

Super Smash Bros Melee Quick Jigglypuff Guide

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How to Use Jigglypuff Guide
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This is a guide for Jigglypuff痴 moves

If you were like me, when you first tried Jigglypuff, you thought she was useless except for her jump. Actually, Jigglypuff has some very powerful moves when used right.

All of her A moves are like the other character痴 moves. She has aerial attacks, smash attacks, kicking attacks, etc.

Jigglypuff痴 UP+B Move is Sing. Jigglypuff sings, and enemies around her sleep. The more damage they have, the longer they sleep. Good for setting up smash attacks.

Her B move is a move that requires charging to be powerful. She spins around and then when charged, she rolls in the direction she is facing, you can change the direction a couple of times, and it usually delivers around 20% damage when fully charged. However, if you hit someone on a sloped edge or off the edge, she still spins for a bit and you can稚 do anything, so she值1 fall.

Jiggly痴 Smash+B move is a punch that moves her over a little. It痴 a pretty good move.

Her Down+B move is GREAT. When you hit down+B while touching an enemy, they go flying a little and take about 30% damage. However, there are two bad things.

1-She sleeps for a few seconds after using it or until someone hits her. This is bad for obvious reasons. 2-You must be TOUCHING the enemy when you hit down+B. This is pretty easy for big enemies. Even if you are right next to them though, it will not work. Then you fall asleep for a few seconds or when your hit, as mentioned above. This move is best executed after you致e thrown someone up, they are big (Giga Bowser), you have jumped above them and are dropping, or you can jump up into them.

Jiggly痴 throws aren稚 that special. As mentioned before though, her up throw can set up for a down+B.

Her taunt is (I think) spinning around on a leg. I知 pretty sure it doesn稚 do any damage (Luigi痴 does).

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