

# Super Smash Bros Melee Samus Character FAQ

by Tim333

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Super Smash Brothers Melee - SAMUS FAQ V1.3

By Tim333

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## INTRODUCTION

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Samus Aran is one of the most well-rounded and beginner-friendly characters in Super Smash Bros. Melee. She is rather fast and has some fairly strong moves, as well as a great selection of B moves. She is my favorite character to play as, and certainly the only one I'm good with. So, since no one else has yet taken it upon themselves to write a FAQ with strategies for Samus, I've shouldered the task myself, even though I've never submitted a FAQ before. I don't claim to be the world's leading expert or any such ridiculousness, but I am fairly decent and hopefully you will find a tip or two here that will be of some use to you.

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## CHARACTER OVERVIEW/MOVE LIST

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Samus is a very solid character with one of the strongest projectiles and a really annoying triple jump. She also has no glaring weaknesses really, as she is fairly fast and strong and she doesn't go flying too easily or fall too fast. Come to think of it, Samus' only major weakness is Fox McCloud, but don't get me started on him!

### Normal (A Button) Moves:

A: A weak jab that does 3%. Really only useful in comboing or interrupting something your opponent is doing. Tap it twice to deliver a second hit with the cannon arm for a total of 5-7% in a quick 2 hit combo.

Forward+A: A quick forward kick. Easy to do and hard to block. It gets your opponent a fair amount out of your face, too. 8-10%

Down+A: This is my favorite A move for Samus. She'll jam her cannon arm into the ground, producing a pretty sizable burst of flame. There are so many useful things about this move.

First of all, it does pretty good damage, 10-14%, and can be used over and over quickly.

Second, it sends your opponent flying up in the air! At high percentages, it sends them awfully far and can even KO them, although I wouldn't use this move for that. Third, it has great range, and if you are being attacked by three opponents, you can use this to get ALL of them out of your hair. This move is great for instantly KOing wireframes, teams of 30 and the like.

Up+A: Samus lifts one leg high into the air and brings it down. Yowza! This one's really got me wishing for the JUSTIN BAILEY alternate costume...

All joking aside, this move does about 13% and takes a bit longer to execute than the other weak A moves. One fun thing to do with this is do it once to send your opponent up a bit, then again to launch them forward.

Running A: Samus dashes into her enemies shoulder first. If you don't telegraph this too bad it can be useful, as foes go flying a decent amount and groups scatter easily with it.

In air:

Neutral A: A forward kick with a short range. More powerful than you'd expect, does 13% damage. This is the only one of Samus' midair moves that focuses on launching power rather than damage.

Up+A: Upward drill kick. Aside from looking really cool, this move hits up to 6 times for a total of 9%. It's OK, but really you're better off just going ahead with the screw attack unless you don't want to get above your opponent's level.

Forward+A: Downward sweeping flame cannon. This does pretty big damage, 14-17% and possibly more. It's very useful against big guys, the master hand, or a group all standing on one platform.

Down+A: This is almost a smash attack. 16% and it sends your opponent reeling quite a bit. The problem with this one is that the timing is very tricky. Since the move charges up for a second, if you use it too late in the fall it won't execute, and if you use it too early you won't hit anything. Stay away from this until you master the timing.

Back+A: I can't believe I forgot to mention this! It's basically the same as the Neutral A, except backwards, and it does about 10% damage.

SMASH attacks:

---How does one execute a SMASH attack?---

Doing a SMASH move properly is one of the most important things to perfect in SSBM. Smash attacks work much differently than they did in the original. It can be a bit tricky, so it might take some practice before you get the hang of it. Actually, there are two methods:

1) Tap the control stick RAPIDLY in the chosen direction and IMMEDIATELY slam on the A button.

It is important that you get the timing just right. You do not strike the two buttons at the same time, but you do hold them both until you see your character flash and start charging. Hold A to keep charging: the more you charge, the more powerful the SMASH. This is great because your timing doesn't have to be that good to hit your enemy, just release the attack precisely when they're in range. If you charge to full power (a few seconds) the attack will be released automatically.

2) In VS mode (and only in VS mode) Tap the yellow C-stick in any direction to do a quick unchargeable SMASH in that direction. This is useful when you just plain don't have the TIME to charge a smash attack.

Forward: WaaaaaPUNCH! this is the one you KO people with. most folks'll be KO'd at around 60-80% with this move at full charge. It does about 14% uncharged and 17% charged. I'm serious, you'll probably get the majority of your KOs as Samus with this one move.

Up: This is a bit unusual - a SMASH attack that sends opponents basically nowhere. Nevertheless, it's quite useful. It can be used on opponents standing in front of you, falling toward you, or on a platform above you, and it can do up to 25% damage or possibly even more, especially against stationary opponents (the master hand).

Down: Sweeping kick. This goes in both directions, which makes it decent as a clear out move.

At high damages you can deliver a KO with it. 14-21%.

Recovering attacks:

From the ground: Get up quickly by pressing A to kick at your foe or in both directions. This is useful, as opponents tend to believe that you're helpless and come after you, which is when you nail them.

Hanging on the edge: Press A or B to come back onto the ledge with an attack. Since you're invincible while doing this, it's great against those pesky edge defenders. Make sure not to hang on an edge too long or you'll be susceptible to a deadly meteor attack!

Special (B Button) Moves:

B:Charge Shot - Press the B button and Samus will start charging. To Fire before fully charged, press B again. Once fully charged, the weapon will remain so until you press B again to fire it or are KO'd. You should charge this whenever you are left to yourself on the battlefield, so you'll have it handy when you need it.

This is a very powerful projectile. It deals 23-28% at full charge, and has serious potential to KO foes at high damages. However, there are disadvantages to this move. First, it takes a few seconds to charge fully, and if you are attacked while charging you'll have to start over. To avoid this, press L or R while charging, and Samus will immediately stop charging and put up her shield. Also, Pressing Left or Right on the control stick will cause Samus to stop charging and perform a roll in that direction. After doing this, get a safe distance away and press B to start charging again where you left off. This is quite useful if you are having difficulty evading your enemy long enough to power up the shot.

Another disadvantage is that the projectile travels rather slowly and is therefore easy to block with a shield or (shudder) a reflecting move. Unless your opponent is too dumb to notice a mind-bogglingly huge projectile heading at them, you'll have to hit when their guard is down, such as when they are getting up from the ground, attacking or charging an attack or when they are coming down from a jump(They might be able to dodge this with R or L if they're tricky).

You can also use this against someone standing very close, as they won't have time to block it.

BE CAREFUL when using this move against someone with a reflecting move, ESPECIALLY Fox(and for that matter, Falco), whose reflector move is painfully cheap and requires no timing. You DEFINITELY don't want to be hit by a reflected charge shot at full power. Fox players LIVE for this. Outsmart them. When using this move on Fox, either make sure he won't have a chance to reflect it, or make sure you won't take damage if he does. Put up your shield or jump right after launching the shot.

If you use this move in mid-air, it has a bit of recoil. You can't charge while in the air.

(NOTE: If you use this move too often, its power will decrease. I've seen it get as low as 13%.

You probably shouldn't worry about it, just make sure to use other moves too ;) )

Up+B:Screw Attack - My signature move. Samus jumps rapidly into the air, Spinning and hitting anyone and everyone she passes through about 16 times at max. This doesn't do THAT much damage (7-11%), but it is EXTREMELY annoying. I have had opponents express verbal and other obscenities at me furiously(\*\*\*\* you, \*\*\*\*\*) after using this, oh, about a dozen times.

The 3 things that I love about this move are 1) If you are closely surrounded, this move will carry ALL of your opponents up with you, detaining them for quite a while and launching them in various directions; 2) It moves very quickly, so you can catch your opponents off guard most of the time; and 3) It KOs wireframes and such like crazy. This move is not often countered unless an opponent in the air is already using a downward attack. If a foe is on a platform above you, you can usually catch them with most of the hits and get onto the platform easily.

This move is Samus's triple jump (see RECOVERY).

Down+B: Bomb - Samus will do a little hop and drop a small bomb below her. If it hits a foe within a short time, it will have a minor explosion which does about 7% damage. Not terribly useful, but if you are heading down toward some enemies, the bomb will hit all of them. Perhaps the most useful thing about this move is that it makes you fall a bit slower and gives you greater control, so it can help you avoid up-smashes, juggling and the like. You can do this over and over in rapid succession, which is nice if you're surrounded.

If you use this one right after the other and you're right on top of your opponent, you'll both start to rise from the explosions. (Thanks to Turtlehawk for this little tip.)

Forward+B: Missile - I've never really used this much, but if you are a big projectile user they can be handy. There are two ways to use this move. Normally, which produces a weak missile with some homing capabilities, and as a SMASH move, which will do more damage(9%) but go straight and a bit faster as well. This move is good against Fox, unless you're really close to him you don't need to worry about him reflecting it. This move can also be useful against people who think they're safe hiding on the rock in DK's map and other keepaway tactics.

---The grab---

To grab an opponent, either hit Z or put your shield up (with R or L) and then press A, B, or Z. Samus is one of only 4 characters in the game who can grab from a distance. She uses her Grappling Beam, which can grab opponents from several feet away! You can also use this move as a weak midair attack(4%) or to grab onto ledges (see RECOVERY). The downside is that if you try to grab someone and miss, you'll be vulnerable for a painfully long time.

(Thanks to Ryan Barrett for setting me straight on the name of this device.)

Once you have your opponent in a hold, press any direction to throw them. You can also hit them while they're in the hold, but this only does 1-3% per hit, so it's pretty useless. Also, you can only get in one (Maybe two) hits before they break free. So if you do hit someone this way, you should probably only do it once and then throw them.

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THE SPECIAL GRAB  
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I know, I know, I'm the last FAQ to have this, but I wanted to wait until I had PERSONALLY confirmed it.

Samus has a secret grappling beam. If your opponent is in front of you, It will

go much farther than normal, and if they are above or below you, it will actually home in on them!

I can't really seem to nail down a reliable way to do this, but most of the time this seems to work: repeatedly press Z and make clockwise and/or counterclockwise motions on the D-Pad. If anyone can find a method that works FIRST TIME, EVERY TIME, please e-mail me.

UPDATE: This move can be executed in any stage, any mode, including the 1P modes. It really DOES have practical purpose! This move lets you OWN long, flat stages, especially Final Destination. VideoGameGenius informs me that in order to have this move home in on an opponent, you must hold L or R.

The downside to this move is that you have to press A or Z to reel in your opponent when it touches them. For this reason, you should stay away from this move in quick-paced matches. However, if you're fighting an opponent who likes to keep away, this is a godsend. (Hint: Don't tell them it exists. Some people are really caught off guard!) Once you've grabbed someone in this manner, you can throw them normally.

Throws:

Up: Probably Samus' best throw. 7% damage, and goes a long way. it's hard to KO someone with it, but then, throws aren't nearly as useful as they used to be.

Down:ALMOST useless. I thought it was useless at first - it's Samus' weakest throw, doing just 6% and sending foes NOWHERE - but then I discovered this move's hidden potential! When you throw an opponent in this manner, they come down right in front of you - the perfect position to grab them again. I've thrown people up to 5 times in rapid succession this way. It's also the perfect position to deliver an uncharged forward smash. (evil grin)

Forward: This is OK. 8% and it gets them out of your hair. Unfortunately this throw and the next one no longer have the mega-usefulness they had in the first game.

Back: Same deal, only 7%. Yawn.

Other tactics:

Shielding: Press R or L. The type of shield depends on how hard you press the trigger. A soft press gives a weaker shield that lasts a long time, A strong press gives a shield that takes hits well but goes away quick. Don't try to take too much with the shield, because if it breaks you'll be stunned for several seconds. Pursue other methods of avoiding damage, like jumping and the rolling dodge. Press right or left when your shield is up to roll in that direction, avoiding any attack that was directed at you. This preserves your shield and it frustrates and confuses your enemies. Press down to do a sidestep dodge.

Midair dodge - R or L. This is good for dodging projectiles, mostly. If you hold the button and a direction, You'll drift a bit in that direction, so this can actually be used as a minor triple jump for those who don't have one.

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Basic strategy and combos  
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There are a few different general strategies to use with Samus. I recommend charging the cannon anytime you're not under attack so you can launch it when it will be the most useful. Obviously you should avoid damage whenever possible, but I like to be in the fray anyhow. When in big groups, use clear outs like Down+A, SMASH down, and the screw attack. Do as much damage as you can to opponents using various techniques, and finish 'em off with a forward

smash.

RECOVERY: You've been knocked off the ledge! Well, don't just give up! There are a couple of tricks that Samus players can employ to get back onto the stage after being knocked off. The most obvious is using her double jump and Up + B move toward the stage, but there are other things that you can do after using the double jump.

The bomb trick - Use bomb, the down + B move over and over to decrease your rate of descent as you fall toward the stage.

Grappling the edge - you can use Samus' grab to grab onto the ledge from a distance. Press A to pull yourself back up. This is useful if you've got enough altitude but not QUITE the distance to get to the edge. This is kinda tricky to do, so use it sparingly.

Against the CPU: Computer players have INSANELY good timing, so you'll be unlikely to hit them with the charge shot unless they're attacking or coming right at you. I find that often CPU players will reflect a charge shot with an ordinary shield, something that a human player can almost never manage! However, computers are also dumb, and you can likely get to all the good items (Warp Star, Hammer) before they do. They will also fall for some predictable combos and strategies. Some good combos against the CPU involve using the down throw over and over or throwing them upward and hitting them with something (an up-smash or a triple jump) as they fall (note- never try this against Bowser, Kirby, or Yoshi, those stomp moves HURT). Here's an additional combo sent to me by SaberIOO@aol.com that works quite well:

"I read your faq on Samus, and i wanted to tell you a really good combo that she can do. You need a full charged charge shot to do it. Just grab your opponent, throw them down, and then blast them. It works almost every time. Its great for killing level 9 cpus." I tried this, and it can really come in handy.

Attack quickly to keep your foes off balance. Actually, that applies to human players too.

Against another human being: You'll find that most people don't have timing nearly as good as the CPU, so the charge shot is much more useful here. One point I can't stress enough: DON'T BE PREDICTABLE. Sure, you may find some set of moves that works, but if you do the same thing too much, a smart player is bound to get wise sooner or later. You need to constantly watch your opponent and adapt your strategy to what they are doing. Some players will get complacent if they figure out your strategy and find a way to block it, and you can use that complacency to knock them for a loop. Example: I was fighting a friend of mine who uses Fox. I found a weakness in his strategy to blast away and block my charge shot when it came - I shot the charge shot off 3/4 of the way through the charge rather than at full charge, which threw off his timing. Once he adapted to this, he was pretty sure he could reflect my charge shot every time, and he was right. So I fooled him. I charged my shot to full and made a running dash at him. He put up his reflector - and got blown away by my running A attack. You need to be clever to survive against good players.

Counters to some popular strategies:

Keep away - Your opponent will stand far away from you and taunt you to come and attack. If you do, they will get a couple of good hits in and run off again. This strategy is used mainly in lvl1 matches with quick characters. You can counter it by launching many projectiles in a manner that's confusing to block, or by running at them as if to attack but performing some sort of dodge at the last moment. Also, If you can pull off the secret grab(see above), it is quite useful in these situations.

Juggling - If caught in an upward juggle, use the bomb (down + b) to get out by getting far away.

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TARGET TEST  
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Here's a little strategy I've come up with.

- 1) Use Down + A to get the target next to the starting platform.
- 2) Use a double jump up and to the left, and break the target with a jab.
- 3) Do a triple jump up and to the right, with the third jump breaking the uppermost target.
- 4) Fall toward the right, landing on the moving platform at the bottom. Break the target there with an A move.
- 5) Do a triple jump onto the rightmost platform, breaking the target there.
- 6) Another triple jump to break the target directly above you.
- 7) Head back to the starting area and land on the lower right platform there. Use a SMASH missile to break the enclosed target.
- 8) This one's a little tricky. Drop down the pit and use a bomb to break the target, then use your double and triple jump to get back out onto the platform.
- 9) Head far to the left, breaking the target you see there.
- 10) Drop down and screw attack the final target.

My best is 00:22.53 this way.

If anyone can make a map of this I'd appreciate it, as I suck at ASCII art.

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HOME-RUN CONTEST  
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Xeddicus sent me another method for the home-run contest, which is quite better than my old one.

"Here's how to get 1000+ feet with Samus in the Home Run Contest (or one way, anyway..):

Grab bat

'Axe kick' (up+A) the bag.

Do that over and over, making sure the bag lands on the ground from the previous kick before doing the next kick. A semi-accurate way to know it's safe to start the kick is when the sandbag does it's little spin before it finally lands.

Before time runs out, wack the bag."

Personally, I've only been able to score 920 with this, but i'll take Xeddicus' word. Thanks for the help! Remember everyone, contributions are appreciated.

Here's the old one. This one only gets me 818.9 ft.

- 1) Grab the bat.
- 2) Run up to Sandbag and do a FULLY CHARGED Up smash.
- 3) Run to sandbag's new location and repeat.
- 4) Follow sandbag off the platform, and SMASH with the bat as it lands.

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TROPHY TEXT  
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Here's what it says on each of Samus' trophies.

Classic:

This intergalactic bounty hunter's full name is Samus Aran. Clad in a power suit made by the Chozo race and infused with their enhanced blood, she cleared the planet Zebes of a Metroid infestation. Samus is an orphan, the sole survivor of a Space Pirate raid that destroyed an Earth Colony named K-21.

[Metroid 8/89]

[Adventure]

Samus has an abundance of projectile weapons, making her a long distance attack specialist. The most powerful weapon in her arsenal is her Charge Shot, but be warned: it can be reflected. Her Missiles have homing capabilities, but when fired as Smash Attacks they fly on a straight trajectory and have boosted power.

[B:Charge Shot Smash B:Missile]

[All-Star]

While Samus's arsenal of missile weapons is indeed formidable, her enemies are in for a rude awakening if they guard against nothing else. Her Grappling Beam captures foes and latches on to walls, and her Screw Attack drags foes upward in a series of spins that doubles as a recovery move. Samus can also use her bombs to perform bomb jumps.

[Up+B:Screw Attack Down+B:Bomb]

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CONTACT ME

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My email is maurers1@earthlink.net. Feel free to send me

COMMENTS - If you found my FAQ useful I'd love to hear from you! Ego boost, you know.

QUESTIONS - Only if I didn't already answer them, please.

CORRECTIONS - I didn't get anything wrong, did I? ACK!

CONTRIBUTIONS - If you send me a map, combo or strategy and I use it, I'll credit you.

anything else, keep to yourself. That includes hate mail, you nasty buggers out there.

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THANKS TO:

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SaberIOO@aol.com - For sending in a useful combo  
VideoGameGenius - For more info on the secret grab  
Allstr11z@aol.com - for providing me with a method to activate Samus' secret grab  
Ryan Barrett - for telling me the name of Samus' grab  
Xeddicus - for a better Home-run contest strategy  
GameFAQs & Neoseeker- for hosting this FAQ  
Nintendo and HAL - for making this great game.



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Version info  
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V 1.3 01-28-2002 - Added various contributions. Also, Added the midair Back+A move, which I simply forgot to include in earlier versions.

V 1.2 01-22-2002 - Added information about Samus' secret grab. (Accidentally labeled V.1.1, oops!)

V 1.1 01-04-2002(!) - Fixed the reference to Samus' grab as a "weird energy thingy", added a new home-run contest strategy, added the THANKS TO: section, and added the trophy text.

V 1.0 01-03-2002 - Move list w/ strategies, Basic strategies and combos, Target test and Home-run contest. that's it.

Someday soon I'll get to the 1P mode strategies. Promise!

Thanks for taking the time to read my first FAQ! I hope you found it useful!

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