

Super Smash Bros Melee Fox FAQ

by Rein Raus

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Game:        Super Smash Brothers Melee  
Character:   Fox McCloud  
File Name:   Fox Version 10.0  
Version:     10.0  
Author:      ReLnRaus  
Recog. #:    15492  
Email:       ReLnRaus@aol.com  
Size(KB):    34.8KB  
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*To get to a section quickly, hold down CTRL, then press F, then type the section number (000) into the space. This may range from browsers and OS's.

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= Introduction 001 =  
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I would like to start off by saying that I got Super Smash Brothers the day it came out. It was obviously going to be one of the best Nintendo 64 games, bringing a cast of twelve first party Nintendo characters to a.. Action Adventure Arcade Fighting game? I'm not sure how to describe Super Smash Brothers genre. It almost created one. I mean, there are regular, arcade punch kick martial arts fighting games, then there are adventure fighting games like.. The early ones. Or Bouncer. You know, the Genesis games where you moved down the street and kicked the guy in the face. Super Smash Brothers could definitely make it to the arcades. Look how many Toys 'R Us's

have SSBM on the TV setup. They leave it for months. Its probably the only incredible Gamecube game out right now. Luigi's Mansion, Pikmin, Eternal Darkness- all mediocre games.

And now onto Fox. I used Mario in the very beginning, not because Mario is 'cool' and he's popular, because he had nice aerial attacks. But when I fought Fox on very hard, I found he was the only CPU that I had trouble beating. So I exited 1 player mode, and started using him for the 4 hours of my day I played SSB. I think what makes me one of the top notch Fox players is how many hours I have used him. Fox has dealt around 700 thousand in damage. Made 4495 KO's, and was used against two human players for over 200 hours. So, on with the walkthrough.

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= Biography 002 =
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These were taken from his biographies in the games.

=====
= Super Smash Brothers =
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-Fox-

Following in his dead father's footsteps as the young leader of the Star Fox Team, Fox McCloud's piloting of the super-high-performance combat ship ARWING for the Lylatian System is still fresh in our memories. His one weakness may be his difficulty earning the trust of his teammates.

Works:

Star Fox (SNES)

Star Fox 64 (N64)

=====
= Super Smash Brothers Melee =
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-Fox McCloud (Classic Mode)

Fox McCloud is the leader of a band of adventurers-for-hire known as StarFox. Fox and his fellow pilots Peppy, Slippy, and Falco patrol the Lylat system in their mother ship, the Great Fox. From the cockpit of his Arwing, Fox leads the ceaseless pursuit of the evil scientist Andross, who doomed Fox's father.

Star Fox

3/93

-Fox McCloud Smash (Adventure Mode)-

Fox is among the quickest and nimblest of the Super Smash Bros. characters. His speed is offset by his low firepower, however, and he's better at one-on-one fights than melees with multiple foes. His Blaster is unique: it does damage, but it doesn't make enemies flinch. His Fox Illusion is best used a surprise attack.

B: Blaster

Smash B: Fox Illusion

-Fox McCloud Smash (All Star Mode)-

Fox falls quickly, so he's a tough target to strike from below; however, this advantage can work against him when he goes flying sideways. You can use the Control Stick to set the direction of the Fire Fox technique while it's charging up. On a sidenote, Fox is also much lighter than he was in the N64 Super Smash Bros. game.

Up & B: Fire Fox
Down & B: Reflector

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= Pros/Cons 003 =

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If you have any to add, send them in.

Pros

One of the fastest runners
Falls quickly
Fast attacks
Projectile weapon
High, quick jump

Cons

Moderately weak attacks
Falls quickly
Gets knocked back far

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= Move List 004 =

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"A wily fox that uses speed to keep enemies off balance."

Note: Performing a smash attack isn't moving the control stick harder, its tilting it to the barrier at the end, a normal attack works only when you mid-tilt the control stick.

Note: I use X instead of the control stick because A: it confuses things, and B: it usually messes up your combos.

Key

mid-tilt tilting the controller halfway
full-tilt tilting the controller fullway
L or R left or right
hold down keep the button pressed

=====

= A button =

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A	punch once
A 4x+	series of punches and kicks
Run + A	flying/jumping/high kick

A + mid-tilt L or R	normal kick
A + full-tilt L or R	smash kick
Hold down A + full-tilt L or R	power smash kick

Mid-tilt up + A	high kick
A + full-tilt up quickly	smash flip kick
Hold down A + full-tilt up	power smash flip kick

A + mid-tilt down	tail spin
A quickly + full-tilt down	smash split
A hold down + full-tilt down	power smash split

=====

= X Button =

=====

X	jump
X x 2	double jump
X + A	mid-air kick
X + your opposite direction + A	mid-air split
X + full-tilt down + A	mid-air leg grind
X + full-tilt L or R + A	mid air series of split kicks
X + full-tilt up + A	mid-air flip up kick

=====

= B Button =

=====

B	blaster
Full-tilt L or R + B	fox illusion
Full-tilt up + B	fire fox
Full-tilt down + B	reflector

=====

= Throws =

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Z + direction facing full-tilt	forward throw
Z + opposite facing full-tilt	backward throw
Z + full-tilt up	up throw
Z + full-tilt down	down throw
Z + Combination of A's or Z's	knee kicks

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= Other =

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Left or Right button + full-tilt down	dodge
Mid-air Left or Right button	air dodge
Hold down Left or Right button	shield

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= Damage 005 =

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The damage rules have been complicated a bit, compared to the first SSB. If you do two of the same attacks in a row, the damage the second time you performed the attack is lowered by 1-5%. This really doesn't help you when you want to get in some easy damage with your blaster. But it does prevent players from being cheap, ie. Pikachu's lightning bolt. So anyway, a list of the moves, with their accounted damage. Note that I list powered up smash attacks only, not C stick or weak smash attacks, and all damage recordings are accounted for at maximum, to the best of my knowledge.

=====

= Normal Attacks =

=====

-Move-	-Damage-
Punch once	04%
Series of punches and kicks	15%
Flying/jumping/high kick	07%
Normal kick	09%
Powered-up smash kick	20%
High kick	12%
Powered-up smash flip kick	24%
Tail spin	10%
Powered-up smash split	20%

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= Aerial Attacks =
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-Move-	-Damage-
Mid-air kick	09%
Mid-air split	15%
Mid-air leg grind	06%+
Mid-air series of split kicks	07%+
Mid-air flip up kick	15%

=====
= B Attacks =
=====

-Move-	-Damage-
Blaster	03%
Fox Illusion	17%
Fire Fox	16%+
Reflector	05%

=====
= Throw Attacks =
=====

-Move-	-Damage-
Forward throw	07%
Backward throw	07%
Up throw	07%
Down throw	04%
Knee kick hold	05%+

+ = Possibly inaccurate, or can be widely ranged.

=====
= Combos 006 =
=====

"Z down + down B + dash A + Z up + Smash up"
- jr268@hotmail.com

"Z + knee kick (3 or 4 times) + foreword throw + run at the enemy + A + Z + downward throw + down B + run at the enemy + stop right before the enemy + down A + charge up the foreword A meteor attack (charged up foreword attack) (Works best on the right side of the Hyrule Temple Stage.)"
- J Waud

"Instant KO - In Hyrule Temple, lure your enemy (around 50-70% damage) down to the very bottom of the stage. (on the little platform) Make sure the enemy is to your right, next to the edge. Fox MUST be touching the opponent! Use a smash flip kick, and enjoy. The enemy will bounce off the ceiling, dropping down at an incredibly fast rate, leaving them no room for recovery. NOTE: I've had trouble using it against Lv.9 computer opponents, but Human players fall for it every time! Use it on some Lv.3 computer opponents, just to get used to it. Don't rely on it too much, though. (This move also works with many others, and I'm just giving Fox's version of it)"
- jaredlangdon@hotmail.com

"By now, everyone knows the old throw-down deflector move, right? (z + down + down b) I don't use that often anymore, it's

becoming very stale. I added a variation to the move.

[z +down + smash flip kick (no charge) + slightly charged smash kick (left or right smash) + smash split kick] Damage: 52%

[z + down + smash split kick + tail sweep (regular down+A) + smash kick + smash kick flip] Damage: 59-60%

Use the C-stick for these, unless you're quick with the A button."
- jaredlangdon@hotmail.com

(All submitted combos are un-altered with the exception of spaces.)
Please submit ANY that work for you. Stages can also be included in the case that the combo works well with certain surroundings.

=====
= Adventure Mode 007 =
=====
Coming soon..

=====
= Strategy 008 =
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Note: All walkthroughs written for the Pokemon Stadium stage, CPU level 9, no items, but can be reliably used for all levels and arrangements. All of the strategy's will be massively updated..
When I get around to it.

=====
= Dr. Mario =
=====
Some main rules for fighting him, don't come from above. Jump over him and fight him on the other side like an ambush, try to deflect his pills if you're a good distance away, if you do an attack when you're both in the air, come from the side, not top, and try not to let him get out of your combo, or he'll take over for a few seconds.

=====
= Mario =
=====
SSBM is amazing, similar characters have completely different ways of attacking, so Mario will attack differently than Luigi and Dr. Mario even though he's practically the same character. So anyway, Fox is all about speed, so use that against the slow characters, like Mario. He'll do a few normal A attacks, then either a throw or a low attack. So keep your distance, hit him, then jump back and repeat. And if knocked off the stage, use your come-back against him, either a Fox Illusion, which he will actually jump into and fall down, or a Fire Fox, and since he's slow, it will hit him.

=====
= Luigi =
=====
This dude uses a lot of air attacks, even if you're on the ground, and when you're in the air, he kicks your ass. So stay on the ground and dodge him, then hit him.

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= Bowser =

=====

Start off doing air attacks, and when his damage gets high, do a few ground attacks after knocking him away with an air one. Using ground attacks is useless, because of his big hand claw things. Also, the CPU is stupid, and he will do pounds on platforms and stuff, so its an easy job. And considering he's a boss..

=====

= Peach =

=====

Use the air attacks like Bowser, EXCEPT.. Peach's CPU is smart. So its a tad harder to combo her around. She'll jump up and butt slam you, that's about it if you're in the air. Also note that she was programmed to do "cute" things, like hang off the side of the stage and throw turnips a lot. Deflect the turnips, and knock her off.

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= Yoshi =

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Arguably the best opponent in the game if mastered correctly.. And a whole lot of combo's never to be seen unless used by a CPU. Use some ground combo's, get him in the air, hit him, and repeat. Air attacks are hard to pull off due to his massive head.

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= DK =

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Easy to get out of his combo's, the opposite for him, he's one of the 3 slowest, don't let him get any hard hits on you, because you can be easily KOed at 50%.

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= Captain Falcon =

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If he misses or hits you with an attack, he has a pretty long waiting time before moving again, so jump around, and hit him. He jumps up for no reason frequently, and does an up B, so he'll slowly drop down defenselessly, also, his punch combo, is very, very slow.

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= Ganondorf =

=====

C. Falcon's counterpart, except he's slow. His B attacks leave him open to attack worse than Falcon, and if you start doing regular A attacks, he won't, and will start doing B attacks. Vice versa. Or something.

=====

= Falco =

=====

Its you, as a bird! You'll notice that he uses A attacks, throws, and shoots. He doesn't really combo either, get him in the air, then get him from below.

=====

= Fox =

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"How can you fight yourself?" Just like Falco, he won't use any

cool combo's. Just some lousy A attacks and shots.

=====
= Ness =
=====

Kind of like Mewtwo because of his slow jump, he's used better by a human, smack him around and watch out for the yo-yo and his throws. Focus on a run and jump, you can usually pull it off easily.

=====
= Ice Climbers =
=====

These dudes are hard! Until you kill one.. Alone, its like.. Too easy. Anyway, try to separate them with some air attacks. Fox isn't a team battle person, he's a one on one assassin.

=====
= Kirby =
=====

Keep your eyes on the stupid pink ball.. That's really all you can do. Kirby's punch, kick, down B, and air attacks are all good. Evade him, then after he misses on a powerful attack, hit him.

=====
= Samus =
=====

Way better than a human, the CPU is smart, and hard to beat. She usually misses on her up B, down B and throw, so get her then.

=====
= Zelda =
=====

Don't get caught in the leg kick, and don't let her transform. Once she transforms, you get major damage, and in her Zelda form, she's a level 4 Fox.

=====
= Link =
=====

He has accessories, a sword, and a bad leg. Focus on doing 80 degree aerial attacks from behind. If you do an attack directly on top of him, chances are that you'll be sworded. After doing an aerial, and landing, kick him, rinse, and repeat.

=====
= Young Link =
=====

Like I said with Mario, Dr. Mario, and Luigi, completely different CPU. He does a lot of rolls, so if you miss, bail out, do the same thing with Link, except its easier, and he doesn't jump, at all.

=====
= Pichu =
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Once you hit him, hit him again, then again. Just don't even give him a chance to hit the ground. He falls pretty slow, so use that against him.

=====
= Pikachu =
=====

Way too many Pokemon in this game, but then again, its Nintendo's franchise. Anyway, its Pichu with a tail and a big head. Evade, then do a 70 degree aerial attack. The major problems are the head butt, and tail whip. So catch him in mid-move.

=====
= Jigglypuff =
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I know this sounds repetitive, but don't attack on the ground, Jigglypuff only has about 2 air attacks, which are rarely used and do little damage.

=====
= Mewtwo =
=====

Ness, but graceful. The best character to take photo's with, too. Keep him in the air, once he hits the ground, he'll start doing those B attacks on you that turn you purple. In the air, he's defenseless.

=====
= Mr. Game & Watch =
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When he misses with an attack, he recovers slowly, so jump kick him, then up kick him, and keep him in the air. If you get caught in a gun or chair attack, you get about 25% damage, so evade, jump, attack.

=====
= Marth =
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Swords are very cheap, but make the opponent slow. Don't do any complex moves, just kick him around and keep close. Throwing is almost impossible, yet he happens to pull it off a lot.

=====
= Roy =
=====

Same character, except he can charge his sword. A tail whip is pretty useful since he rarely crouches, so do that, and then kick him up, then kick him again.

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= Stadium 008 =
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= Target Test =
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Super Smash Bros. hit the platforms and break the targets, genius. Was it hit the platforms?.. Anyway, they numbered it down to just break the targets, and most of them are fairly simple. But I should cover everything on Fox, and I will.

Target 1

Go to the left edge of the platform, wait for the target to move a quarter way from the bottom, jump down, and Fire Fox up. If you

timed it right, you'll be where you started, if you didn't, you probably fell or didn't hit the target, just restart.

Target 2

From the beginning platform, tap X, wait till you're a quarter way down, and blast the target.

Target 3

Do a double jump, and blast the target, returning to the platform.

Target 4

Double jump and Fire Fox onto the platform, and break the target.

Target 5

Jump onto the left ledge, do a double jump, and kick the target.

Target 6

From the left ledge, do a double jump, and Fire Fox onto the four red dotted platform. Then go to the far right of it, and double jump onto the platform next to it, then go to the far right of it, fall off the ledge kicking the platform on your way down, and pressing full-tilt left.

Target 7

From the two red dotted platform above the flashing box, double jump, and shoot the target.

Target 8

Back on the two red dotted platform, double jump, Fire Fox through the target, and press full-tilt down to the two red dotted platform.

Target 9

From the far right of the two dotted platform, jump down onto the smaller two dotted platform, go to the far right, jump, and the kick the target.

Target 10

Go to the far right of the smaller two red dotted platform, and Fox Illusion to the second two dotted platform, landing on the far right of the platform, Fox Illusion to the one dotted platform, jump up, and kick the target.

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= Home-Run Contest =
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Quickly grab the bat, move close to the sandbag, and begin rapidly pressing the B button, and then, at the last second, smack him. I actually have much trouble with this, simply because I don't use the blaster much, and it requires some sort of rhythmic pattern. So, if you mess-up, just press start, and Z, instead of having to wait for several screens to load. You should have gotten over 1000 feet.

=====
= What People Write About Fox 009 =
=====

I made this section because when reading through a Ness FAQ a few weeks ago, I saw what strategy's or comments the writer had about human Fox players, which were pretty helpful in learning how to make a glob of blood and flesh out of Ness. I may include some non-human

Fox opinions, because not that many people have human strategies, like me, and a CPU strategy works just as good. Also, if you wrote a character FAQ and you want to help the masses of good hearted and you happen to be reading this, send me an email with your strategy.

Bowser by Thagreaty2j@aol.com

Dur hur look at me i have a gun! Humans like to use Foxs crappy 2% damage blaster on people. Just use the running headbutt technique and upside down whirling fortress on them and then headbutt them and they are out of there.

Yoshi by Shadowyoshi003@yahoo.com

I should know about Human Fox Players, mainly because I am one (3rd Best man!). First off, they'll just fall down and use the Reflector on a crowd you knock them back. They also love to abuse the Fox Illusions and Blaster Moves. Human Fox Players also love to roll around their enemies and throw them. However, Fox Players will use the Flip Kick then start juggling you in an effort to send you flying. Remember, you have power over Fox, so use it! Smash him or Yoshi Bomb him!

Captain Falcon by Jetstorm777@aol.com

Filleting Fox: Fox is also pretty fast. Make sure that you never throw or shoot anything at him, because he will most likely reflect them right back at you for more damage! Because he falls fast, edge-guard all the time!

Ganondorf by Joeyolbean@hotmail.com

For Falco-Another extremely difficult character due to speed and power. His combo he does is just too good. He tends to punch you once or twice over and over again then goes for the kicks. Don't stand and brawl with him because you will lose. He's just too fast. So use your power to fix that. Falco's Up + B attack is good but can be countered with a double vertical kick nicely. Reach attacks and dodging should be used often. For Fox-Much like Falco except a little weaker and maybe a little faster. Use the same strategy as above except use less charged attacks to attack quicker.

Falco by GetYourVashOn@aol.com

Nasty fight. Fox is faster than you, but you have more range. Take advantage of this with your forward+A, and do your damned best to roll like a moron if he's really on the offensive. Deflect his blaster fire and he'll take a little bit of much-needed damage. In the case the fight goes to the air, prepare to land an aerial down+A - it has pretty good priority almost over everything Fox does, but don't get cocky. I've yet to play an expert Fox anyway, so chances are you guys know something I don't.

Kirby by Cskull@frogdesign.com

Fox is pretty light but beware of his up B move because although it takes about two seconds, it can really hurt. His Illusion move is weak so don't worry about that. Try to use as many smashes as you can on Fox. Try not to use the stone move often; you'll probably miss. As always, a Final Cutter move is good. Also try to vacuum him up because his blaster, even though it isn't that powerful, can harm your enemies if they try to get near you. Be careful that Fox doesn't use his Mirror Shield when you fire because it will bounce back to you. When his damage is high, throw

him..

=====
= Trophies 010 =
=====

The following are a list of StarFox related trophies, and their description:

Fox McCloud [Star Fox]
[03/93]

"Fox McCloud is the leader of a band of adventurers-for-hire known as Star Fox. Fox and his fellow pilots Peppy, Slippy, and Falco patrol the Lylat system in their mother ship, the Great Fox. From the cockpit of his Arwing, Fox leads the ceaseless pursuit of the evil scientist Andross, who doomed Fox's father."

Falco Lombardi [Star Fox]
[03/93]

"A Star Fox team pilot, Falco's constant air of casual indifference belies his precise piloting skills. He avoids discussion of what he did before joining the team, but many consider it likely that his past was filled with reckless behavior. He's not much for cooperation, but he does respect those more skilled than he is."

Peppy Hare [Star Fox]
[03/93]

"Peppy was a member of the original Star Fox team with Fox's father James McCloud. Peppy was the sole survivor of the Battle of Venom where a treacherous teammate named Pigma Dengar betrayed the team. Peppy now rarely climbs into the cockpit of an Arwing, preferring instead an advisory position in mission planning."

Slippy Toad [Star Fox]
[03/93]

"Slippy Toad is the mechanical genius behind most of the Star Fox team's new weapons and technology, and just lately he's been spending the bulk of his time in Research and Development. He's also a competent pilot, but his enthusiasm tends to outweigh his technical flight skills. He and Fox have been friends ever since their school days."

Arwing [Star Fox]
[03/93]

"The Arwing is the symbol of Star Fox. Like an F-Zero racer, it's equipped with an opposing-gravity device. It can barrel roll and flip with ease thanks to its quick acceleration and flexible control. In battle, the ship uses retractable wings for precise flying. Every Arwing has smart bombs

as its sub-weapons."

Great Fox [Star Fox]
[03/93]

"The mother ship of the Star Fox team. When in battle, the ship's robot, ROB, can assume control of the bridge, allowing all hands to take to their Arwings or combat positions. The ship runs plasma engines capable of warp speeds, and its front lasers are effective both in battle and in clearing paths through asteroid belts."

Landmaster Tank [Star Fox 64]
[06/97]

"Team Star Fox's high-powered, anti-aircraft hover tank. Its caterpillar-like treads allow it to perform quick lateral rolls. It can even fly for short periods of time. Its main cannons closely resemble the weapons technology on an Arwing, so the same rules apply: if you charge them up, you can shoot guided missiles."

Wolfen [Star Fox 64]
[06/97]

"The beloved ship of the mercenary team Star Wolf, which was hired to destroy Fox and his team. The ship's abilities rival an Arwing.: As a matter of fact, the Wolfen II was an improvement over its predecessor and could nearly outperform team Star Fox's ships. Star Wolf's leader, Wolf O'Donnell is Fox's most persistent rival."

Andross [Star Fox]
[03/93]

"Star Fox's archenemy. Whether it's a metallic manifestation of Andross or just a hologram is unknown, but from its outward appearance, it's safe to assume that it's not the fiend's true form. Andross occasionally sucks matter in and then violently exhales, sending out a cloud of metal tiles. Its eyes are its weak points."

Andross [Star Fox 64]
[06/97]

"This incarnation of Andross was so big as to be ridiculous, but it at least appeared to be a living being. Andross was once a brilliant scientist, but was banished from the galaxy for his dangerous experiments. From the planet Venom, he readied his troops and directed his sword of vengeance toward the Lylat System."

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= Hall of Fox 011 =
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This section will be full of wonderful high numbers and credits. Hm.

Maybe not, but send in your high scores. I got this idea from a Marth walkthrough. Which I was reading.. Because I hate Marth. Don't lie either. There's no pride to be had on a Fox walkthrough that 10 people read.

ONLY Fox Records. Run the little hand over the Fox selection box and your record will show up on the screen.

Send in your records in this format:

Email/Name/Handle:

Break The Targets Time:

Home Run Bat Distance:

NOTE!: Please be as neat as possible. Copy and paste the above into your email. I got about a zillion emails just about the home run bat contest. Who knows how many on this? :D

=====

= Hall of Fox =

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Email/Name/Handle: ReLnRaus@aol.com

Break The Targets Time: 00:35:53

Home Run Bat Distance: 1028.5 feet

Email/Name/Handle: Knotyet12@hotmail.com

Break The Targets Time: 00:31:83

Home Run Bat Distance: 1134.8 feet

Email/Name/Handle: Jaredlangdon@hotmail.com

Break The Targets Time: 00:25:28

Home Run Bat Distance: 1145.7 feet

=====

= FAQ 012 =

=====

Q. Why won't holding down B charge my laser?

A. It was a joke from Peppy, you could charge your laser in StarFox, not SSBM.

Q. Why do I need three controllers to take a picture in camera-mode?

A. Because some people are stupid and didn't think that maybe more than ZERO persons in a level might RUIN THE SHOT!.. I mean, you either need a CPU, or three controllers. If anyone knows a way to not have a second player or no players while in camera-mode, please submit.

Q. Is there a second secret taunt?

A. Yes. Press Left-Right-Left or Right-Left-Right quickly during a battle in Corneria or Venom. After doing so, Fox will kneel down and shake his fist, then if you press the A or X or button or something, Fox stands back up and salutes. Then Peppy, Falco, and Slippy will send you messages.

=====

= Credits 013 =

=====

A list of everyone to thank, sorry to the other 500 people that sent in strategy痴 for the Home-Run Contest.

=====
= Officials =
=====

Nintendo
Rare
Konami

=====
= Home-Run Contest =
=====

Kjjlozano@mediaone.net (Kjj)
MoosMail1@cs.com
Golgol3@accessus.net (Robert)
Steve.thorsen@verizon.net (Res0gsj7)
Markcoreylane@yahoo.com (Corey Lane)
L091C@dangerous-minds.com (Jordan)
Omegaman26@hotmail.com (Dado Dado)
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Gio4zz@attbi.com (gio4zz)

=====
= Combos =
=====

Jr268@hotmail.com
J Waud
Jaredlangdon@hotmail.com

=====
= WPWAF =
=====

Shadowyoshi003@yahoo.com
Joeyolbean@hotmail.com
ThaGreatY2J@aol.com
Jetstorm777@aol.com
GetYourVashOn@aol.com
Cskull@frogdesign.com

=====
= Miscellaneous =
=====

rxdevon@hotmail.com - Information on the Trophy "Landmaster Tank"
MajinNoJekku@aol.com - Information on the second secret taunt
Hadoken@aol.com - Information on the second secret taunt

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= Contact 014 =
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If you have any comments, questions, suggestions, complaints, contributions, criticism, anything else about this FAQ, your addictions to pain killers, how you love your mother, or if you would like to book an interview with Gary- the parasite living inside of my esophagus. Please contact me via:

ReLnRaus@aol.com

That is an L(ell), not an i(eye), not a l(wun).

And that is ANYTHING at all, I crave social attention. The life of an obsessive video gamer isn't pretty, sitting all alone in my locked off basement. The sweat dripping down my controller. Piles of dust accumulating from rotating the stick one too many thousand times. No folks, this is not a "i luv vidz" exaggeration, I have absolutely no life whatsoever, I spend the many hours in a day perfecting my Bakuryu combos, collecting Plant dogtags, and

trying to finish off events mode. I didn't buy Super Smash Brothers
Melee to have some "fun". I did it to kill. Damn you Roy.. Damn you.

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= Disclaimer 015 =
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Do not read, control c, glance at, touch, manipulate, drool at,
love, stand over, right click, left click, drag, cross, make a
mends with, like, smirk at, snort at, rub, or fondle my Super
Smash Brothers Melee Fox walkthrough. So if you want it on your
site or something, send me an email.

To my knowledge, the only holders of this FAQ are:

GameFAQs.com

GameSpot.com

If you see it anywhere else, please notify me- since people have
asked for it to be put on their site, given me the link, I have
given them permission, and the site is down or in another language.

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