reflects projectiles back at double damage. It's also very fast; one of the fastest moves in the entire game. 9/10

```

*=====
|                                     |
|                               Throws |
|                                     |
*=====

```

Forward throw: It's a nice move that can used as a chain-throw in certain situations against certain characters. This can also be a setup for the ever lethal spike! 7/10

Back throw: Some of this move's damage comes from the lasers Falco shoots, and

Anti Close Range

(Mario, Doc, Pikachu, Zelda, Sheik, Mr. Game & Watch, Ness, Fox, Falco, Ice Climbers, Mewtwo, Yoshi, Kirby): These guys are pretty easy. You can spam SHL for a short time, and then move in with a down tilt or shine to finish with a spike over the pit. With the exception of Yoshi and Sheik, all these guys are either light or have bad recovery, so Falco's highly offensive playing style fits that well. Once you smell blood, it should be smooth sailing. Just watch out, because an enemy Falco will think the same about you.

Anti Swordsmen

(Link, Young Link, Marth, Roy): Swordsmen can be difficult to fight against; they outrange you, which is always tough to get around. For starters, the Links have those stupid shields, so they can just stand still and take your SHLs with out even flinching. Young Link falls to you in close combat and in the air, so don't worry too much about him. Link's tougher. Your laser is out of comission if Link has enough sense to stand still; if you charge him after a few SHL's he's likely to shield-grab you, and with a fastfaller like Falco, that can lead to a big combo. Link's attack speed and aerial game aren't quite as good as yours, so try to use that to your advantage. Roy isn't too much trouble, but Marth's stellar aerial game can give you trouble. Marth should succumb to a good ground fight and some SHL's, but with his crazy range, it'll be a tough fight.

Anti Aerialist

(Marth, Luigi, Jigglypuff, C. Falcon, Peach, Sheik, Ness): They shouldn't give you an incredible amount of trouble, just try to stay out of the air, except in shine combos, because those are fast enough to avoid a counter-attack. Falco's a pretty good aerialist himself, but not quite in this class. As in most cases, SHL is the answer. Watch out for Jigglypuff especially because she can get you in some deadly rest combos too. Shffl'ed aerials from these guys are always dangerous, but if you can keep your distance with SHL, you should be fine.

Anti Snipers

(Falco, Fox, Peach, Samus, Mewtwo, Sheik, Doc) All these guys have either annoying or powerful projectiles. Falco can reflect them with the shine, but sometimes as you're getting into the offensive mood, the thought doesn't occur to you. Usually, the shield is better because you can get it out quicker 9 out of 10 times. The only time the shine would be better is if you just play defensively and wait for a projectile, and we all know that's not how Falco should be played, right? Just watch out for Samus' missile-cancelled missiles (they reduce the lag on the missiles and they're shot just above the ground) because they're killers against fastfallers like Falco (fastfalling leaves you

| |
o-o

=====

| |

| Break the Targets |

| |

=====

Beginner

- 1,2: Double jump laser top right target and target spinning around burner
 - 3,4: jump slightly backwards and aerial neutral A target that was in pillars and target that is up and left of the starting position
 - 5,6: dash short hop right, fast fall, jump into bottom alcove of bottom figure, and ground neutral A moving target and target on other side of wall.
 - 7: dash out, mid air jump, and up B against wall to get rapidly circling target, land under left portion of burner.
 - 8: run and jump left, fall down, forward B through 2 burners
 - 9: jump backwards, aerial back A
 - 10: double jump left, up B last target.
- Target Time: 10 seconds

Intermediate

- 1: short hop laser burner target to right
 - 2,3: dash short hop right, jump into bottom alcove of bottom right structure. ground neutral A as moving target comes towards you.
 - 4,5: dash out left, and rejump to right, land on top of structure, dash full jump AFA to left, breaking target that moves about level and rapidly spinning target, land under left portion of burner
 - 6,7: dash left full jump AFA, breaking inside pillar target and target above starting position
 - 8: forward B target through burners, rejump beforehand if necessary.
 - 9: jump backwards, aerial back A
 - 10: dash toward left wall, full jump, walljump, re-jump towards wall, walljump turn around laser last target.
- Target Time: high 8 seconds, low 9 seconds

for videos on above strategies go to: <http://members.lycos.co.uk/begandinterbtt>

Pro

- (big thanks to mario64master)
- 1,2. Double jump quickly to the right. Shoot 2 lasers to the left while fast falling. The first laser will hit the target above the starting point, and the second will hit the one to the left and below that.
 - 3. Land on the right side of the small platform below and to the right of where you start. Still facing left, press A to punch target 3, the one that quickly circles the main platform.
 - 4. Dash off to the right and fast fall immediately. As soon as you can, jump right into the lower of the 2 small holes. Press A to punch through the wall.
 - 5. Run out to the left and as soon as you leave the ground, rejump up and back A the target that was below you as you hit target 5 on your way up.
 - 6. After hitting target 5, maneuver yourself to the right to land on top of the platform on its left side. Walk yourself to the very left edge, and as soon as you are on the very edge, jump left and down B the target there, which will

appear a fraction of a second before you hit it.

7. Immediately after you down B target 6, rejump to the left and forward A target 7, the one that goes around the octagonal fire block.

8. As you hit target 7, you will hit into the fire block yourself. You have to hit on the corner between the vertical left side and the angled down-right side. If you hit at just the right spot, you will be sent flying to the left. You will slide along the platform you started on, and continue to fall towards the left. Right before your momentum carries you through the 2 left fire blocks, down A the target between them.

9. Your momentum will continue to carry you to the left through the 2 fire blocks. As soon as you land by target 9, down B it.

10. Jump backwards out of the down B immediately, still facing left, so you do a backflip towards the wall above the fire blocks. Wall jump off the wall, jump back towards the right, wall jump again, and immediately shoot a laser to hit the target in front of you.

Target Time: 5.72

For video, go here: <http://www.planetquake.com/sda/other/ssbm.html>

```

*=====
|
|                               Home-Run Contest                               |
|
|
*=====

```

(Big thanks to Skeeto)

```

-----
Bat Drops
-----

```

```

Bat Drop Down+A
---
```

Single:

Stand right next to the Sandbag. Jump above the Sandbag and drop the bat just before the peak of your jump. Wait just before you touch the Sandbag and press down+A. The combo does 30% max.

Double:

Stand right next to the Sandbag. Double tap the jump button and immediately drop the bat. Wait until you are almost touching the ground and press down+A. The combo does 32% max.

```

-----
Bat Drop Strong Up+A
---
```

Stand right next to the Sandbag. Jump above the Sandbag and drop the bat at the peak of the jump. Hold the control stick upward slightly and press "A" as Falco's feet touch the top of the Sandbag. The combo does 33% max.

```

-----
Beginner
-----
```

1. Grab the bat
2. Up+B, aim the control stick to the right(16%)
3. Small jump, down+A
4. 3 Up+A smashes(turn around after every smash)(69-71%)
5. Jump, down+A on the right side of the Sandbag(80-82%)
6. Throw the bat to the left at the Sandbag(100-103%)

