

Super Smash Bros Melee Yoshi FAQ

by Shadow Dino

Updated to v1.3 on Jul 19, 2002

Super Smash Brothers Melee
Yoshi FAQ
by me, Shadow Dino (a.k.a. Shade)
c) 7/19/02
v. 1.3

e-mail me at shadowyoshi003@yahoo.com
AIM: ShadowDino
Yahoo Messenger: shadowyoshi003

The link to the home topic of the Fighting Yoshis Incorporated:
<http://cgi.gamefaqs.com/boards/genmessage.asp?board=91&topic=2076764>
I'm usually there, but don't go flooding that topic with questions!
NOTE: Registration to the GameFAQs Message Board required

First off, the tedious part of the...

Legal Mumbo Jumbo

Ok, this FAQ for Yoshi for the game Super Smash Brothers Melee is copyrighted by me, Shadow Dino and is protected by Federal Law under the United States of America's Government. You are free to save this file and print out for your own leisure. However, you may NOT under any circumstances, plagiarize this FAQ for your own profit, be it financially or socially. If I find out you are doing this, I shall hunt you down like the dog you are and sue you with everything I've got!

This FAQ may only be posted on the following Web Sites:

<http://www.gamefaqs.com>
<https://www.neoseeker.com>

If you wish to have this FAQ posted on your web page, please e-mail me at the above address. Just be sure to give me credit. Also, if you have sound reasoning or belief that I might have plagiarized your works, please don't go off and sue me, because it probably is just a misunderstanding. Just e-mail me with your thoughts and if I think it has high credibility, I will give you the credit you rightfully deserve.

NOTE: There are some sites I've given permission to post my FAQ, but most are individual sites that are run by a group of friends or by one person. These sites may post this FAQ if they wish. If you privately run your own site, or run it with a group of friends, you may go ahead and post my FAQ. I only ask that you give me credit and don't mess anything up. Don't go putting ads around them either okay? However, major sites will have to ask for permission, got it?

I do not, or have ever, own any character in this game or the game itself. The only things I own are the contents of this FAQ unless someone is credited with the information.

Thank you, and enjoy the FAQ!

-Shadow Dino

Table of Contents

- I. Introduction
- II. Version History
- III. All about SSB:M
- IV. Who is Yoshi?
- V. Controls
- VI. Why choose Yoshi?
- VII. Yoshi's Moves
- VIII. The One-Player Modes
- IX. Using Yoshi on the Stages
- X. How to use Yoshi against the CPU or your friends
- XI. Advice
- XII. FAQs
- XIII. Contribute
- XIV. Credits
- XV. Closing

I. Introduction

Hiya folks, I am known as Shadow Dino (I frequently go by "Shade") and I frequent the Super Smash Brothers: Melee Boards on GameFAQs.com when I'm online. I usually don't say much but I'm there. Anyways, this is my FAQ to my personal favorite, Yoshi. Most of my experience I've carried over from the original, Super Smash Brothers, so that is a major help. Now, don't go off and flame me if you see something wrong, and don't think about e-mailing me things with the title "Yoshi Sucks ***" Or "What are you smoking? Yoshi Sucks!" and don't even bother sending things that have the title of "Gamecube Sucks" or "The X-Box is ten times better" or "Halo has a better multi-player than this game" because I'll just delete and block out your address, comprende? This FAQ is to be used as a helpful tool for Yoshi Newcomers and Veterans alike, and I don't need any worthless crap filling up my Inbox. So with that out of the way, let me say Welcome to my Yoshi FAQ for Super Smash Brothers: Melee!

Now then, off to the FAQ!

II. Version History

V 1.0- Started FAQ! Hooray! Put in One-Player Modes, Stages, Vs. Strategies, and moves!

V 1.1- Added some Event Match tips, Used spell check to correct errors, added some advice, added strategies for Onett, Fourside, Mute City, and Big Blue. Added character strategies for Jigglypuff and Mewtwo. Clairified Home-Run Contest. Added Giga Bowser and Crazy Hand tips. Added damage percentages for B Moves

V 1.2- Heh, sorry for not updating in the longest time. I have a little thing called school that makes up most of my time. Added Neoseeker.com to the list of sites allowed to have my FAQ. Split the Advice column into Tips and Combos. Put more tips in. Added strategies for Pokemon Stadium and Poke Floats. Added strategies for Luigi, Marth and Mr. Game and Watch.

V 1.3- Corrected past mistakes.

III. All about SSBM

What is SSBM anyway? Well, SSBM stands for Super Smash Brothers Melee, the sequel to the hit multi-player party fighting game, Super Smash Brothers for the Nintendo 64. This game is possibly the only good party multi-player game out there, with the only challenge coming from the X-Box's Halo's excellent FPS Multi-player. This game is only for the Nintendo Gamecube so don't go looking for it on other systems.

But what is it really all about? Well, not much, it's basically all your favorite Nintendo Characters come together for the ultimate battle to see who can layeth the smackethdown on anyone else. So if you wanted to see who would win a fight between Mario and Fox, DK vs. Link, or Yoshi vs. Kirby, or you've just plain hated a character and wanted to utterly destroy him/her, like Pikachu, then this game is for you! The controls are amazingly simple, making it easy to learn, however, mastering it takes a long time. The controls also makes it easy to settle grudges or scores making for some bragging rights to obtain.

This game alone is enough justification to buy a Gamecube. It is well worth the time you spend on it. If you do decide to buy it, I wish you good luck and happy smashing!

IV. Who is Yoshi?

Who's Yoshi you say? Well, Yoshi is from the world of the Mushroom Kingdom along with Mario, Peach, and Luigi. He's a dinosaur of some sort. Early on he made weird sounds but now he speaks with a kind of voice. He can use his tongue to his advantage and can throw eggs very expertly. Yoshi started his career in the hit Super Nintendo game Super Mario World where he was a constant companion to Mario and Luigi. However, more of his past, or possibly his parent's life came to light in Super Mario World 2: Yoshi's Island, where he became a full-fledged video game hero with his classic Yoshi sound and egg throwing.

However, things went sort of downhill with the Nintendo 64. Even though he appeared in Super Mario 64 to help out Mario and was a worthy racer in Mario Kart 64, Nintendo sort of gave him a cutesy look in Yoshi's Story. Sure, it gave Yoshi an actually voice but it made him one of the "cutesy" rank along with Pikachu and Jigglypuff. Super Smash Brothers gave Yoshi the chance to prove that looks can be deceiving, especially in the hands of a Master.

Now he's back with a vengeance in Super Smash Brothers Melee. Armed with his trusty eggs, his signature Ground Pound, and his tongue, Yoshi is ready to take on anything. But the question is, are you ready?

Unfortunately, Yoshi has been considerably toned down since Super Smash Brothers, as it is harder to make combos. However, he controls pretty much the same way as SSB so only a few adjustments are needed.

Pros:

Can be powerful in his own way.
HUGE Second Jump
Down+B move scatters.
Can't be knocked out easily.
Practically invincible while airborne.

Cons:

NO Third Jump
Some attacks can be weak
Is quickly becoming more underrated than Jigglypuff.
Toned down since SSB, causing the con above
WAY too cute

V. Controls

Well, the controls of this game are quite simple. I unfortunately do not have a diagram available for the controller but it should still work.

A Button- Use Yoshi's Standard Attacks. Use the Control Stick to either alter in power, direction, or both. Tapping will cause a Smash Motion.

B Button- Uses Yoshi's Special Attacks. More on that later.

X & Y Button- Jump

L & R Triggers- Activates Yoshi's Shield, an Egg. Grows Weaker the longer you hold it. Use the Control Stick along with the Triggers for evasive maneuvers

C-Stick- Alters Camera and does a non-charge Smash Move in Vs. Mode. Handy for getting out of sticky situation.

Control Stick- Used to move, or in conjunction with the A Button for Smash Attacks or Directional Attacks. Use it with the B Button to use his special attacks. Used in conjunction with the Triggers to either roll or side step. Tap up to jump, tap forward or backwards to dash

Z Button or Triggers + A Button- Grab and Throw, great for getting in a few quick hits or chucking your enemy towards the abyss. Use A after grabbing to get some potshots in, and tilt the Control Stick to throw.

L & R + Control Stick- Use the Control stick to tilt down to sidestep or left and right to roll.

L or R in the air- A great new feature added in the game known as the air dodge. Avoid aerial attacks is now even easier!

VI. Why choose Yoshi?

So, why should you choose Yoshi? Well, first off, Yoshi has a huge second jump. It has the ability to move horizontally and go pretty far up. The bad thing is that Yoshi has no third jump so if you're hit hard and far, you're a goner. Don't let that fool you though, cause that second jump is often good enough to get you back on the arena.

Also, Yoshi is pretty damn powerful. Although he doesn't have the power of DK or Bowser, he is more powerful than say, Fox. His Yoshi Bomb attack is very strong and has the ability to send your opponents to the far beyond. His Egg Lay move, if abused, can become a nuisance that can irritate veterans and drive newcomers up the wall. Also, Yoshi has an aerial move known as the Flutter Kick that can rack up the damage and doesn't cause any stall age when you hit ground.

Finally, Yoshi's Smash Attacks, while not as strong as Bowser's, are really powerful. A good Forward Smash will send opponents out of the arena, often with the enemy having less than 100% Damage.

Well, that is merely an overview of what wonders Yoshi can pull off. Who knows, maybe you'll discover other things for yourself...

V. Yoshi's Moves

Yoshi's repertoire of moves are above and beyond. Some causing small damage others causing massive damage. Listed here are all the moves I've discovered so far in the game.

Damage and names for the A moves and throws are courtesy of the Nintendo Power Super Smash Brothers Melee Player's Guide

Names of the B Moves are courtesy are the instruction manual.

* Signals a Meteor Smash. These are used to send your opponent straight down

Yoshi's A Moves

A- Left Kick. Pretty Weak but great for annoying enemies. Damage: 2-3%

A (Second)- Right Kick. Used to annoy enemies. Still kinda weak. Damage: 2-3%

A (Dashing)- Noggin Knock. Yoshi runs than lowers his head to hit the enemy in full force. This move is pretty strong. Great for Super Sudden Death Mode.
Damage: 4-9%

Left or Right + A- Dino Kick. Yoshi unleashes a kick. Pretty strong. Damage: 6-12%

Up + A- Tail Snap. Yoshi whips his tail up to cause damage. Pretty good to me.
Damage: 5-10 %

Down + A- Tail Sweep. Yoshi ducks and spins his tail. Great for the 100-Man Melee. Damage: 5-10%

Smash Left or Right + A- Noggin' Floggin. Now THIS is what I'm talking about! Yoshi gives a quick headbutt to his left or right. Use it to get rid of enemies on either side or score a quick KO. Damage: 8-21% depending on how much you charge

Smash Up+A- Jumping Headbutt. Yoshi jumps and whips his head upwards. The perfect way to either ambush enemies on platforms above you or start combos.
Damage: 7-19% depending on how much you charge

Smash Down+A- Double Tail Whip. Yoshi quickly whips his tail both sides. A great clear out attack or sending heavily damaged opponents to their doom. Damage:

6-19 depending on how much you charge

Aerial A- Yoshi's Kick. Yoshi just does a kick in the air. Damage: 5-10%

Aerial Forward+A- Noggin Dunk*. Yoshi hits his head downward. A Meteor Smash that can get you KOs! Damage: 4-7%

Aerial Backward+A- Tail Wag. Yoshi whips his tail up and down, great damage dealer. Damage: 3-12%

Aerial Up+A- Dino Flip. Yoshi flips himself upwards-hitting enemies with his tail and head. Great for juggling. Damage: 7-13%

Aerial Down+A- Flutter Kick. Yoshi unleashes a barrage of fast downwards kicks. The pride of Yoshi Masters everywhere. Great for starting combos, racking up damage, and finishing combos. Damage: 2-40%, depending on how many kicks you got in

Yoshi's B Moves

B- Egg Lay. Yoshi sticks out his tongue. If an opponent get caught, he/she is turned into an egg, leaving them unprotected but you can't send them flying. Great to annoy people if abused, and is also a great combo starter, if you know how. Don't go about making this a cheap KO move though, it doesn't work. Also, it can be used as a set-up for any smashes, more like the Noggin Floggin or the Jumping Headbutt. Damage: 9-12%

Smash+B- Egg Roll. Yoshi rolls into an egg and begins to roll over enemies. Control it using the Control Stick and stop it by pressing B. It gains power over time but be careful, this tends to cause a lot of Self-Destructs in the smaller stages if not controlled properly. Yeah, that's right SMALL stages, not large stages. Damage: 9-14%

Up+B- Egg Throw. Yoshi chucks an egg at his opponent (Don't ask how he gets his eggs). You can control it using the control stick and you can hold the B button to make it go farther. If you use it correctly, this move makes an excellent Edge-Guarder. It guards against air comboer's as well. Damage: 12-14%

Down+B- Yoshi Bomb. Yoshi flips and slams straight down. If he hits ground, two stars will appear and damage nearby opponents. If used on the ground, Yoshi jumps up first. Another trademark move of Yoshi, but most masters don't go abusing it. Damage: 15-20%

Yoshi's Throws

Z (or Triggers+A)- Sticky Tongue. Yoshi's grab. Funny how people praise Link's Hookshot or Samus's Grappling Beam for having length, yet they overlook this grab. Sure, it may not have the length of Link and Samus's but it still has a longer range than most.

A or Z while hold- Chew. That's right, Yoshi starts chewing on the opponent. Great for damage racking! Damage: 1-3%

Forward while hold- Spit Out. Yoshi spits out the enemy forward. Damage: 2-4%

Backward while hold- Spin 'n' Spit. Yoshi spins and throws the opponent backwards. Damage: 3-6%

Up while hold- Spit Up. Yoshi spits the opponent upwards. Great when used at the highest point of the stage to send an opponent flying. Damage: 2-5%

Down while hold- Jump 'n' Spit. Yoshi jumps up and spits the enemy towards the ground. Great for causing damage.

Phew, that's all!

VIII. The One-Player Modes

In Super Smash Brothers, this used to be the most boring piece of junk in this universe. Writing strategies for this would be easy as pie. Not anymore I'm afraid. The new and improved One-Player mode has become more extensive to write about. But don't get me wrong, that's a GOOD thing. So, one with it!

NOTE I am well aware of the final bosses you could face. I will post strategies for those bosses once I face off and beat them in their respective modes.

a. The Classic Mode

The Classic Mode is much like the one-player mode for the original Smash Brothers. You face an opponent, beat him/her then move on. However, it is much more complex in Melee. First off, there will be a certain set of stages chosen for you, and second, your enemy will ALWAYS be different than the last time you played. This is what it looks like:

Stage 1: Normal Melee
Stage 2: Team Melee
Stage 3: Break the Targets
Stage 4: Normal Melee
Stage 5: Giant Melee
Stage 6: Snag Trophies
Stage 7: Normal Melee
Stage 8: Multi-Man Melee
Stage 9: Race to the Finish
Stage 10: Metal Melee
Stage 11: Final Battle vs. Master Hand

I'll now give you strategies for each stage

Stages 1,4, & 7: Normal Melee

Time: 5 minutes

The character you face will ALWAYS be random. For strategies against each opposing character see Section X: How to use Yoshi against the CPU and Friends. Keep in mind the stage you are in and remember to use your smashes often!

Stage 2: Team Melee

Time: 5 minutes

This time, you've got a friend to help you beat the living daylights outta two opposing characters on a team. Again, tactics against each individual character will come later.

Ok first off, don't go doing the work by yourself! It is a complete waste since you'll be doing a lot of chasing and it has the potential to get you killed. Watch out if the CPU team is setting you up for a world of hurt with their combos. If you're surrounded use the Double Tail Whip (See Yoshi's Moves) to get them off. Try and come up with combos with your teammate to prevail. It usually helps to have an ally who is either fast or strong as they will complement you as Yoshi quite nicely.

BONUS Stage 3: Break the Targets

Time: 2 minutes in Classic Mode, infinite in Stadium

Ok, this is a BONUS Stage, meaning no enemies are gonna pop out and try and kill you. This is the first BONUS stage, Break the Targets. It is also an extra mode in the Stadium part of one player mode. Here's how to get all of the targets for Yoshi, courtesy of Nintendo's Players Guide for Super Smash Brothers Melee

- 1) From the start, there should be a platform to the upper-right of your starting position. Jump to it and the first target should be there.
- 2) From #1, Double Jump then use the Egg Throw to get to the second target. Use the Control Stick to guide it there.
- 3) Fall back to the platform with Target #1. #3 should be to the upper-right of your position. reach it then hit it with any of the aerial attacks.
- 4) It is located on the platform beneath #3. It is moving up and down so use almost perfect timing.
- 5) It's to the lower right of the platform with #4
- 6) It's in the little tunnel to the right of number five. Use the Egg Roll from number five for best results.
- 7) Stop the Egg Roll once you get to the other side. #7 is on the other side of #5.
- 8) It's inside a reverse shaped C platform. It's on the inside of that platform. Use either the Egg Throw or go in and break it yourself.
- 9) It's on the cloud beneath #8
- 10) In the C shaped ridge beneath the platform where you found #7, should be the final target. Congrats, you've beaten Yoshi's Break the Targets! Relax if you're in Stadium, prepare for the next battle if you're in Classic.

Stage 5: Giant Melee

Time: 5 Minutes

Ok this time, you've got 2 CPU allies. However, you now face a huge opponent. Nail him with everything you've got, but do sit back and let your allies handle him/her occasionally. Once you've accumulated enough damage, use a Smash Attack to defeat your enemy.

Try using the Flutter Kick or the Yoshi Bomb to rack up damage. The Yoshi Bomb can also be used to finish off your enemy.

Stage 6: Snag Trophies!

Time: 2 Minutes

This is a simple bonus stage. There will be three trophies falling down and you need to get them in the collecting bin you start out on. Use your aerial attacks, preferably the Yoshi's Kick attack. If they happen to be on the far end, stand on the platform closest to them and use the Noggin' Floggin' attack.

Stage 8: Multi-Man Melee

Time: 5 Minutes

This stage pits you against ten of the same character. You face three of them at once. Don't let it fool you into becoming scared though, as each opponent is ridiculously easy to knock out. Just use your best smash attacks or the Yoshi Bomb to finish off each and every one of them. Be careful though, as you set the difficulty higher, it will be harder and harder to KO your enemies in one hit.

Stage 9: Race to the Finish

Time: 42 Seconds

There isn't much strategy in this stage. You have 42 seconds to get from your starting position to any door you find one your way. The farther you go, the more coins you gain for the lottery. Try to avoid anything that will slow you down except trophies and if you wish to go the entire way, take the lowest path, as that's the easiest to take.

Stage 10: Metal Melee

Time: 5 Minutes

This is a battle against a metal opponent. It is basically facing someone who has gotten the Metal Box item, just that they have it forever. Just gradually rack up their damage by either smashing them, throwing them, using the Yoshi Bomb, or by using the Flutter Kick. When you get their damage high enough, simply hit them with a smash attack, use the Yoshi Bomb, or throw them to win and move on to the Final Battle!

Stage 11: Final Battle vs. Master Hand

Time: 4 Minutes, 59 Seconds, 99 Miliseconds

This is it! All your work in Classic Mode has come down to a battle against the same final boss that plagued you in the original Smash Bros.: The Master Hand. Unlike most opponents, Master Hand has no damage meter, only an HP meter similar to that of the Stamina Mode in Vs. His HP depends on the difficulty you are playing on.

Very Easy: 150

Easy: 250

Normal: 300

Hard: 330

Very Hard: 360

As Yoshi, this battle is easy as hell, no matter what difficulty you're on, there will always be a way to combat the Master Hand. Simply avoid his attacks by rolling or jumping, then use the Flutter Kick to take out HP fast. However, the job will be slightly harder in the higher difficulties. Ok, so it isn't THAT easy, but still, he might be easier to beat with Yoshi due to the Flutter Kick's ability to do major amounts of damage quickly.

Of course, if you're playing Classic Mode on Normal Difficulty or higher, and have beaten the rest of the stages in under 15 Minutes (Thanks to the SSBM Board at GameFAQs!), you will have a chance to face off against Master Hand's ally, the Crazy Hand. Once you have halved Master Hand's HP, The Crazy Hand will show up to challenge you! Then, it gets hard. Crazy Hand has moves similar to Master Hand's but he has three other moves that are difficult to avoid. I suggest taking out the Crazy Hand first, since the Master Hand is already weak as it is. Defeat both for victory! Best of luck to you.

If you thought THIS was hard, wait until you reach Event 50. Compared to that, this on Very Hard should be a walk in the park.

Congratulations! You have defeated Classic Mode! Now sit back and enjoy the credits and Yoshi's ending movie!

b. The Adventure Mode

Welcome to the pride of Super Smash Brothers Melee's one-player mode: The Adventure Mode. This will take you to the glory days of Nintendo's side-scrollers as fight your way to the Final Destination and the final boss. There will be a mix of side-scrollers and actual Melee battles in this mode. It isn't random like Classic Mode and it might get a little repetitive after awhile, but it is great fun to go back to the glory days. Along the side-scrolling stages you will find trophies. Collect them, and they're YOURS! Have fun!

Stage 1-1: The Mushroom Kingdom

Time: 7 Minutes

Opponent: Goombas, Koopas, Paratroopas, Yoshis x 15

In this stage, you will go from your starting position and fight your way towards the flag and Princess Peach's Castle for a royal rumble. However, you will face Goombas and Koopa Troopas along the way there. Just use your smash attacks or the Yoshi Bomb to clear the way of enemies. Beware of the water though, as taking a dip will cost you a life in stock.

About two-thirds of the way you will face a team of about fifteen Yoshis, just like you. That's right fifteen wannabe Yoshis. In the easier difficulties, they aren't much of a challenge, one smash attack or Yoshi Bomb will KO them. However, in the higher difficulties, they will get more aggressive and will be harder to kill. The platform you stand on is the only thing you can battle on, so the don't fall off it. Use the Flutter Kick and Smashes to rack up damage for your copies in the higher difficulties. Use throws if you need to rid yourself of these copycats

Once that's done, you'll be able to proceed. Just continue along the pipe until you see Toad again, then just cross the flag to finish this stage.

Stage 1-2: Princess Peach's Castle

Time: 4 Minutes

Opponent: Mario/Luigi and Peach

In this battle atop Peach's Castle, you will face off against a team made up of Princess Peach herself and either Mario or Luigi, depending on when you finished Stage 1-1. If your time was xx.x2.xx (x meaning any number), then you will face

off against a team of Luigi and Peach. If your time was anything else, you will face off against a team of Mario and Peach. In any case, keep in mind that these two have been riding on your back for a while! Time for some payback!

Regardless of your opponent, this battle can be either very easy, or impossible. First rule is, never let them gang up on you. If they do, simply use the Double Tail Whip to break free. Use the Flutter Kick to rack up damage, the Jumping Headbutt or the Egg Throw if they're above you, or the Yoshi Bomb to either ambush them in the air or finish them off. If you are facing off against Luigi, there might be a chance that he will use his Green Missile and kill himself. Just be sure to watch out for Mario or Luigi's Smash attacks, as they can cause a lot of pain

In any case, when you've given Mario/Luigi and Peach enough damage, simply Smash them, Yoshi Bomb them, or throw them to their doom to move on. While that is going on, you can yell, "That's what you get for riding on me non-stop!"

Stage 2-1: Kongo Jungle

Time: 4 Minutes

Opponent: Tiny DK x 2

This battle pits you against two tiny DKs. First things first, if the DK Rap from Donkey Kong 64 annoyed the living crap outta you, press the MUTE button before you start because guess, what the music is, that's right the DK Rap. Even if you loved it, this remix is kind of iffy. So in any case, concentrate on the FIGHT, not the song.

Ok, this is relatively easy, as it's just you versus two tiny weaklings. Now, don't attempt the Noggin Floggin unless they happen to be above you. The best tactic is to use the Yoshi Bomb or the Double Tail Whip. You can even try the Egg Throw if they're above you. In any case, do whatever suits you to crush them and move on. Just be careful if you decide to use the Egg Roll, as space IS limited.

Stage 2-2: Jungle Japes

Time: 4 Minutes

Opponent: Giant DK

Welcome to the Jungle! Ok, bad joke but still, you are in the Jungle Japes Level for this battle against a GIANT Donkey Kong. So, it is a huge contrast to the last stage, where you fought against two dinky DKs.

Well, tactics stay the same for any Giant opponent, only this time, you're all alone. Just hit him with the Flutter Kick to rack up damage. Use the Egg Lay if you're against the edge for an easy KO. Beware, since DK is a giant, he can hit you with some powerful moves so watch out and roll or sidestep when he unleashes a Smash Attack or the Giant Punch.

After Smashing and Yoshi Bombing, DK should be hurting. Once you've got Giant DK in a world of hurt, finish him off with a Smash, Yoshi Bomb, or Throw to move on to the next stage.

Stage 3-1: The Underground Maze

Time: 7 Minutes

Opponent: Redead, Octorok, Like-Like, Link x 0-5 (Depending on which rooms you enter)

Now this stage is interesting. You're stuck inside a huge maze and you are looking for the fabled Triforce. Redeads, Octoroks, Like-Likes, and everybody's favorite pointy-eared hero Link are out to stop you from even reaching it. Octoroks can shoot you, Like-Likes can eat you, and the Redeads can bite you. Don't worry, none of the enemies have the power they have in Ocarina of Time and Majora's Mask. That means the Redeads CAN NOT paralyze you, aint that a relief? Anyways, a few attacks should be able to rid yourself of these minor pests (The enemies, not Link).

The only real challenge in this stage is Link. If you enter a room with a Master Sword jutting out, Hyrule's hero will come down and challenge you. He shouldn't be a threat to the mighty Yoshi of course, but just in case, use your Smash Attacks to rack up damage, use the Jumping Headbutt or the Egg Throw if he's above you, and throw him or smash him to finish him off. There are a total of five Links in this stage, you be prepared for anything.

The location of the Triforce is completely random. When you enter a room, you may see a Master Sword and face off against Link, or you might find the Triforce. Find the Triforce, and you're outta this place!

On a side note, why the hell is the Triforce located here? Shouldn't it be someplace more, secure? Oh well, that's Zelda and this is Melee.

Stage 3-2: Hyrule Temple

Time: 4 Minutes

Opponent: Zelda (Sheik)

Let's face it. Every single time the Triforce was in danger, who has been personally involved? Besides LINK! That's right the namesake of the Legend of Zelda series, Princess Zelda. Since you have decided to make off with the Triforce, guess who's ready to fight you for it? Yep, Zelda. Well, as Yoshi, you'll get ready to do something that fool Ganondorf has NEVER done: Defeat Princess Zelda in combat!

Ok, Zelda may look weak but DO NOT be fooled. Her smash attacks are all magical based and since Zelda excels in magic, that makes her quite powerful! In the easier difficulties, Zelda will run away like a coward, but be warned, she will attack. Avoid her more powerful attacks and use the Flutter Kick and Yoshi Bomb to give damage.

Every once and awhile Zelda will Transform into Sheik. This will make her faster and more agile, but she is weaker than her magical alter ego. Try not to use moves that take up on time, because the key here is to hit Sheik fast and hard, so the Flutter Kick and the Double Tail Whip come to mind quickly here. Don't move too slowly, or else Sheik will run circles around you.

If Zelda or Sheik happens to be above you, you can use the Jumping Headbutt or the Egg Throw to get them off. The Hyrule Temple is an immense stage so you can easily be able to use the Egg Roll. Be careful when using it though, as you don't want to fall off the stage.

When you have gotten Zelda hurting, finish her off the standard way and move on to the next stage, Triforce and all! Take that Zelda!

Stage 4-1: Brinstar

Time: 4 Minutes

Opponent: Samus

Now this is fun! You have landed on Planet Zebes and have made your way towards Brinstar! And guess who's here to challenge you? That's right, the famous bounty hunter Samus Aran! And to top it all off, this level has ACID coming up. The Acid isn't as damaging as in Smash Bros., but it is something to consider.

Samus is probably the cheapest person in Melee. She has hard hitting Smashes, a Charge Shot that can leave you hurting, a long ranged throw and the cheapest move of them all: The Screw Attack. So rule number one is obviously keep moving! Don't put yourself in a position that will leave you open to one of Samus's combos. Best attack you can use is the Yoshi Bomb, as that will get Samus off your back. Also, using the Flutter Kick is not a bad idea if you want to rack up damage. Whatever you do, don't let her fully charge up her Charge Shot attack because if you do, and she hits you with it, it will cause a lot of pain.

Well, you know the drill when you damage Samus high enough. You know, Smash, Yoshi Bomb, or Throw her to her doom. Also, you can just sit back and let the acid kill her off, if you feel inclined.

Stage 4-2: Escape from Brinstar

Time: 40 Seconds

Opponent: The Time (This is NOT a joke)

Well, you managed to defeat Samus, but it aint over yet! Brinstar has gone meltdown-ish and you have to get the hell outta this hellhole! I wasn't joking when I said you're main enemy is Time, because you have only 40 seconds to get out before the whole place goes kablooie!

Well, fortunately, you are controlling one of the best jumpers in the game! Yes, that's right, Yoshi is great for jumping. The second jump has a HUGE range so that should cover a lot of ground. Just keep jumping from platform to platform until you reach a more technical looking area. When there, just double jump high enough until you reach a small yellow shaped platform. Jump on it, and you're outta this mess!

In the chance you didn't get out in 40 seconds (Don't worry, happens to the best of us), you will still proceed, just with one less stock. So if you had one stock going in, not making it out is a Game Over.

Stage 5-1: Green Greens Pt. 1

Time: 4 Minutes

Opponent: Kirby

Ok, you're out of Brinstar but guess where you ended up? That's right Dream Land. Specifically, Green Greens. And guess who happens to be the welcome wagon? That's right, Kirby himself. Get moving and kick Kirby's flabby ass outta Dream Land so you can get outta this place!

Ok, Kirby HAS been significantly toned down since SSB, but that doesn't make him a pushover. Kirby still has his Smashes, Final Cutter, and Stone moves, plus he has his standard Swallow attack. Luckily, you're Yoshi so if Kirby swallows you, it won't be that bad since the CPU can't use the Egg Lay move very well. Anyways, just hit him with the Flutter Kick and the Noggin Floggin attacks. If he's on the platform above you, use the Jumping Headbutt or the Egg Throw moves. Beware of the bomb blocks to the left and right of you, and avoid using the Egg Roll, you don't have much maneuvering room for it.

By now, you should know what happens when you give Kirby enough damage. KO him using the usual move set and prepare to move on.

Stage 5-2: Green Greens Pt. 2

Time: 4 Minutes

Opponent: Kirby x 15

Looks like Kirby has decided to call in some reinforcements after you beat him the first time. Each Kirby has a certain hat they are wearing, so some might be weak, others might be quite strong.

Just use the same tactics you used against your copycats in Stage 1-1: The Mushroom Kingdom. These guys are just as weak as the Yoshis from Stage 1-1 so just whack them with something hard. Remember that if they surround you, simply use the Double Tail Whip or the Noggin Floggin to get them off you. It shouldn't be that hard.

When you win, what happens next depends how long it took you to beat Stage 5-2. If it took more than 30 seconds, proceed to Stage 6-1: Corneria. If it took 30 seconds or less, keep reading.

Stage 5-3: Green Greens BONUS

Time: 4 Minutes

Opponent: Giant Kirby

Wow, first off, great work on beating Stage 5-2 in thirty seconds or less. Now you get to face the true wrath of the Pink Puffball from Popstar. You face Kirby again, but this time, he's HUGE!!!! Good luck!

Well, just treat him like any giant opponent. Read my strategy on Giant DK from Stage 2-2: Jungle Japes to find out how to beat this guy. The same tactics apply, but keep in mind that Kirby can suck you in with his Swallow attacks and he has projectile attacks. Kirby is also more faster than Giant DK so keep that in mind too.

Well, since he's Kirby, you won't have to inflict as much damage on Giant Kirby as you needed to do with Giant DK. Just finish him off with the standard finishing move set and prepare to move on.

Stage 6-1: Corneria

Time: 4 Minutes

Opponent: Fox

Welcome to the Lylat System, famous for its beautiful planets, great factories, and of course, the Star Fox team. Since you're here you might as well pay a visit, and Fox McCloud is the welcome wagon, have fun!

Ok, Fox is by no means an easy opponent. Even those who have mastered or favor Fox say he's a pain the battle against. First off, he always seems to like rolling around you then either Smash you or chuck you. His Blaster move, while it doesn't stun, it can get real annoying because it fires fast, and is capable of giving you high amounts of damage fast. Since you have practically no projectiles, you have no fear of Fox's Reflector attack. Just keep moving and nail him with the Flutter Kick and the Yoshi Bomb Attacks. If starts rolling around you, time your Double Tail Whip attack so you knock him out of it then grab and throw him. You can use the Egg Roll from the highest tip of the Great Fox's upper wing going down the slope, as that will help you gain power for the move.

When you've given Fox enough damage, finish him off and then prepare for the real battle!

Stage 6-2: Corneria: Enter Star Fox

Time: 4 Minutes

Opponent: Fox/Falco

After a small cut scene involving Fox's teammates, Peppy, Slippy, and Falco, Fox will reappear and you'll have to do it all over again. This time though, you have 3 Arwings blasting the stage! The lasers are much more damaging than the ones in the Sector Z level in Smash Bros. So, watch yourself!

The strategy for Fox is the exact same as Stage 6-1 but keep in mind that there are 3 Arwings blasting you with HYPER lasers. If you've played Star Fox 64, you know how much damage those can deal. Also, if you've unlocked him, you might also face off against Falco for this stage. Falco is practically the exact same person as Fox, except he can jump higher and his lasers can stun you, so change your tactics accordingly.

You know what happens when you get either Fox or Falco in a world of hurt, you finish him off! Alternatively, you can let the Arwings blast their teammate and send him to their doom if you feel inclined. Either way, finish this and move on!

Stage 7: Pokemon Stadium

Time: 4 minutes

Opponent: Any combination of Pikachu/Pichu/Jigglypuff/Mewtwo x 15

Have ever wanted beat the crap outta those pesky Pokemon? Now here's your chance. You face 15 of the Pokemon in any combination of the playable Pokemon: Pikachu, Pichu, Jigglypuff, and Mewtwo. You'll mostly face Pikachus but any combination of the above can happen, depending on who you've unlocked

These guys play out the same way as the other two times you faced off against a team of 15 enemies. One hit often deals the finishing blow on them. So, use the Noggin Flogger and the Yoshi Bomb to get out of this place quickly!

In the higher difficulties, the Pokemon might be harder to KO than usual, in that case, just beat them up like any other opponent, and then kill them. The only Pokemon worth noting is if Mewtwo shows up. Mewtwo can deal much more damage than the other Pokemon, so be careful against him.

Once you kill all 15, you'll be able to move on. Something worth to note is that only Poke balls appear as items. Try to get everyone of them, especially in the higher difficulties. You might get a Legendary Pokemon that is not only very powerful, but can help turn the tide in your favor if you've gotten beaten up badly.

Stage 8-1: F-Zero Grand Prix

Time: 4 Minutes

Opponent: The CARS!!!!!!

You have just landed in the F-Zero Grand Prix race, and your timing couldn't possibly be any WORSE! You have just landed in the middle of a race on the Big Blue track and those F-Zero Racers stop for NO ONE! Get moving pal, you don't to become the first Yoshi to become road kill do you?

This stage is most simple, as you need to get from one place to the other. You'll know when the cars are coming when you see an exclamation mark and a warning beep. That's your signal to get to the nearest pink platform and stand there while the cars go above you or below you. You will have to traverse two gaps before you reach the goal line.

You'll recognize the goal line from the telltale blue-red-blue stripe combination, that and when the word GAME appears. Congrats! You've survived! If you thought that was bad, try Event #33, Lethal Marathon!

Stage 8-2: Mute City

Time: 4 Minutes

Opponent: Captain Falcon

Well, your trip to the F-Zero Grand Prix doesn't seem to be over yet. One racer has step out of his F-Zero Racer and has decided to challenge you: Captain Falcon! You have to beat him before you are able to move on.

Captain Falcon is speedy and most powerful. His Falcon Punch is powerful enough to KO you very quickly. He usually starts the match with his Raptor Boost attack so either jump out of the way, roll, or sidestep from it. DO NOT TRY TO COUNTERATTACK! If you come in contact with Falcon while the move is executed, you'll get uppercuted into the air! Just hit him with the Flutter Kick or the Noggin Floggin!

Mute City is one of the most dangerous stages in the game. The cars will come and run you over if you aren't careful. Try to lure Falcon near where the cars are coming to get him run over. Sometimes the track will be huge, other times, it will be small so don't get cocky.

If you've beat him up enough, use the finishing move set to KO Falcon and move on. Remember, you can let the cars do the dirty work for you if you wish.

Stage 9: Onett

Time: 4 Minutes

Opponent: Ness x 3

From out of the Grand Prix you have landed in Eagleland, specifically, Onett. And the ORIGINAL boy psychic wonder has come down to welcome you and he's brought 2 of his friends with him. Prepare to face of against Onett's Finest Hero: Ness!

There are three Nesses here so you are in a spot of trouble. They won't dies with one hard hit so you'll have to kill all three of them the old fashioned way. The Yoshi Bomb is great for clearing them out and the Double Tail Whip is ideal if they start surrounding you. Use the Noggin Floggin to deal a damaging blow while you can use the Egg Throw is great if they are above you. The Egg Roll isn't recommended for this level though, as you don't have enough room to get it to full strength. Watch out if one of the Nesses starts using PK Flash though, it can KO you quickly if you are heavily damaged. Ness has a powerful Forward Smash attack in his bat, so watch out. Roll, sidestep, or shield yourself if you need to.

Once you get enough damage on one of the Nesses, finish him off. Repeat for the other two to finish this level. There are cars in the streets of Onett, and an exclamation mark similar to the one on Stage 8-1: F-Zero Grand Prix will tell you when one's coming. You can lure any of the Nesses there in the hopes that they become a boy road kill, but you might want to try it in the edges of the

stages.

Stage 10: Icicle Mountain

Time: 4 Minutes

Opponent: Polar Bears, Topis, and Ice Climbers x 2

Welcome to the Icicle Mountain! In a 3-d remake of Nintendo's classic game Ice Climbers, you'll climb the mountain in the hopes for getting out of this place. Stopping you are Polar Bears, Topis, and of course, the Ice Climbers.

The main thing you should do on the stage is keep going up! The stage scrolls slowly at first, but it will steadily get faster and faster. The Polar Bears and Topis are nothing to worry about, a few hits will get rid of the pests. Any items you find on the ground you should save until the real battle.

Eventually, you'll face off against 2 sets of Ice Climbers. These guys are annoying when the boy, Popo, and the girl, Nana, decide to double-team you. That's bad enough, but there are TWO sets of Ice Climbers, meaning FOUR of them!!! Don't let them surround you or you'll be in big trouble. If that happens, use your Double Tail Whip quickly to get them off of you! If you kill off Popo that is one set of Ice Climbers down. If you kill Nana, you'll still have to contend with Popo, and even then it isn't easy. Avoid their strong Smashes and counter with your own or the Flutter Kick and Yoshi Bomb.

Get them in a world of hurt, then finish them off to get off this frigid place!

Stage 11-1: Battlefield Pt. 1

Time: 4 Minutes

Opponent: Fighting Wire Frames x 15

You have now reached the Battlefield and fifteen wire frames have shown up to challenge you! Get your fighting skills on and prepare to battle!

Lucky for you, these guys are piss-easy. One hard hit even in the higher difficulties is enough to KO them. Just use your Yoshi Bomb attack and Noggin Floggin to make quick work of them. Be careful though, as even though they are weak, they can be very aggressive, especially in the higher difficulties!

Once you win, be prepare for the next round!

Stage 11-2: Battlefield Pt. 2

Time: 4 Minutes

Opponent: Metal Mario & Metal Luigi (If you've unlocked him)

You might have defeated the Fighting Wire Frames, but your job here isn't done. Out of the sky and coming to life are the Metal Mario Brothers! Well, only Mario if you haven't unlocked Luigi yet. Either way, this isn't going to be an easy task.

The Metal Mario Bros. are by no means easy. They are metal, which is like a full time Metal Box power-up. That doesn't make them any more powerful, but it makes them heavy which makes them harder to KO. Read the Classic Mode Stage 10: Metal Melee for tactics to this challenge. Adjust it accordingly if you happen to face the Metal Mario Brothers.

You know the drill once you dish out enough damage. KO them to move on! Keep in mind that they are metal so you may have to push the damage into the 200% range

to KO them.

Stage 12-1: Final Destination

Time: 4 Minutes

Opponent: Bowser

You have traveled to practically everywhere in you adventure, now all your hard work finally pays off. Welcome, to the Final Destination! Your enemy you ask? Well, he's bothered you ever since birth, the big koopa that puts the Mwa in MWAHAHAHA...Bowser!

Bowser is practically like Donkey Kong, only he happens to have a projectile attack in his Fire Breath attack. He is VERY strong so avoid his Smash Attacks at all costs! Roll, jump, sidestep, shield, it doesn't matter as long as you don't get hit! First off, try and hit him with everything you've got. The Flutter Kick and the Yoshi Bomb are excellent choices, as well as any of your Smash attacks. You're faster than Bowser so you can literally run circles around him if you wish. Take your potshots and best of luck to you!

Once you've beaten up Bowser enough, give him the finishing blow and then...congrats! You have beaten the Adventure Mode! Now sit back and enjoy the credits...unless you have done something special, then your job isn't over just yet!

Stage 12-2: Final Destination BONUS Final Battle

Time: 4 Minutes

Opponent: Giga Bowser

So you have finally reached the point where Bowser has decided to call a rematch and has turned into Giga Bowser huh? I have finally beaten Giga Bowser and the following tips apply.

From first glances, Giga Bowser is a LARGE target. That means that you should use the Flutter Kick to seriously harm him. Finish him off with the Yoshi Bomb or your smashes but beware, he is EXTREMELY powerful, powerful that one smash at low damage on you can KO you instantly. My advice is to repeatedly use the Yoshi Bomb then finish him off. Good luck!

So you wanna face Giga Bowser huh? Well, you need to have the difficulty at Normal, any Stock. You have 18 minutes to beat all stages without using a continue, plus, you have to beat Stage 12-1 in less than one minute! Thanks to the folks at the Melee board for this info!

If you thought THIS stage was hard, wait until you reach Event 51. Compared to that, this stage is a walk in the park.

c. All-Star Match

I've already unlocked it but here's the gist of it. It comes courtesy of Cypher19 (Yes, the same guy who wrote the other Yoshi FAQ, don't ask, we are working together ok?)

"In All-Stars, you have to face up against all of the characters in the game, in a random order except Mr. Game and Watch. You start off with four 1v1 duels, then four 1v2, and finally four 1v3. If you did the math, that's only 24. The 25th one is against a team of Mr. Game and Watch's on the flat zone arena. Each

character has their own level that you battle one, and no level is ever repeated. For example, you will generally fight Ganondorf on the Brinstar Depths, and Dr. Mario in Mushroom Kingdom 2."

Thanks a lot Cypher!

d. Event Match

Alrighty then! I've beaten ALL the events (Yes, EVEN Event 51! *Does happy dance*) and I'll write a guide to any event that can be played AS Yoshi! So don't look for advice for Event 36: Space Travelers here, go look at either the Ness FAQ or the Events FAQ.

Here's the key:

Event Name: Self-Explanatory, includes number
Opponent: Also self-explanatory
Stage: See above
Difficulty: Ranges from piss easy to aggravatingly hard
Stock (Or Time): Lists how much time or stock each player has

Here goes the strategies!

Well, good luck!

Event 3: Bomb-Fest
Opponent: Link and Samus
Stage: Princess Peach's Castle
Difficulty: Easy
Stock: 1 Each

This is real simple. Everything is exploding, the only items are Bomb-ombs, Motion Sensor Bombs, and Poke Balls containing Electrodes. All Link and Samus do is use their bombs moves so just sit back, smash them when you have an opening, or just wait for an item and chuck it at them! Simple eh?

Event 4: Dino-Wrangling
Opponent: Giant Yoshi
Stage: Yoshi's Story
Difficulty: Medium
Stock: 3 for you, 1 for him

This event is kind of hard because after all, you ARE facing a Giant Yoshi! Use the Flutter Kick and Yoshi Bomb whenever possible and then smash him when he's weak. In other words, treat him like any other giant enemy. Trust me, you haven't seen ANYTHING yet!

Event

Heh, only two events, pathetic eh? Don't get me wrong, I HAVE beated all the

events, but I don't currently have the time to write them all. Look for MUCH more *COMING SOON*

e. Stadium

There are 3 parts to the Stadium: Target Test, Home-Run Contest, and the Multi-Man Melee. Each are designed to test your skills as Yoshi. Good luck on all the challenges!

e1) Target Test

See the Classic Mode section for this, it's under BONUS Stage 3: Break the Targets.

e2) Home-run Contest

This is pretty simple. Simply grab the Home-run Bat first, then start using the Flutter Kick over and over until you have gotten enough damage or time is about to run out. If you hit it far enough, you'll get a secret stage!

Umm, after some e-mails, by hitting the bag I mean by actually grabbing the bat and using a Smash Attack WITH the bat.

e3) Multi-Man Melee

This mode isn't really worth getting in-depth to. Why? Because the strategy is basically the same thing. Just use your Yoshi Bomb or Smash attacks to KO all of the Fighting Wire Frames. For Cruel Melee though, you'll have to incorporate the Flutter Kick with the tactics. Other than that, just employ hit-and-run tactics using the Yoshi Bomb and you're set!

That's all for the One-Player Mode! If anyone would like to send in their strategies, just see my Contribute section for info about contributing!

IX. Using Yoshi on the Stages

Super Smash Brothers Melee goes one step ahead of Super Smash Brothers in the stage department. Where SSB has 9 stages, SSBM has a whopping 29 stages for you to take all your troubles to the arena. The layout is the same as SSB, there are edges and if you stray too far, you're dead! Here's the key...

Stage Name: Self-Explanatory

Home Field to: Lists the respective franchise that are from that stage. Not that it matters...

Stage Music: Lists where the song came from. Not used for any strategy purposes, just a fun thing to note

Alternate Stage Music: Lists what the alternate song is if applicable. Access Alternate Stage Music by first unlocking the Sound Test (Except for Hyrule Temple and Great Bay, all you need to do is unlock Marth and Young Link, respectively) and hold either L OR R while selecting that stage. It should work. *Thanks to the folks at the Super Smash Brothers Melee Board at GameFAQs.com for the info!*

Hazards: Lists any hazards, if applicable

Here's where I put the strategy and how to succeed as Yoshi. I'll list any fun tidbits on the stage beforehand.

Well, that's about it, time for the stages!

Infinite Glacier: Icicle Mountain
Home Field to: The Ice Climbers
Stage Music: Theme of the game Ice Climbers
Alternate Stage Music: Theme of the game Balloon Fight
Hazards: The stage scrolls up and down at varied rates

This is home to the Ice Climbers. It is very similar to the Adventure Mode Stage 10: Icicle Mountain. The only difference is that there are no Polar Bears or Topis to bother you. This stage scrolls up and down at varied rates, meaning it can move either very fast or very slow. So, watch where you're going or you could wind up flying out of the course! The sides are like pits, so don't go too far unless you have a death wish.

Like I said, you MUST keep moving in this stage or you're toast! The Flutter Kick is great to use for ambushes here and a good Noggin Floggin can be used to send your opponents flying to the sides and to their doom. When the stage starts scrolling down, you can make it down first and use the Egg Throw to catch them off guard and perhaps knock 'em into a loop that will send them into the air! The Egg Roll is NOT recommended for this stage, as you can very well roll out of the arena here. The Yoshi Bomb as usual is very handy here, especially when the stage starts going up. The long double-jump range of Yoshi is sure to be a help here.

Mushroom Kingdom: Princess Peach's Castle
Home Field to: The Mario World w/out Yoshi
Stage Music: A remix of the Mario Bros. Theme and the Underground Pipe theme
Alternate Stage Music: N/A
Hazards: Bullet Bills

Unlike the SSB version, this stage takes place directly ON top of Peach's Castle, instead of the sky. The center steeple is ideal place to set up ambushes, but it is often the target of Bullet Bills, when they collide, a huge explosion takes place. Switches will appear about the castle and stepping on them causes item blocks, as well as platforms, to appear. The ring out is quite large, as it is the moat underneath the castle. Be careful not to fall too far from it.

One of the best places you can go to for an ambush is to the side of the steeple. From there, you can use the Egg Throw to catch your enemies off guard. Other than that, it's a standard stage. Use your Double Tail Whip if you get surrounded, and the Yoshi Bomb is great for scattering. Your Double-Jump is practically indispensable, especially when getting back to the stage. Don't use the Egg Roll here because room isn't large enough to warrant its use. You could sit back by the edge and use the Egg Lay to send people to their doom though

Mushroom Kingdom: Rainbow Cruise

Home Field to: The Mario World w/out Yoshi
Stage Music: Theme from level 15 of Super Mario 64
Alternate Stage Music: N/A
Hazards: None, unless you count the ship falling down a hazard

Now this level is fun. First off, you start out on a ship that resembles the Ship from the final star collecting level from Super Mario 64. You fight on that for a while before the ship collides with a mountain and fallings to the ground. That's your cue to jump off and start fighting on the platforms. Eventually, with the screen scrolling, you'll reach a platform with an arrow signaling for you to down. When you reach the bottom, the ship will already be there and it starts over again!

First things first, DO NOT use the Egg Roll! That's a one-way ticket to suffering a SD in this stage. Also, keep moving as you'll want to get the upper hand on your enemies with either the Flutter Kick or the Yoshi Bomb. When the stage is coming down, you can use the Egg Throw from below to catch your enemies off guard, leaving them wide open to either a follow-up Jumping Headbutt, or getting KO'ed by straying too far from the arena. When the room starts closing in, use the Double Tail Whip to scatter your enemies and break free.

DK Island: Kongo Jungle
Home Field to: Donkey Kong
Stage Music: The DK Rap (Someone screams)
Alternate Stage Music: N/A
Hazards: Klap Trap, the Barrel Cannon shooting you in the wrong direction, and possibly, the Stage Music

This level takes you to the top of a waterfall, and you fight on top of wooden bridges and a small rock on the side. The first main hazard is possibly the Stage Music. That's right it happens to be the DK Rap from Donkey Kong 64. Now if you need to, go ahead and mute the TV. Or you can use the Options function to put more on Sound. Either way, get past that and move on. A Klap Trap will occasionally go into the Barrel Cannon in the bottom and entering it will cause it to bite and damage you.

There are several platforms on each side of the stage. From the bottom, you can toss an egg to your opponent and hopefully, they'll go off the stage! Also, the rock to the side is ideal for ambushing fighters with the Yoshi Bomb or Flutter Kick. When standing on it, you can use the Double Tail Whip to clear the rock and since it is small and far from the main stage area, you could plausibly kill your enemies with that move. The rock is also ideal for using the Egg Lay attack to send enemies plunging.

DK Island: Jungle Japes
Home Field to: Donkey Kong
Stage Music: The Jungle Japes song from DKC, except Jazzed up
Alternate Stage Music: N/A
Hazards: None really...

This level takes you outside of Cranky's cabin of Jungle Japes. Underneath you is a raging river that can engulf anyone who touches it. Occasionally a Klap Trap come by the river. Whether or not it causes any damage I do not know. There are only three platforms and they do NOT connect so don't go walking between 'em. Other than that, there's nothing really noticeable for this stage.

Ok, there is an upper platform to the center one. From that spot, you can use the Jumping Headbutt or the Egg Throw to catch your opponents in a loop. You can go to the two smaller platforms and perform the Double Tail Whip or Yoshi Bomb to get your opponents of your back. Use the Noggin Floggin when the other crowds are fighting on the central platform to clear it out, especially if you need that item.

Termina: Great Bay

Home Field to: The Legend of Zelda

Stage Music: Standard Overworld Zelda Theme

Alternate Stage Music: Saria's Song from OoT

Hazards: The turtle occasionally disappears and changes positions.

The Great Bay stage takes place on the Great Bay (duh!) part of Termina, the world of Majora's Mask. You'll see the menacing moon crashing down on Clock Town, but you need not worry, because the Four Giants will push the moon back. The only other thing besides fighting you need to worry about is the turtle. Sometimes, he'll dive into the water and appear in a different position than the last time. This transition will take a while so the stage will go from big to small several times. You'll see Tingle hear from his balloon, so if you hated him in Majora's Mask, you can break his balloon here!

The best ambush spot for you is the small platforms either side of the main platform. From this spot, you can start chucking eggs using the Egg Throw at any enemy that is near. Or, if the fight is on the smaller platforms, either get rid of them using the Double Tail Whip or get them from above with the Flutter Kick or the Yoshi Bomb. Just be sure to avoid the water in the center of the entire stage

Hyrule: Temple

Home Field to: The Legend of Zelda

Stage Music: The Dungeon Theme from Zelda 2

Alternate Stage Music: A theme from Fire Emblem

Hazards: It's really, really BIG!

Ok, this is one hell of a stage. It takes the prize for being the biggest stage out there. There aren't many hazards to speak off, it is just really big. Try not to get too disoriented by the size. There are a few islands to the bottom and left of the main platform, both aren't a far cry from the main island stage. The battles might stall here with the huge mass area, but hey, what did you expect?

The hugeness of this stage makes the battles drag on a bit. First off, use the Egg Throw all the time especially if the person is above you. Smash practically all the time since that may be the deciding factor in the battle. Try not to hit your opponent to the side opposite of the end of the arena since that'll send them to safety. Unless you happen to be on the bottom island, try using the Jumping Headbutt or the Spit Up moves to get you opponent up, followed by the Dino Flip to send them to the sky. When you're surrounded, especially on the edges, use the Double Tail Whip to scatter your foes.

Yoshi's Island: Yoshi's Story

Home Field to: Yoshi

Stage Music: Yoshi's Story Theme

Alternate Stage Music: N/A

Hazards: None, unless you think food's a hazard

I hate this stage! It is plain, no interaction, small, and it has lame music. It's small so the fights can get pretty intense. The Shy Guys from the sky come by with food in their hands. Knock them outta the way to get the food they were holding on to while they were flying. To sides are two little clouds going in a certain pattern. You can hitch a ride with them if you wish.

Ok, the platforms don't move, and that's a good thing. Use the Jumping Headbutt or Egg Throw to attack enemies that are above you. You can also drop down from the upper platform and use either the Flutter Kick or the Yoshi Bomb on your enemies. The Egg Roll is not recommended for this stage, as it is small, you can easy SD. Also, since it can get cramped, you can clear out enemies with the Double Tail Whip or the Noggin Floggin.

Yoshi's Island: Yoshi's Island

Home Field to: Yoshi

Stage Music: The theme from the first few stages of Super Mario World

Alternate Stage Music: A mix of themes from Super Mario Brothers 3

Hazards: The blocks rotate so that might be dangerous in the center area.

Now this stage is FUN! It is obviously inspired by Super Mario World, Yoshi's first appearance, and it has Super Mario World themes in the background. Now, the Bullet Bills and Lakitus in the background can't hurt you, but the blocks rotate, which can be quite annoying especially the center ones. The sloped mountain to the right has an arena out zone, so don't stray to far. If you fall to the left, it can be hard to get back up.

Ok, the mountain is a great place to use the Egg Roll, just be sure to stop before you reach the center blocks, or else you might fall into the pit. If you see someone hanging around the mountain, use the Noggin Dunk to push them to the ground, then execute a Noggin Floggin to KO them. The Yoshi Bomb will be able to break through the blocks, but that's a Double-Edge. Whatever you do, don't Yoshi Bomb anyone standing in the center block area. You'll break through them and SD! Oh, and don't bother using the Egg Throw and anyone standing on the upper blocks, the egg will probably get blocked by the blocks.

Dream Land: Fountain of Dreams

Home Field to: Kirby

Stage Music: The theme from Gourmet Race levels 1 & 3, except more orchestrated.

Alternate Stage Music: N/A

Hazards: None, except maybe Egg Rolling to your doom

This stage is the proud owner of "My Favorite Stage Music". Besides the awesome music and the cool effects, the Fountain of Dreams is pretty bland. The two side platforms move up and down, but that's about it. The stage is about as small as the Dream Land course in SSB, so that will make for some hectic fighting in the four-player Melee. Other than that, this is basically an arena to test your skills or jam out!

Ok, first things first, do NOT use the Egg Roll here! I saw someone use the Egg Roll and they fell to their doom! So don't try it. Since it can get crowded, the Double Tail Whip is a good idea to shake off enemies that are surrounding you. If a crowd has gathered away from you, use the Flutter Kick or the Yoshi Bomb to clear them out. The Egg Throw is ideal for nailing enemies above you, as is the

Jumping Headbutt if the enemy is on one of the platforms that is lower. Since it can get crowded, throw people or use the Noggin Floggin to get KOs

Dream Land: Green Greens

Home Field to: Kirby

Stage Music: The Green Greens themes from the Kirby Games, only Great Cave Offensive from Superstar styled

Alternate Stage Music: N/A

Hazards: Whispy Woods will blow wind that can move you back, and the bomb blocks' explosions hurt

This stage is a play on the Green Greens stages in the Kirby Games. In the center is the boss of the Green Greens level, Whispy Woods. He'll start blowing at you, but the wind is just a nuisance, not anything threatening. Occasionally, apples fall from the sky, apples you can use to throw things at. Between the platforms are blocks from the Kirby Games. Most are regular but some are bombs that, when hits, explode and can send you to your doom. The blocks will disappear when hit, so keep that in mind.

The upper platforms in this stage don't move, so you can use the Egg Throw or Jumping Headbutt to knock your opponents that are standing on it into a loop. The side platforms are ideal place to use the Double Tail Whip to send your opponents to their doom. Crowds might gather at the sides, so feel free to either Double Tail Whip them or ambush them with the Flutter Kick or the Yoshi Bomb. Watch out for enemies standing on the blocks though. Don't use the Yoshi Bomb, cuz that will give you a SD because you go through the blocks.

Lylat System: Corneria

Home Field to: The Star Fox Team

Stage Music: A combination of the menu theme, Venom, and the Space Armada from Star Fox

Alternate Stage Music: N/A

Hazards: Arwings and Wolfens shoot at you, the cannons of the Great Fox occasionally fire

Here we are again in lush Corneria. You fight on top of the Great Fox, which is facing the same direction as it did in SSB. Only this time, it's more proportionate to the Great Fox from StarFox 64 so it's about half the size of the Great Fox in Sector Z from SSB. Here, Arwings will shoot at you, but not as aggressively as in Stage 6-2 of Adventure Mode. Also in the fray are the Wolfens from the Star Wolf team in StarFox 64. There's no difference in which shoot at you. The bottom cannons will occasionally fire, but unless you're down in that area, it won't affect you.

There are no places to ambush people here so that's automatically out. You can use the Egg Roll from the tip of the Great Fox's dorsal wing, just be sure to stop around the bridge area, or you'll suffer a SD. The Yoshi Bomb and Flutter Kick lose effectiveness as you can't exactly track your opponents well and you might miss. If your aim is good, you can throw an egg towards the dorsal wing from the engines if you wish. Other than that, it's just smashing and chucking that will serve a good purpose here.

Lylat System: Venom

Home Field to: The Star Fox Team

Stage Music: The theme from StarFox 64. You know, the Star Fox theme music from SF64?

Alternate Stage Music: N/A

Hazards: Arwings and Wolfens will shoot at you, but that's pretty much it

Well well, a far cry from lush Corneria, we've reached barren Venom. Not that it matters much, but it's just a little fun fact. Well, the position of the Great Fox is different this time, as the bridge is facing TOWARDS the camera, meaning you're see the front side of the Great Fox. You fight on the wings of the Great Fox this time, but the hazards are the same: Arwings and Wolfens shoot at you, just like in Corneria. One thing to note though: Don't hope on the Arwings or Wolfens, they'll drop you back to the stage or worse, the abyss. This goes for Corneria too.

Unlike Corneria, in this stage, you CAN ambush people. You can drop from the upper wings to the lower ones and you can Yoshi Bomb and Flutter Kick your enemies from above. From the bottom, you can use the Egg Throw on your opponents above you, plus the Double Tail Whip is an option if you get into a crowd. The pit is a long way down, so if you get a good smash or throw in, you'll be able to send your opponent to the abyss. Since you have a huge second jump that can be used to make it back to the stage if you're knocked far.

Planet Zebes: Brinstar

Home Field to: Samus

Stage Music: The first level in Metroid

Alternate Stage Music: N/A

Hazards: The acid

Brinstar is a barren place of acid and the Mother Brain. The acid rises and falls throughout the match, and it can hurt pretty badly. There are two platforms to the side that are connected to the main platform by a pink string thing. If you destroy the things, the platforms that they are holding will collapse and tilt whenever someone is standing on it. The orb jelly-looking type things can be destroyed but it leads straight to the acid. When the acid rises to it's highest level, the only thing that is safe is the upper-most platform.

When the lava gets to the top, that's your cue to start Double Tail Whipping anybody who's on there with you to get them loose. When the lava recedes, the side platforms are great for attacking opponents who stand there from above. Or, you can stand on the bottom and start using the Egg Throw to catch them off guard. However, watch out when the lava starts to rise, start running up because it aint pretty when the lava hits you. The lava levels are random, so adjust the Yoshi Bomb and the Flutter Kick with the Egg Throw and the Jumping Headbutt accordingly.

Planet Zebes: Brinstar Depths

Home Field to: Samus

Stage Music: Something from Metroid, I know that

Alternate Stage Music: N/A

Hazards: The level rotates all the time

This level takes place in the depths of Brinstar. Pay no attention to the monster in the background, Kraid, he doesn't do much besides rotate the entire level. You'll know when the level starts rotating when it starts rumbling. Keep jumping and moving to keep up with the level. The entire level is sort of small and the abyss is pretty far so don't get knocked too far or you'll be KO'ed.

Like I said, in this level KEEP MOVING! Don't just stand around because that does absolutely no good as the level will tilt over all the time. If you want to keep your opponents at bay, try the Noggin Floggin to send them flying far and unable to get back. Yoshi Bombing and Flutter Kicking is great when the level is rotating to throw them into a loop and unable to keep up with the level. Sometimes the level will get crowded, that's when the Double Tail Whip is in order.

Eagleland: Onett
Home Field to: Ness
Stage Music: A theme from EarthBound 0
Alternate Stage Music: Another theme from EarthBound 0
Hazards: Reckless Drivers occasionally plowing through the streets

Welcome back to Eagleland! Well, the layout for Onett hasn't changed since Adventure Mode Stage 9: Onett. The center platforms will collapse on occasion and cars still plow the streets. You'll know when they're coming when you see an exclamation mark near the streets. Other than that, it's just a normal stage. On a side note, if you get knock into the sky and into the background, you might land near the hospital. Just something to note.

One great place to start a huge beat-up fest is the street underneath the drug store. Use your standard A moves or start throwing. Use the Egg Lay if you must and get in some cheap shots. When the platforms collapse, you can start using the Yoshi Bomb and Flutter Kick. You CAN drop through the green leafy platforms, so keep that in mind when you wanna ambush people. Remember, there are NO pits in this stage so other than sending them up, the only way to KO people is to knock them to the side. Use your smashes and throws for that.

Eagleland: Fourside
Home Field to: Ness
Stage Music: A Spacey Version of EarthBound's Fourside theme
Alternate Stage Music: N/A
Hazards: Really small pit areas

Remember that wacko Fourside area from EarthBound? If you never heard of it, go play EarthBound then come back. Ready? Ok! Well, this stage isn't exactly as crooked as in EarthBound, but some might compare it to Saffron City from SSB, but I see no resemblance. Well, you fight on top of skyscrapers all around the city. The pits in between the buildings are a nightmare if you get stuck, so watch out. A UFO will come by every once in a while, and it can be a platform, although your movements are slippery.

Ok, first off, if you can KNOCK SOMEONE INTO THE PITS BETWEEN THE BUILDINGS!!!! Best way to do this to use the Noggin Dunk. Since it is after all, a Meteor Smash, that can be used to send your enemy straight into the abyss. The area, although it looks big, is very limited to fight on so keep that in mind. Try not to Yoshi Bomb blindly, as that will give you a SD. Just keep smashing and throwing and you'll prevail in the end. Umm, you could use the Egg Lay to send your opponent in between the buildings and to their doom, but I don't recommended that.

F-Zero Grand Prix: Mute City

Home Field to: C. Falcon

Stage Music: Techno Remix of the Mute City theme from F-Zero

Alternate Stage Music: N/A

Hazards: The stage ranges in sides throughout the the match, and there are these cars...

This stage is a combo-maker's worst nightmare. The stage ALWAYS changes making bringing in combos MUCH harder than usual. Which means you're in luck if your friend is a combo freak and want some revenge. The changes will always affect the style of play, plus the fact that cars always roll around periodically will make it hard the concentrate. Sometimes, the ring-out will change to, so keep that in mind.

Like I said, this is a comboer's worst nightmare, but it bodes well to one that uses smashes to their advantage. Keep smashing and throwing to turn the tide to your favor. Keep in mind the arena change, you may have to work harder to KO your opponent. When you're on that hovering platform, just smash and edge-guard to throw your opponents off-guard and into the abyss. Yoshi Bomb and Smash to gain the edge.

F-Zero Grand Prix: Big Blue

Home Field to: C. Falcon

Stage Music: Techno Remix of the Big Blue theme from F-Zero

Alternate Stage Music: Theme from Mach Rider (Someone reminded me of this, but I forgot whom. Whoever you are, e-mail me and be recognized!)

Hazards: The stage moves, the bottom of track causes you to move fast and might KO you

I HATE THIS STAGE!!!!!! You start out on the Falcon Flyer and move from there. The Flyer will veer off course and out of the arena so get off it and the first chance you get. The bottom of the track will occasionally become a pit so beware of that. Also, try not to get on the bottom of the track when it is solid because that moves you super fast to the ring-out giving you and SD or KO'ing you. There are several platforms in the air, so use those when you don't trust battling on the cars.

First off, KEEP MOVING! I cannot stress this enough, you MUST keep moving or else you'll get KO'ed. Like Mute City, this is a comboer's worst nightmare, so take that to your advantage. If you're at the left end, check them that way, and same goes to the right. Smash them, throw them, do whatever it takes to score a KO. You can use the Yoshi Bomb and the Flutter Kick, but avoid using the Egg Roll at all costs! You can stand by the edge and use the Egg Lay attack to send the egg into the ring out.

Kanto: Pokemon Stadium

Home Field to: The Pokemon

Stage Music: The same theme as Saffron City in SSB, only more orchestrated

Alternate Stage Music: A remix of the major battle themes from Pokemon

Gold/Silver

Hazards: Well, the stage occasionally changes, but other than that, I've got nothing.

This stage is interesting. Aside from the main battlefield you start on, the stage might change into a Fire stage, a Water stage, a Grass stage, and a Mountain stage. I don't wanna go through the chore of listing all the ambush points of the individual stages so tough luck there. In any case, each has it's

own hiding spots that you can use. Also, it's a LONG way down so try not to get hit far, or get stuck underneath the stage trying to come back up.

Okay, TAKE ADVANTAGE OF AMBUSH POINTS. Every single individual stage has it's own nooks and crannys. Some might have to ambushing from above, some might have you ambushing from below. If you're above, use the Bicycle Kick/ Yoshi Bomb. If you're below, use the Jumping Headbutt or Egg Throw, depending on the distance. Also, if the stage is flat, don't be afraid to use the Egg Roll to bulldoze your enemies. And send your enemies as far as possible with smashes after all, they might not be able to get back!

Kanto Skies: Poke Floats
Home Field to: The Pokemon
Stage Music: A remix of all the battle themes from Pokemon R/B/Y
Alternate Stage Music: N/A
Hazards: The stage tends to move REALLY fast at times

This holds the award for strangest stage. You fight on floats modeled after Pokemon, all of them. It can get pretty wild at times, you'll be rushed to keep up with the floats, especially when the battle drags on and you start seeing floats of the Pokemon Unown. Take care around these things and keep moving. Remember, moving stages will make characters that rely on combos VERY vulnerable.

Don't attempt any combos here, as you'll probably get KO'ed trying. Use you smashes at every opportunity you get, that'll be your major trump card during the battle. A quick throw towards the edge will take care of your opponents quickly, so use them when you get your chance. Whenever you have a large area to fight on that you're sure won't disappear quickly, use your combos and smashes. When the fighting gets up close and personal, fight back with your smashes. The Yoshi Bomb is helpful throughout the fight, just be sure you won't kill yourself doing it.

More Stages *COMING SOON* Know some strategies? See the Contribute Section

X. How to use Yoshi against the CPU or your friends

Ok, I will put strategies for any of your opposition. I'll put both CPU and Human characters. Most Human Characters are from my experience or from observations on the net. The CPU strategies can be used in Classic Mode if you need it. Some characters may be missing strategies against humans because I haven't found many people who play as that character. Don't worry, I'll put them up eventually.

----- Mario

CPU: He's cheap, but not hard too beat down. He'll try to use the Mario Tornado on you. Counter with the Yoshi Bomb then use the Dino Flip to juggle him. After that, start chucking him and beat him down. His fireballs are easily avoidable, and the Yoshi Bomb can counter the Super Jump Punch.

Human: Human Mario Players will try to hit you with every combo in the book. What you do is counter every one of his moves with yours. He rolls around you, use the Double Tail Whip. He smashes you, you Yoshi Bomb or smash him back. He chucks you, you chuck him back. One common combo is that he'll use the Mario Tornado followed by the Super Jump Punch on you. Break it with the Yoshi Bomb.

Pikachu

CPU: He's quick, so watch yourself. Keep moving since you're pretty mobile yourself. What he lacks in power, you have. Unleash the Yoshi Bomb or the Noggin Floggin to hit him hard and far. Beware his Thunder attack. When you see him using it, get out of the way! It takes him time to recover from it so attack! Be quick on your feet and attack swiftly and hard!

Human: Number one strategy of Human Pikachu Players against Yoshi is that they ABUSE the Thunder when you try to use the Yoshi Bomb, so that's definitely out. Just hit him fast and hard when he tries his attacks, and when the opportunity arises, chuck him! Of course, you can always air dodge down when he tries to Thunder you THEN Yoshi Bomb 'em...

Bowser

CPU: This guy is as slow as it gets! Don't let that fool you though, because he's as powerful as it gets! He has outrageously powerful Smashes and a Down+B Move more powerful than yours! The only thing you've got over him is speed. That leaves only one option, run circles around him and strike! Roll around him and nail him with your smashes and chuck him!

Human: Well, let me just say that Human Bowser players know how slow he is and can take what is usually a disadvantage and turn it into an advantage. Also, they love to abuse the Fire Breath. They also know how strong Bowser is and use that to their advantage. Point is, do not underestimate him and use your speed to your advantage. You also have better jumping skills, so use it! Eventually, you'll wear him down to the point in reach you can lay down the finishing blow! Remember, the Fire Breath only lasts for so long, so good luck!

Peach

CPU: This princess can lay the smack down on you if you're not careful. She has a huge third jump so be sure to knock her far to KO her. Watch out for her Peach Bomber, as that can hurt a bit. She isn't the most mobile person, so you can sneak up and grab her if you wish.

Human: None yet

Yoshi

CPU: So you've decided to fight yourself eh? Well, first off, keep in mind that he knows everything you do, move wise at least. You have to outsmart your opponent by keeping him guessing. Roll around him with circles and nail him with the most powerful smashes and throw him

Human: Human Yoshi Players are more tricky to play against, especially if they are very experienced. They love to abuse the Flutter Kick, so either air dodge or roll outta the way, then, we they reach the ground, use the Noggin Floggin quickly. Expert Yoshi Players will also abuse the Egg Lay move to start combos, so Egg Lay them first, then smash 'em. The Yoshi Bomb can be called upon when your opponent is caught off guard.

Donkey Kong

CPU: The same strategies that applied to Bowser apply to fighting DK too. Remember, the only things you have over DK is your speed and the Egg Throw projectile attack. Roll around him and then Smash him. Also, if you see him charging the Giant Punch, hit immediately to stop him. When the opportunity arises, chuck him or Yoshi Bomb him.

Human: One thing human DK players love doing is sitting away from the fight and charging the Giant Punch, then jumping in and letting it loose in the crowd. So, just walk over and hit him to stop the charge. The Headbutt move is also a favorite among DK Players, so be on the watch out for that. Like facing a CPU DK, the only thing you have over DK is speed and the Egg Throw. Abuse those advantages and you'll come out on top.

Captain Falcon

CPU: The CPU Falcon always loves using the Raptor Boost. The only way to avoid it is to jump or roll out of the way. C. Falcon is vulnerable after this move, so hit him immediately after the move to knock him into a loop. Falcon is quite speedy and powerful so you'll have to rely on hit-and-run tactics on him. Roll around him then throw him or smash him. One more thing, beware of the Falcon Punch.

Human: None yet

Fox

CPU: Ugh, the CPU Fox makes a habit of rolling around you then throwing you or smashing you. Fox has speed over you, but you have power over him. Use your smashes, the Flutter Kick, and the Yoshi Bomb to keep up with him. If he starts rolling around, use the Double Tail Whip to stop him from rolling around you.

Human: 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!

Ness

CPU: Well, the CPU Ness loves to fly around then hit you with either PK Fire or smash you. Nesses are adept at aerial attacks so avoid going in the air too

much. The Home Run Swing is also favorable for him as is the dashing run of Ness. Other than that, simply Smash or Yoshi Bomb him.

Human: Human Ness Players are a bit trickier to handle. For one thing, they abuse his Aerial Down+A attack, as it's a Meteor Smash. They love using the Home Run Swing in a fray to clear themselves, they also love using the PK Flash to deal heavy damage to a foe. You'll have to use the Yoshi Bomb to quickly hit him before he unleashes the PK Flash. For the swing, nothing short of sidestepping or shielding will do. Besides that, start Smashing and Throwing him.

Ice Climbers

CPU: Ok, first off, YOUR TARGET IS THE PURPLE ONE, POPO! If you kill the other one (Nana), you'll simply just take off the teeth of the Ice Climbers. When together, they are much more powerful than alone. Their smashes are strong, but yours are stronger. Yoshi Bomb, Flutter Kick, or Noggin Floggin them to shake them loose.

Human: Here, it is even more imperative to kill the leader of the Ice Climbers. That's right, human players will confuse you by placing Nana as the leader. Whoever the leader is, AIM FOR HIM/HER! If you kill the partner, the other one isn't finished yet. Human Players know how to get back without the partner, so either edge-guard them by using the Egg Throw or Smash them when they get back to the stage.

Kirby

CPU: They'll try to Swallow you up first to gain your power, so keep that in mind. They'll also smash you this way and that. You and him are evenly matched in Power and Speed, but you have endurance on your side. Hit hard to knock him far, as Kirby is really light. The Yoshi Bomb is also ideal for sending him to the sky.

Human: Believe me, I have plenty of experience with Human Kirby Players. First off, they ABUSE Smashes, so keep that in mind when fighting him. Also, they love using the Hammer and Stone moves against you if you're not careful. Evade his attacks and then hit hard, as that's the only thing you have over him is the fact he flies farther than you do when hit. Yoshi Bomb him when he's wide-open target.

Samus

CPU: Oh how the mighty have fallen. Well, sort of anyways. Her A moves are too slow to be of any practical comboing purpose and you do have speed over her. The Yoshi Bomb can and WILL go through the Screw Attack. Watch for the Charge Shot and dismantle her as needed using your Smashes.

Human: None yet

Zelda (Sheik)

CPU: Keep this in mind: When Zelda is her original form, you have speed over

her, and when she's Sheik, you have power over her. When Zelda is herself, just roll around her and attack with your smashes and the Yoshi Bomb. You'll have to use the Flutter Kick occasionally. When Zelda's Sheik, she'll start running circles around you! Use the Double Tail Whip followed by a Smash or the Yoshi Bomb to combat her as best you can. Both have strong moves, so keep that in mind.

Human: None yet

Link

CPU: Beware the Master Sword! I'm not kidding, that thing hurts. The Smashes are extremely powerful and he has a rapid-slash attack that can really be irritating. You only have speed over Link so run around him in circles, then strike with Smashes when to opportunity arises. The Flutter Kick and Yoshi Bomb are great moves for ambushing him. Link will roll around you to, so be sure to use the Double Tail Whip in those chances

Human: None yet

Jigglypuff

CPU: You need help with JIGGLYPUFF? HAHAAHAHAHAHAHAHA!!! Ok, sarcasm aside, Jigglypuff has been greatly improved since SSB. So do NOT underestimate her. Although she may not be able to combo you as well as humans do, beware that you don't get juggled around by her. She's ridiculously light, so use the Flutter Kick and the Yoshi Bomb to send her flying.

Human: Now THIS is where it gets interesting. Human Jigglypuff players are among the masters of the game. They know her shortcomings and her VAST improvements. Number one trick is they try to use her Drill Kick and then use Rest on you. Counter this by either rolling to the side or use the Jumping Headbutt. Another thing is that they try to throw you up, then start juggling you! Use the Yoshi Bomb to break that attempt at a combo up. Same strategies apply except you need to avoid standing still.

Mewtwo

CPU: The CPU Mewtwo only seems to want to use only two B Moves: Shadow Ball and Teleport. Besides that, he just nails you with strong smash attacks. Beware of his Aerial A move, as that will cause multiple amounts of damage due to the shocking properties. Besides that, there's not much to say about him.

Human: None yet

Luigi

CPU: Ugh, I DESPISE CPU Luigis. All they do is wail on you with combos then chuck you. The only thing I can advise against that is to just roll around and get a good shot in when you can. Also, they will mostly use the Green Missile to come back on the stage. Because that move and travel great distances, try to send them as far away as possible! Smash him or Yoshi Bombing him will work

wonders.

Human: Well, Human Luigis are a lot more diversified. Like Mario, they use every single trick in the book to get the better of you. However, Luigi has more firepower in the Green Missile and smashes. Also, his Super Jump Punch might cause immense damage when it hits you close and engulfs you in flames. So, just whack him with everything you've got and you'll prevail.

Marth

CPU: The only moves the CPU Marth tends to use are A Moves. Weak A moves actually. Just use your smashes and Yoshi Bomb him to throw him into a loop then finish him off. Honestly, there's not much to say about a CPU Marth

Human: Now THIS is where it gets interesting! Human Marths use every move Marth has and twists it to their favor. If you see him charging the Shield Breaker, either get the hell outta the way or Yoshi Bomb him to interrupt the charging move. Also, they might Counter you, meaning if you smash him while Counter is in effect, you'll get hit in return. To counter a Counter (That didn't sound right), use your throws or the Egg Throw. Then, after smashing and Bombing, finish him off.

Mr. Game and Watch

CPU: He just uses his smash, that's all. Just use your smashes and Yoshi Bomb to counteract him. Mr. Game and Watch can be potentially lethal in the air, so either Yoshi Bomb him in the air or get away using your jumps. Also, he'll constantly use his A move repeatedly to rack up massive damage, so try to get away or Yoshi Bomb him if that happens.

Human: None yet

More Characters and Strategies *COMING SOON* Got a strategy? See the Contribute Section.

XI. Advice

This place is where I and other Yoshi Masters will contribute their sage advice to your cause. Follow these tips well, and you'll succeed well in this world

Got a tip? Found a kickass combo and need to tell the Yoshi World? See the Contribute Section

Ehh, to cut down on confusion, I'm splitting the Advice column to two places: Tips and Combos

a) Tips

- YOU HAVE NO THIRD JUMP!!!! Well, not a conventional Up+B third jump anyways.

Remember that well, because you'll need to judge when to use the Double Jump to get back. You may not have a Third Jump, but you can use the Double-Jump to get back, as it is huge!

- In Vs. Mode. use the C-Stick! Remember, this unleashes an uncharged Smash Attack instantly, so use it when you're in sticky situations.

- Do not abuse the Yoshi Bomb! That's right DON'T! Other players will catch on and start shielding then throwing you. Instead, Yoshi Bomb when they least expect it, like when they're in a fray.

- When surrounded or if someone is rolling around you in circles, use the Double Tail Whip to break yourself free.

- Edge Guarding, ah yes, edge guarding. This is when someone tries to get back, but an attack forces them back, often KO'ing them. For Yoshi, the Edge-Guarding move is the Egg Throw move. Aim well, and you'll get them.

- This is to ALL the people who have mastered Yoshi in SSB but can't seem to find the rhythm in Melee and are giving up: You outta get slapped by a wet penguin (The bird kind)! Sorry if I sound rude but I have to knock in some sense of reality. I don't give a crap about HOW much toned down he is from SSB, I have managed and I've been doing fine. That fact is that you are pushing yourselves WAY too hard. From to get go, don't face off against 3 level nines, that is just plain ludicrous! I started from level 5 and worked my way up from there. Now, I can face off against my very skilled little brother and two level 8 CPUs and be able to take them to school! The moral? Don't give up! Start low, and then work your way up, that is the only way to succeed. That goes for EVERYONE who wants to master Yoshi. Just going from the get-go at level 9 is just plain insane and you're only hurting yourself! Thank you!

- Need a link to a place where Yoshi Masters gather? Well, look no further than the Fighting Yoshis Incorporated clan at the Super Smash Brothers Social Board! A more in-depth explanation is in the credits section, but we could use any new member! And guess who's the FYI Master? Yep, that's right, it's me! The link to the topic is:

<http://cgi.gamefaqs.com/boards/genmessage.asp?board=91&topic=2076764>

- From Wan soul: "Beginners to yoshi should stick with the A moves"

- Well A.J. Ferolie and Todah is God have seem to have found Yoshi's "Third Jump". I don't want to post everything but the gist of it is that...

"Yoshi has a third jump! His air dodge, although unconventional, can be used as a third jump. Simply use the air dodge in the direction you want to go in, and you've got it!"

Sorry if I had to paraphrase it, but that's what it is! Props to A.J. and Todah for discovering it! Now we Yoshi Players have a new weapon to use!

- From BoswerLK:

"if you're on the ground, instead of dodging with a roll or sidestep, use his ground pound it usually wont hit the guy direct (unless you're dodging a hookshot or bowser), but at least you can stun them with the stars"

-From suav0:

"Basically because you don't have 3rd jump you're so prone to getting hit far and being totally screwed you basically have to make jumping back on into an art. If you learn how to do it right you can come in really low and just grab onto the ledge without anyone being able to hit you. I don't think you had that

included, but it works well, for me anyway"

b. Combos

- Ok, try using the Tail Snap and then doing it again and again. When your opponent is high enough, use the Jumping Headbutt. Roll to the side when it appears that your opponent will retaliate, or use the Dino Flip to finish them off.

- The Standard Combo involving the Flutter Kick. Use the Flutter Kick, then quickly use either the Jumping Headbutt then begin the above combo, or use the Double Tail Whip to shake them off

- The Egg Lay Combo. Use the Egg Lay, then go up into the air then use the Flutter Kick or the Yoshi Bomb. Repeat as necessary

- Here's a nice one-two punch! Use Yoshi's quick two kicks, then smack your enemy using the Noggin Floggin. It tends to be easier using the A button to execute the Noggin Floggin instead of the C Stick, so keep that in mind

- A.J. Ferolie (aferolie1@yahoo.com)'s Screw Attack Combo.

"Screw Attack: Yoshi is just awesome with this item! With this item his jumps become screw attacks and his second one is a very long and trapping screw attack. What I do with this item is Jump into a person, then jump again doing alot of damage, then a butt slam, sometimes turning them into a star. They are trapped in the attack while you are doing it and you can get them to the top of the stage and if they don't move away from you, you can butt slam them to oblivioin!"

- BoswerLK's Triple Kick Combo

"ok, i have a simple combo that can be followed up by a juggle his 2 weak kicks, then immediately follow up with is strong kick unless the guy is like 300% damage, the strong kick will connect and is unavoidable if the guy has REALLY low damage, like less than 80, you can use his upward strong to juggle him up more"

More tips and combos *COMING SOON*

XII. FAQ

This is where I answer your questions. If you've got a question, e-mail me and I'll answer you. If it is practically a universal question, I'll post it here. Just note, I won't post questions asking about how to unlock certain characters though, keep that in mind.

- AV02338@aol.com asks...

"Yeah I am a yoshi player as well and I want to ask you for some of your combos. I had a lot of combos in super smash brothers but in super smash brothers melee, those combos are now just a faint memory. Most of which because of how they changed his flutter kick and how they changed yoshi's back kick to a tail wag. The flutter kick has gone bad because of the long stalling once you hit the

ground with it. You say that there is no stalling in your faq but I cant ignore it and pull a combo along with it. Can you help me?"

Ok, first off, Nintendo and HAL totally screwed up Yoshi's Flutter Kick attack, making it almost impossible to successfully pull off a combo like in SSB. However, just because it is hard, doesn't mean you can't do it. All you need is practice. First off, you'll need to get Yoshi's Flutter Kick to a better timing than in SSB. After that, try using the Double Tail Whip for best results. Another Combo I found quite helpful in events is to use the Yoshi Bomb, then start juggling them by using the Jumping Headbutt. Be careful around human players though, you'll possibly have to use the Dino Flip to take care of them. Other than that, there's nothing else to it. Good luck! If you need more combos, see the Advice part!

- GrandmasterLugia@aol.com asks...

"Hey just wanted to know cause Yoshi is one of my favourite character (he was the first choice I made in the original Smash Bros. {even before I chose Pikachu and you'd expect a Pokemaniac like me to choose lil' Pika first} and since then I kick ass with him he's deadly in the hands of me =P) I've heard that Yoshi can eat Red/Green Sheels and with the Red Shells he can breathe fire how do you do that? Is it just a rumour? Oh and BTW what button is it that you exaxtly press to catch items thrown at you cause really I've caught many thrown items but I had no idea what button I pressed XD so I would (and a lot of my friends) appreciate if you could answer the above questions and get back to me ASP thanks ^_^"

Ok, here's the dealio. I have tried using both the Egg Lay AND the Sticky Tongue but I can't seem to swallow shells. I'm assuming that this is just some rumor started up but it doesn't seem to work at all. If someone knows otherwise, please tell me!

XVIII. Contribute

So, think you've got something I forgot to mention? Found something I haven't found yet? Well, see the pieces of info below for contribution info

My E-Mail: shadowyoshi003@yahoo.com

My AIM: ShadowDino

My Yahoo! Messenger: shadowyoshi003

I could use help with....

- More one-player and multiplayer strategies, after all, two masters giving advice is better than one
- Stage Strategies, see above
- Advice for Yoshi Newcomers
- Any Combos for Yoshi? Keep in mind that I want MELEE combos. No SSB combos please
- I am now accepting Event Mode tips for Yoshi. Got a tip for one of those harder events that you can use Yoshi? Send 'em in!

If you've got anything I don't, send it over! Don't worry, I'll give you credit!

XIV. Credits

I'd like to thank...

- CjayC, the main man in charge of GameFAQs, for letting me post my FAQ on his site!
- The folks at Neoseeker.com, for hosting my FAQ
- The folks at the SSBM Board at GameFAQs, for helping me with something, and always being a great place to visit! Go there if you need any help, but we ask, no more Mewtwo questions!
- The generous souls over at the Super Smash Brothers Social Board at GameFAQs. Thanks for being a great place to hang out!
- A.J. Ferolie (aferolie1@yahoo.com), for sending in some advice and discovering Yoshi's Third Jump
- Todah is God, for discovering Yoshi's Third Jump
- BoswerLK, for sending in the deviously brilliant Triple Kick Combo
- suav0, for teaching us to use Yoshi's jump as a piece of deadly art!
- Wan soul, for giving advice to newcomers.
- DBZM Android 17, the former head of the Fighting Yoshis Incorporated for giving me thumbs up for my FAQ
- The entire FYI (See above) for their support and for keeping the spirit of Yoshi alive in SSBM! What's the FYI? Well, it's where a group of Yoshi Players band together and form a clan of some sorts. Our purpose is to defend the honor of Yoshi, or something like that. We go into battles with other clans to see who has the better moves. Well, it's more of a debate but still, it's a hell of a lot of fun! Need more info? Go to the Super Smash Brothers Social Board and find any topic related to clan battles. Besides, the people of the SSBSB are really nice people! After all, guess who's the head of the FYI now? That's right, mwa! Need a link to the FYI's main topic? Here it is:
<http://cgi.gamefaqs.com/boards/genmessage.asp?board=91&topic=2076764>
NOTE: You ARE gonna need to an account to the GameFAQs Message Boards to post. Please don't ask FAQ related questions there...yet anyways...
- My little ring of friends at the Next-Gen Boards for being a great group of friends and not ragging on me for making this FAQ! They include: DeathStarTrooper, gamerkyale2, MSI Magus20, SportsFreak (a.k.a. dylan), ps2junkie, MaggieNoOni, and AniHawk! Sorry if I forgot anybody! Down with the Penguins! If I got one of your names wrong, don't go flaming me! Thanks alot guys!
- Nintendo/HAL, for making this brilliant game in the first place!
- Shigeru Miyamoto, for making Mario, Zelda, DK, and StarFox characters in the first place. Props on making Yoshi!
- My little brother for being to only decent Melee player in my neighborhood I know of
- My Parents, for letting me buy this game in the first place!

XV. Closing

Well, it's been fun putting in all my knowledge for Yoshi in this FAQ. This game has been, and will always be fun to play when I'm bored and need something to do! I'd like to thank everyone who helped make this FAQ happen, props to them! And finally, I wish you good luck on playing Yoshi, and happy Smashing! Long live Yoshi and all things Video Games! With that, I say...

Peace Out!

This document is copyright Shadow Dino and hosted by VGM with permission.