

Super Smash Bros Melee Ganondorf Character FAQ

by Ironical

Updated to v5.4 on Aug 12, 2002

Super Smash Brothers Melee
Ganondorf FAQ
Last Updated: August 12, 2002
Version 5.4
By: ironical
ironical@phreaker.net

TABLE OF CONTENTS

- I. Introduction
- II. Moves
 - A. Breakdown One
 - B. Breakdown Two
 - C. Breakdown Three
 - D. Breakdown Four
- III. One Player Strategies
 - 1. Regular Match
 - A. Classic
 - B. Adventure
 - C. All Star
 - 2. Stadium
 - A. Break the Targets
 - B. Home-Run Contest
 - C. Multi-Man Melee
- IV. VS. Mode Strategy
 - A. Melee
 - B. Special Melee
- V. Battle Stages
- VI. Items
- VII. Offensive Tactics
 - A. Offensive Combination Moves
- VIII. Defensive Tactics
 - A. Defensive Combination Moves
- IX. Other Strategies
- X. Unlocking Ganondorf
- XI. High Scores
- XII. Glossary
- XIII. Version History
- XIV. Credits

+++++

I. Introduction

+++++

If you have come here to find out about Ganondorf's moves, how to play with him, or how to unlock him, you have come to the right place! I sometimes use some abbreviations or advanced terms that you might not know. If you see something you are unsure about look in the glossary at the end of this FAQ. If you look in the glossary and you can not find what you are looking

for or if I have left something out, feel free to e-mail me with your name included to ironical@phreaker.net Please do not send me junk or flames or other things like that, if you do I will simply block you from sending anything else to me. Anyways, I hope you find what you are looking for. Also I will give you credit if you send me something and I include it.

+++++

II. Moves

+++++

This section will give you a breakdown of Ganondorf's moves (excluding recovery moves).

*** A. Breakdown One ***

Ganondorf has 25 moves, here they are:

1. A
2. Up + A
3. Down + A
4. Smash forward + A
5. Smash up + A
6. Smash down + A
7. Run + A
8. B
9. Up + B
10. Down + B
11. Smash forward + B
12. Smash forward + grab
13. Grab + A
14. Grab + forward
15. Grab + backward
16. Grab + up
17. Grab + down
18. Air born + A
19. Air born + forward + A
20. Air born + backward + A
21. Air born + down + A
22. Air born + up + A
23. Air born + shield neutral, or any direction
24. Shield + down
25. Shield + forward or backward

*** Breakdown Two ***

This will breakdown his moves into 3 categories, Offensive, Defensive or Both.

Offensive:	Defensive:	Both:
Moves 1-22	Moves 23-25	0 Moves

*** Breakdown Three ***

An individual breakdown of the first 11 Offensive moves.

A -

Name: Dark Punch

Executed: Pressing the A button while standing on the ground.

Regular damage: 7%

Distance: */10 Projection: forward

Note: A good, fast attack that can easily be put into combos.

Up + A -

Name: Explosion Kick

Executed: Pressing up (not Smash) and the A button while standing on the ground.

Regular damage: 27%

Distance: *****/10 Projection: forward

Note: Ganondorf puts his leg in the air then smashes it down causing an explosion

Down + A -

Name: Sweeping Kick

Executed: Pressing down (not Smash) and the A button while standing on the ground.

Regular damage: 12%

Distance: **/10 Projection: forward

Note: Sweeps the opponent off their feet.

Smash forward + A -

Name: Warlock Elbow

Executed: Pressing (smash) forward and the A button while standing.

Regular damage: 22%

Distance: ****/10 Projection: forward or up, depending on damage.

Note: Very good overall attack, noted for its power and speed. Use this attack to get out of sticky situations.

Smash up + A -

Name: Double Vertical Kick

Executed: Pressing (smash) up and the A button while standing.

Regular damage: Around 20% If both kicks hit, around 40%

Distance: *****/10 Projection: up

Note: If you execute this move just right, it will kick your opponent twice, for a good bit of damage.

Smash down + A -

Name: Double Kick

Executed: Pressing (smash) down and the A button while standing.

Regular damage: 10% per kick

Distance: *****/10 Projection: Could be up or down depending on the execution of the move.

Note: A certain amount of damage is needed for both of the kicks to work. I'm not sure but I think it's around 50%.

Run + A -

Name: Running Charge

Executed: Pressing the A button while running.

Regular damage: 14%

Distance: **/10 Projection: up (sometimes forward)

Note: A good and fast move for on the go.

B -

Name: Warlock Punch

Executed: Pressing the B button while in the air or on the ground.

Regular damage: Around 30%

Distance: *****/10 Projection: forward

Note: An excellent attack that is very slow and hard to execute, but is powerful and effective.

Up + B -

Name: Dark Dive

Executed: Pressing up and the B button while on the ground or in the air.

Regular damage: 13%

Distance: ***/10 Projection: up
Note: A good combo and juggling filler.

Down + B -

Name: Wizard's Foot
Executed: Pressing down and the B button while on the ground or in the air.
Regular damage: Around 15%
Distance: ****/10 Projection: up
Note: A nice and fast attack. Also good for plowing your enemy(s).

Smash forward + B -

Name: Gerudo Dragon
Executed: Pressing forward and the B button while on the ground or in the air.
Regular damage: 16%
Distance: ****/10 Projection: up
Note: An overall tricky move. Watch out for the ledges because if you fall off, it will be hard to recover.

*** Breakdown Four ***

An individual breakdown of moves 12 through 25.

Smash forward + grab -

Name: Lunge Grab
Executed: Pressing (smash) forward and either Z or shield + A.
Regular damage: None
Grabbing Distance: */10 Projection: none
Note: Ganondorf doesn't have a typical lunge grab. In fact, there's no lunge at all.

Grab + A -

Name: Grab and Attack
Executed: Pressing either Z or shield + A and then pressing A while you are holding the enemy.
Regular damage: 2 or 3%
Distance: none Projection: none
Note: Grab the opponent, attack a few times, then throw him/her/it. Be careful not to attack too many times before throwing or your grip will get broken.

Grab + forward -

Name: Throw Forward
Executed: Pressing either Z or shield + A and then pressing forward.
Regular Damage:
Distance: **/10 Projection: forward
Note: Basic throw forward

The rest coming soon.

+++++

III. One Player Strategies

+++++

This section will give strategies on playing the one player mode.

Regular Match

*** Classic ***

Stage 1: One on One battle.

You will have a one on one battle with a randomly selected computer player.

Stage 2: Team Battle.

You and a 1 other computer on your team will fight against 2 randomly selected computers on the other team. First make the battle two one on one battles. You and your computer each take one opponent computer each. Or you can decide to double team one computer and then once it is dead go and double team the other one. If you get stuck between 2 opponents, feel free to use your down + B attack to get out of a pinch.

Stage 3: Break the Targets ****Bonus Stage****

See under the Stadium section for strategy.

Stage 4: One on One battle.

You will fight a randomly selected computer again.

Stage 5: Team Giant battle.

Here you will fight a giant randomly selected computer with 2 allies on your team. If your allies are busily attacking your opponent, try to get one or two Warlock Punches (B) while its back is turned. Also try using some of your other Special attacks.

Stage 6: Snag the Trophies. ****Bonus Stage****

Try to hit falling trophies into hoops in the middle of the stage. When the trophies start to fall get beside them and use a Dark Punch (A) to push them into the hoops.

Stage 7: One on One battle.

The third and final fight against 1 randomly selected computer player.

Stage 8: Enemy Team battle.

You fight a team of randomly selected computer players (all the same). These computers have a high damage ratio. That means they can be thrown off the board easily. Use your down + B attack to sweep 2 or 3 enemies into oblivion. Don't use too many up and B type attacks, it just takes too long.

Stage 9: Race to the Finish. ****Bonus Stage****

You run through this level and try to get to the last door you can before the time runs out. In the middle of the stage it will have 3 different paths you can follow: top, middle, or bottom. I recommend you take the bottom route for Ganondorf but try all three at some time and stick to the one you like. The more of the level you complete, the more coins you get. If you don't want any coins, go in the first door in the level.

Stage 10: Metal battle.

You fight a randomly selected metal computer player. Your opponent is a harder to knock off and is much heavier. Use a lot of Smash attacks and try to get him off the board as quickly as you can.

Stage 11: Master Hand. *****Various elements depend on difficulty level*****

You fight with Master Hand. First Master Hand has HP depending on the difficulty level you played the mode on. For example, if you played on Very Easy he will have 150 HP, Easy: 200 HP, Normal: 300 HP, Hard: 350 HP, and Very Hard: 400 HP. The difficulty level also depends on if Crazy Hand will come out in the middle of the match. Play on Normal difficulty to bring out Crazy Hand. Anyway, use your up + A attack over and over to drain Master or Crazy Hand's HP, and if you can get a Warlock Punch (B) in, that would be even better. But, primarily use up + A attacks.

*** Adventure ***

Stage 1-1: The Mushroom Kingdom Part 1 - Super Mario Brothers

In this part you are basically scrolling through an old Mario Brothers type scenario. It isn't hard at all just use your down + B attack to sweep through all of the Goombas. But do not try to use up + B on any of the enemies, it won't work.

Stage 1-2: Part 2 - Yoshi Team

In this part you are fighting a team of 10 Yoshis. Stand in the middle of the stage and do your up + A attack. Just keep doing it and you'll be out of there in no time.

Stage 1-3: Part 3 - Super Mario Brothers 2

The same thing as stage 1-1 but shorter. Remember to use the down + B attack.

Stage 1-4: Part 4 - ??? and Peach

This stage can be different depending on the time in which you finished the previous stage. If you finished with a time like this: xx:x2:xx with the x's being any number then you will fight Luigi and Peach. If you finish with any other time, you will fight Mario and Peach. I would try to get these two separated because they will double team a good bit. Also try to throw one of them (or both) into the bullet bill explosion that happens every once in a while. Naturally they will stay away from it.

Stage 2-1: Kongo Jungle Part 1 - 2 small D.K.s

In this stage you will fight 2 tiny Donkey Kongs. Use a couple of good up and B attacks while they are above you, and presto!

Stage 2-2: Part 2 - 1 Giant D.K.

In this stage fight a giant Donkey Kong. You might just be able to get a Warlock Punch (B) in on the old D.K. every once in a while. He's slow so use some more damaging attacks rather than quick ones and also watch out for this level. It's kind of awkward.

Stage 3-1: Hyrule Part 1 - Underground Maze

This is another side-scrolling type stage where your objective is to find the Triforce (3 little bronze triangles in the center of the room). It's in different spots every time you play, so I can't tell you exactly where it's at. But I can tell you you do have a 1 in 6 (or so) chance of finding it. If you see a sword then that means you have to fight Link. Watch out when Link comes above you (he can do a good aerial downward attack).

Stage 3-2: Part 2 - Hyrule Temple

Here you will meet Zelda, then you will fight her. Watch out for her her Din's Fire attack that she can throw at you. Just press your shield and hold it down until the bomb explodes.

Stage 4-1: Brinstar Part 1 - Samus

In the first part of this stage you will fight Samus in a one on one battle. I recommend to stay on the starting platform until she comes to you, then move off that platform. Have in mind that the lava is constantly rising and to move to the very top platform often.

Stage 4-2: Part 2 - Code Red

In this stage you must escape from Brinstar in less than one minute before the planet explodes. You can only afford to make one big fall. Don't use Ganondorf's up + B move until you have to. It's very awkward and is not good for vertical jumping.

Stage 5-1: Green Greens Part 1 - Kirby

If you have escaped Brinstar or not your still going to Dream Land to fight a relentless bunch of Kirbies (unless you had one life and died not making it out of Brinstar). First you will fight a lone Kirby. He might want to suck you up and steal you ability. Let him. Then right after he pops you out of his mouth, and your above his head, press smash down + A. If you did it right with the correct timing, it would be a nice meteor attack.

Stage 5-2: Part 2 - Kirby Team

These Kirbies already have various powers (except the last one) and they will use them. At higher difficulty levels these Kirbies can be quite a powerful foe. I suggest that you stand in the middle of the stage and press smash up + A when they come down above you. But you have to watch out for the occasional rock every once in a while.

*****NOTE: The time it took to beat the last 2 stages will depend on if you go to stage 5-3 or 6-1.*****

Stage 5-3: Part 3 - Giant Kirby

Read the NOTE above. In this stage you will fight a giant Kirby. He's slow and heavy but more importantly he's huge and powerful. Since he's slow, don't use quick attacks, use more powerful ones that do more damage. For example: get close to him and do smash down + A. Or do the Warlock Punch (B).

Stage 6-1: Corneria Part 1 - Fox

Read the NOTE if you already haven't. This is a basic, one on one fight with Fox. Fox is fast but heavy when he falls; just something to remember. Also keep in mind that there is some plane fire to watch out for.

Stage 6-2: Part 2 - Starfox

Remember the plane fire in the last stage? Well this time the Starfox team has come to help and the lasers are three times as plentiful. I'm not sure what determines this, but you might fight Fox or you might fight Falco. Whoever you fight, fight them fast if you want to avoid the laser fire.

Stage 7-1: Pokemon Stadium Part 1 - Pokemon team

In this stage you will fight a randomly selected Pokemon team consisting of Jigglypuff, Pichu, and Pikachu. These Pokemon will double or triple team you a good bit so watch out. If you get in a pinch, remember to use your down + B attack.

Stage 8-1: F-Zero Grand Prix Part 1 - Marathon

Yet another side scrolling stage, but this ones different. There are no enemies and no items. All you have to do is get to the finish before the time runs out or you die. Remember, Ganondorf's not much of a vertical jumper so try not to use his "third jump" as much.

Stage 8-2: Part 2 - Captain Falcon

Ganondorf is Captain Falcon's clone, so his moves are almost just like yours. Be aware though, he is faster and more over all quick than Ganondorf. Don't stay above him that much because of his up + B attack which is not that friendly. But likewise I also recommend that if he jumps over your head, to use up + B on him. Remember he's fast so don't try any fancy stuff, go for the quick and less powerful attacks, but don't forget the smash forward + A attack.

Stage 9-1: Onett Part 1 - The Ness Brothers

In this stage you will fight 3 nesses on a very awkward stage. The most

annoying thing about this stage is the moving traffic, but you can use this to your advantage. If you can lure the nesses down there they might just stay and get hit by the car. Another annoying thing is those darn Mr. Saturns. Just ignore them and get on with beating ness. I recommend using smash up + A, and (aerial) smash down + A. And while your there pick up 3 Mr. Saturns for a nice bonus at the end (mr. saturn fan, saturn siblings).

Stage 10-1: Icicle Mountain Part 1 - Mountain Climbing

This is the last side-scrolling (I guess it's side scrolling) type stage in adventure mode. But this time you are scrolling up. Up a mountain. Don't worry about taking out the enemies unless you are really worried about points. If you are, a simple down + B will take out the Topi (the little white Jigglypuff looking things). And as for the Polar Bear, it will take a little more to KO one of these. This stage starts off slow and gets fast. So watch out and don't put too much effort into the enemies.

Stage 10-2: Part 2 - Ice Climbers

Here you will fight some of the Ice Climber crew in their homeland. Mostly just try some power attacks because no one is quick on ice. Remember, speed is different on ice so don't try quick attacks.

Stage 11-1: Battlefield Part 1 - Fighting Wireframe Team

In this stage you will fight 15 wireframes. I recommend that you do the smash up + A attack or down + B. These wireframes fall off easily but they will double, triple, quadruple, or even quintuple team you if your not careful. If you get in between a few of them try using down + B to get out.

Stage 11-2: Part 2 - Metal ???

Who you fight depends on your completion of the game. If you have not unlocked Luigi, then you will fight Mario alone. If you have unlocked Luigi, then you will fight both Mario and Luigi. Don't even try using quick attacks use powerful attacks like smash forward + A, or (aerial) smash down + A, and if your feeling lucky try to put in a Warlock Punch (B) or two.

Stage 12-1: Final Destination Part 1 - Bowser

This is the final battle if you played on Easy or Very Easy difficulty level (or you used a continue). For everyone else (for the exception of those who took over 18 minutes to get here), there's one more to go after this. Bowser is big and slow, but he can get some good moves in if your not careful. This bowser is not regular either, he's giant. Because he is giant, there is more of him to hit, so use attacks like smash forward + A and other smash attacks.

Stage 12-2: Part 2 - Giga Bowser

This is it. This is the final stage. If you met all of the requirements that I mentioned above you will fight Giga Bowser. One important thing to remember is that if you lose all of your lives fighting Giga Bowser and you continue, then you will have to fight regular bowser all over again. But, you won't get to fight him again once you continue. It seems like all of Giga Bowser's attacks are powerful. His sheer size makes up for his slowness and his power makes up for everything. I recommend using quick attacks like A and all Ganondorf's special attacks except for Warlock Punch (B). Don't stay in the air, stay low and utilize your shield as often as possible. Good luck.

*** All Star ***

This section will give individual strategies on fighting CPU players of each character.

| Dr. Mario |

Dr. Mario is almost exactly like mario. He basically has the same moves but a little bit different. Anyway, he can block all of your attacks using his cape so watch out for that. He also has a very powerful smash + A attack, but for that attack to work you will need to be in very close range. Use mostly quick attacks, but don't forget the powerful ones.

| Mario |

Mario's smash + A attack is not as powerful as Dr. Mario's. Mario has a cape just like his clone that can counter your attacks, and he will use it often. Mario is average in every area, so use a mixture of attacks from quick to strong and some in between. Primarily use quick attacks but throw in some strong ones too. I would stay away from smash (forward) + B, because it can be countered easily.

| Luigi |

Luigi is a lot different from brother, Mario. Luigi can jump higher than mario, but has bad land traction. Watch out for his Green Missile attack that he mostly uses to get back on the board when he has been knocked off. Luigi's fireballs also go in a straight line and do not roll on the ground but stay in the air. Do not stay too close to Luigi; his smash + A attack isn't powerful but his super jump punch is. Keep in mind that Luigi has to be in close range for his super jump punch to connect. Use a variation of both quick and strong attacks like (aerial) smash down + A.

| Bowser |

Bowser is slow, heavy and powerful like Ganondorf. Bowser has good aerial attacks so stay low. His fire breathing is not that powerful and is easy to dodge. Use powerful attacks like smash forward + A, smash up + A when he is coming from the air, and smash down + A when in close range. Watch out for the Bowser Bomb attack that he will often do when he is above you. A very good attack to use is (aerial) smash down + A, it's damaging and a good combo starter.

| Peach |

Peach is just the opposite of you. She's quick and very light. Peach likes to stay in the air a lot but has good ground attacks. The move that you need to watch out for is her Hip Bomb attack. It's very powerful and she can do it over and over again (and she does). If she starts to swivel her hip around, then turn on your shield. You can also do a shield roll forward as she does the move.

| Yoshi |

Yoshi is a light and fast character. He will use fast attacks like the egg roll on you. If he does the Egg Roll (where he turns into an egg and spins around), you can either counter-attack it, or you can evade it (or you can get hit by it). It's hard to counter it but it can be done. I recommend that you use (aerial) smash down + A. Yoshi is mostly a close to medium range fighter because of his tongue. If you get turned into an egg start

pressing all the buttons rapidly. Keep in mind that Yoshi only has 2 jumps. You can use this to your advantage by hitting him when he's off the edge.

Donkey Kong

Donkey Kong is strictly a close range fighter with no projectile moves. He's slow and heavy, but strong and powerful. His Giant Punch move is extremely powerful and should not be taken lightly. You will know when his Giant Punch is fully charged when steam starts coming from his head. Use smash moves, and stay away from special moves. His smash forward + B (he takes his head and smashes you into the ground), will make you temporarily unable to move. If you get caught in this move, just rapidly start pressing buttons.

Captain Falcon

Captain Falcon is almost exactly like Ganondorf. All of his moves are the same. The only thing that is different is that he is much faster than you. Since all of his moves are the same, than you know what to expect. Remember that he's faster and more agile than you and so use your quickest attacks. Such as (aerial) smash down + A, down + B and forward + B. I would try to stay out of the air too. Captain Falcon uses a lot of special moves so take advantage of the time he consumes trying to execute them. For example: when he tries that Falcon Punch on you, go behind him and attack with a powerful move or a series of combos.

Ganondorf

Just like fighting Captain Falcon, you will know all of Ganondorf's moves thus putting you ahead in the game. Ganondorf is slow and open to attack, but powerful in most all areas. Use smash attacks, but stay away from the (aerial) smash down + A because of Ganondorf's good aerial coverage. In fact, stay out of the air above him all together. Ganondorf tends to use special attacks a lot so keep that in mind. Remember to take advantage of his slow speed, but do not underestimate his power.

Falco

Falco is an extremely fast and agile opponent. He can jump high and can attack quickly. Falco surprisingly falls to the ground very quickly so you need to time your attacks accordingly. Take advantage of Ganondorf's aerial abilities and intercept him while he's in the air, or trying to get back on the board. Use quick attacks such as Wizard's Foot, or (aerial) smash down + A.

Fox

Fox is a little different that Falco because he can run a lot faster but can't jump as high. Fast characters can sometime present a problem to Ganondorf, but power will make up for that. Use some of your faster moves, to compensate for Ganondorf's speed. Such as Smash forward + B, Neutral A, etc. Fox's weight makes him easy to 1-hit KO but not easy to vertical KO. Because of this, rack the damage up on him (higher than the normal character), then try to KO him.

Ness

Ice Climbers

Kirby

Samus

Zelda

Sheik

Link

Young Link

Pichu

Pikachu

Mewtwo

Mr. Game and Watch

Marth

Roy

Stadium

*** Break the Targets ***

This is not an easy task to accomplish but I will try to help in any way

possible. The first thing you might notice is there is spikes surrounding the room. Yes, these spikes can hurt you and also throw you a good distance. You need to watch out for these things, if you get hit two or three times, it might mean that you get shot right down the holes in the floor.

Putting the spikes and the fast moving platforms aside, the targets are not very hard to find. The hardest one is at the very top. You will have to jump on one of the fast moving platforms that are moving in the center of the room, then, very quickly, jump up and hit the target. Once you have that one all the others are just reaction and timing. There are also one or two "sneaky" targets that are a little hard to find. If you have trouble finding a target go to the very center of the room and wait for it to pop up. Don't wait for a long time to look for the targets. Remember you do have a time limit.

*** Home-Run Contest ***

These two strategies are by Wu Fei (ultima16@hotmail.com).

Step 1:

AS SOON AS YOU START!!! Do Ganondorf's forward+A attack. (Roundhouse) This should send the punching bag right to the edge on the right. QUICKLY, I mean quickly, grab the bat.

Step 2:

Quick dash towards to punching bag, being careful not to knock it off. Do your Smash Up+A attack (charge for 1.5 or less seconds)

Step 3:

This involves a little bit of timing because you can't make it in the first double jump. You might have to wait a split second AND then double jump straight up and do your Down+A attack.

Step 4:

If you did everything I said correctly, you should have the punching bag in the 70-78% range (maybe even higher depending on how much you charged your smash up+A attack) Right after you have hit it with your Jumping Down+A attack, Do ANOTHER smash UP+A attack (NO CHARGING)

Step 5:

Now the time limit will be counting down from 5. You should already have the bat in your hand and the punching bag should be at the 110-120% damage range still in the air. This is where I started to sweat; didn't know when the thing would come back down. You CANNOT in now way hit the punching bag on the floor. This will involve some more timing. You must do your smash attack with the bat when it's almost near the floor. At .5 or 1 second you should hit the punching bag in MID AIR and this should send the thing FLYING. YES, I did get 1458.0ft doing it this way. Doing it the alternate way i'm about to tell you got me the score of 1357.9ft. Still very effective.

Alternative way, with a tad more time to spare...

Step 1:

When you first start off quick go to the punching bag, don't move it.

Step 2:

Do his Up+A smash attack BUT you must charge it for at least a second or

so.

Step 3:

Immediately after you hit it with your smash up A attack double jump straight up, QUICKLY and do his down+b attack.

Step 4:

If you did step 3 correctly it should go back down and you should be right next to it. Should be 75% or higher and you should have very little time left. QUICKLY (and I mean, fast as hell) do Ganondorf's smash up+A attack without charging. This should send the punching bag flying straight up. It should be in the 100%+ if you did everything right.

Step 5:

This part is tricky, since the bag is still flying up, you won't be able to see yourself. So you have to WALK to the left and grab the bat. Pushing A until you hear the sound indicating you have the bat. Once the punching bag comes back down (should still be in the center) TRY, I seriously mean, TRY and move it a little to the right (Just see if you can push it. You don't have to, I repeat, DO NOT have to move it but it could help to gain another 50 or so more ft.) then do your smash forward+A attack with the bat in your hand and there ya go. You should make it in the 1250ft+ range. NOTE!!!! You could also try to get the bat at the very beginning and do what I told you. I never do because I'm really pressed for time.

!Note: For my strategy to work, you have to be quick to react.!

*** Multi-Man Melee ***

1. 10 Man Melee

In this mode you will simply fight 10 wireframes on the Battlefield stage. This should be a simple task to do, compared to the other Multi-Man Melees that you will encounter. Just knock 10 opponents off, as fast as you can.

2. 100 Man Melee

Now this stage is a big upgrade to the previous one. This time you must KO 100 wireframes. The wireframes start off really stupid and get harder as you KO more and more of them. You do not have a time limit, but if you succeed in under four minutes you get a new trophy. I recommend using down + B when they're in a line (or all bunched up) in front of you, up + B when they're above you, and (aerial) smash down + A when they're below you.

3. 3 Minute Melee

This mode is a definite step down from last stage. Just KO as many wireframes as you can in 3 minutes, but don't get KO'd yourself. Like the 10 Man Melee, this mode is not hard at all.

4. 15 Minute Melee

Another step up the difficulty scale, the 15 Minute Melee is a very hard task to accomplish. You will have to endure 15 minutes of grueling head to head battle against a near endless supply of wireframes. This stage will require an individual strategy for each person that plays it. You can either stay low and evade the wireframes for the duration, or you can stand up and fight for 15 minutes. Keep in mind that the wireframes start out easy but increase in skill after more are knocked off. The way I beat it was to take a strategy in between, but do what works for you. Also watch out for the numerous item hazards. Don't even mess with Bob-ombs unless you are totally confident that they will be helpful to you.

5. Endless Melee

"The enemies don't stop until you're defeated." That's Nintendo's description of this mode and it's accurate to what I see. Just think of this mode like the 100 Man Melee, except there is no limit to the number of wireframes that can be KO'd.

6. Cruel Melee

This is the hardest of all the Multi-Man Melees. The position is switched here. Instead of them flying off easily, you do. These wireframes are also the hardest computer players in the game. All that plus the fact that you have 1 life and they have infinite. This is also a very hard mode to do with Ganondorf. I recommend using down + B, or A just to get them off of you. Otherwise, good luck.

++++
IV. VS. Mode Strategy
++++
coming soon

*** Melee ***

This section will give an individual strategy for fighting against each character with Ganondorf.

Dr. Mario

Mario

Luigi

Bowser

Peach

Yoshi

Donkey Kong

Captain Falcon

Ganondorf

Falco

Fox

Ness

Ice Climbers

Kirby

Samus

Zelda

Sheik

Link

Young Link

Pichu

Pikachu

Mewtwo

Mr. Game and Watch

Marth

| Roy |

*** Special Melee ***

+++++

V. Battle Stages

+++++

This section will give individual strategies on playing on each stage with Ganondorf.

coming soon

//////////

/ Icicle Mountain /

//////////

Location: Infinite Glacier

Game: Ice Climbers

Scroll: Vertical

Length: Horizontal - Small

Vertical - Infinite

Environmental Hazards: Vertical Scrolling, sometimes fast.

Note:

//////////

/ Princess Peach's Castle /

//////////

Location: Mushroom Kingdom

Game: Super Mario 64

Scroll: None

Length: Horizontal - Medium

Vertical - Medium

Environmental Hazards: Bullet Bill

Note:

//////////

/ Kongo Jungle /

//////////

Location: DK Island

Game: Donkey Kong Country

Scroll: None

Length: Horizontal - Small

Vertical - Small

Environmental Hazards: Klap Traps, rickety surfaces.

Note:

//////////

/ Great Bay /

//////////

Location: Termina

Game: Zelda: Majora's Mask

Scroll: None

Length: Horizontal - Medium

Vertical - Medium

Environmental Hazards: Rising and sinking turtle.

Note:

//////////

/ Yoshi's Story /

//////////

Location: Yoshi's Island

Game: Yoshi's Story

Scroll: None
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

////////////////////
/ Fountain of Dreams /
////////////////////

Location: Dreamland
Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

//////////
/ Corneria /
//////////

Location: Lylat System
Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

//////////
/ Flat Zone /
//////////

Location: Superflat World
Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

//////////
/ Rainbow Cruise /
//////////

Location: Mushroom Kingdom
Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

//////////
/ Jungle Japes /
//////////

Location: DK Island
Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

//////////
/ Temple /
//////////
Location: Hyrule
Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

////////////////////////////////////
/ Yoshi's Island /
////////////////////////////////////
Location: Yoshi's Story
Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

////////////////////////////////////
/ Green Greens /
////////////////////////////////////
Location: Dreamland
Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

//////////
/ Venom /
//////////
Location: Lylat System
Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

//////////
/ Brinstar /
//////////
Location: Planet Zebes
Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

//////////
/ Onett /
//////////
Location: Eagleland

Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

//////////
/ Mute City /
//////////

Location: F-Zero Grand Prix

Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

////////////////////////////////////
/ Pokemon Stadium /
////////////////////////////////////

Location: Kanto

Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

//////////
/ Kingdom /
//////////

Location: Mushroom (Kingdom)

Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

////////////////////////////////////
/ Brinstar Depths /
////////////////////////////////////

Location: Planet Zebes

Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

//////////
/ Fourside /
//////////

Location: Eagleland

Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:

Note:

//////////
/ Big Blue /
//////////

Location: F-Zero Grand Prix

Game:

Scroll:

Length: Horizontal -
 Vertical -

Environmental Hazards:

Note:

//////////
/ Poke Floats /
//////////

Location: Kanto Skies

Game:

Scroll:

Length: Horizontal -
 Vertical -

Environmental Hazards:

Note:

//////////
/ Kingdom II /
//////////

Location: Mushroom (Kingdom), Subcon

Game:

Scroll:

Length: Horizontal -
 Vertical -

Environmental Hazards:

Note:

//////////
/ Battlefield /
//////////

Location: Special Stages

Game:

Scroll:

Length: Horizontal -
 Vertical -

Environmental Hazards:

Note:

//////////
/ Final Destination /
//////////

Location: Special Stages

Game:

Scroll:

Length: Horizontal -
 Vertical -

Environmental Hazards:

Note:

//////////
/ N64 Dreamland /
//////////

Location: Past Stages
Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

////////////////////////////////////
/ N64 Yoshi's Island /
////////////////////////////////////

Location: Past Stages
Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

////////////////////////////////////
/ N64 Kongo Jungle /
////////////////////////////////////

Location: Past Stages
Game:
Scroll:
Length: Horizontal -
 Vertical -
Environmental Hazards:
Note:

+++++

VI. Items

+++++

NOTE: Items are reviewed as one stand alone item. Ex: 1 piece of food rather than 10 or 20 pieces.
Rating Scale: 5 being the best of the best, 1 being the worst of the best, -1 being the best of the worst, -5 being the worst of the worst. In other words, 5 is the best and -5 is the worst.

Food -

Effect: Recovers a little amount (1-10%) of damage.
Projection: None
Usefulness: 1/5
Food is not very useful alone, but in groups of 10 or 20 they can be nice to have. Usually a Party Ball will deliver 10 or more Food.

Maxim Tomato -

Effect: Recovers up to 50% damage.
Projection: None
Usefulness: 5/5
A must have item if Ganondorf has any damage. It will only recover 50% damage from your damage meter, but any help is good.

Heart Container -

Effect: Recovers up to 100% damage.
Projection: None
Usefulness: 5/5
The Heart Container is even better than the Maxim Tomato. It will recover 100% damage from your damage meter. If you see it, fight for it.

Party Ball -

Effect: Delivers 5 (10 food) items. Can be all one item or a mixture.

Projection: Forward

Usefulness: 2/5

Grab this item and throw it away from you, or try to hit an enemy. Throw it away so you can see what's inside before you get it.

Barrel Cannon -

Effect: A barrel that can shoot a character out in one direction.

Projection: Random

Usefulness: 4/5

If you see this item rolling to you, get out of its way and wait for it to stop rolling before getting it. They disappear very fast so get it fast.

Cloaking Device -

Effect: Makes whoever gets it invisible for about 20 seconds.

Projection: None

Usefulness: 2/4

This device will also freeze your damage meter. You will still take attacks and you will get projected from them just like if you had the damage. CPU players can still see you as if you weren't invisible, but human players will only see you when you are moving or attacking.

Bunny Hood -

Effect: Makes the user run faster and jump higher for a short period.

Projection: None

Usefulness: 4/5

It's always useful to run faster and jump higher. With Ganondorf it is good to have one of these because he's slow, and heavy. The Bunny Hood boosts evasion as well as speed, jump, and agility, so pick one up if you can.

Metal Box -

Effect: Makes the user metal for about 20 seconds

Projection: None

Usefulness: 4/5

Getting a metal box will make you heavier and harder to be projected by an attack. It will also make your jumps shorter and harder. Watch out when you go over the edge.

Super Mushroom -

Effect: Makes the user twice as big for a limited time.

Projection: None

Usefulness: 3/5

Being huge may either be an advantage or a disadvantage. In one view you are bigger and more powerful, but if you think about it you are also a bigger target. It also may be harder to hit a smaller target such as your opponent.

Poison Mushroom -

Effect: Makes the user twice as small for a limited time.

Projection: None

Usefulness: -2

Although I find this item very un-useful, others might see it as an advantage. Getting a Poison Mushroom not only makes you small, but more evasive to bigger opponents and limited on power.

Flipper -

Effect: When thrown it will hover in place bumping people when hit.

Projection: Outward (depends on what direction you hit it in).

Usefulness: 1

If you want to keep a CPU player away from you, this is your item. They will either run right into it or evade it. These will just hover in place, sometimes moving in the direction you hit it in. Although there is limited use and they don't do much damage, they might come in handy sometimes.

Mr. Saturn -

Effect: Simple projectile weapon.

Projection: Almost none. Technically, backwards.

Usefulness: 1

These are more useful in one player mode because of the point bonuses they can bring you (mr. saturn fan, saturn siblings), but a projectile is a projectile. Even though they do small damage when thrown once, throw them over and over for a more impressive damage impact. Overall, I wouldn't get too excited if one comes out, there not that useful in the end.

Fan -

Effect: A simple paper fan.

Projection: Forward, Up.

Usefulness: 2/5

The fan is a good thing to have if you want to break someone's shield. The fan is fast, and light, but because it's light that means that you cannot throw it far. The fan doesn't do much damage either, but if you use it right the damage can add up. keep in mind that a few good whacks can easily break someone's shield and then you can start putting on some heavy damage.

+++++

VII. Offensive Tactics

+++++

A. Offensive Combination Moves

1. Combination: (aerial) smash down + A, smash up + A, (standing) smash up + A.

Note: While your opponent is standing on the ground, go above him/her/it and press smash down + A while still in the air. Then, still in the air, press smash up + A to send him/her/it even higher. Then land on the ground. Press smash up + A when your opponent falls above you.

2. Combination: (aerial) smash down + A, up + B.

Note: When your opponent is standing on the ground, go above him/her/it and press smash down + A to send him/her/it above you. Then press up + B when your opponent falls above you.

More coming soon

+++++

VIII. Defensive Tactics

+++++

A. Defensive Combination Moves

1. Combination: A, shield roll forward, A, shield roll backward.

Note: Stand in front of your opponent, press A, then immediately press shield + tap forward, then press A, press shield + tap backward, then press A.

More coming soon

+++++

IX. Other Strategies

+++++

1. The Wizard's Foot move (down + B), can be very good in removing yourself from sticky situations. For example, if you are being double teamed you can use the Wizard's Foot to get away and to attack your enemy.

More coming soon

+++++

X. Unlocking Ganondorf

+++++

To unlock Ganondorf: You must be able to access event number 29 in the event Match menu. When you have, just beat event 29 and Ganondorf will be unlocked after you beat him.

+++++

XI. High Scores

+++++

Here is where I will post High Scores with Ganondorf. E-mail them to pace@doctor.com

NOTE: THE SCORES YOU SEND IN DO NOT HAVE TO BE BETTER THAN ANY ALREADY POSTED Just send them in and they will be posted and they can be scores for any difficulty level. My scores are just an example.

*** Regular Match ***

Classic

My score: 705470 Hard (points, difficulty level).

Top scores:

- 1.
- 2.
- 3.
- 4.
- 5.

Adventure

My score: 1720590 Hard (points, difficulty level)

Top scores:

- 1.

All Star

My score: 661420 Normal (points, difficulty level)

Top scores:

1. 735730 Normal By: Joe Soloway (joeyolbean@hotmail.com)
- 2.
- 3.
- 4.
- 5.

*** Event Match ***

might be coming soon

*** Stadium ***

Target Test

My score: 00:35:18 (time)

Top scores:

1. 00:18:48 By: Joe Soloway (joeyolbean@hotmail.com)
2. 00:27:08 By: Wu Fei (ultima16@hotmail.com)
- 3.
- 4.
- 5.

Home-Run Contest

My score: 1050.2 (feet)

Top scores:

1. 1458.0 By: Wu Fei (ultima16@hotmail.com)
2. 1362.9 By: David Galindo (PlanB626@aol.com)
3. 1164.0 By: Joe Soloway (joeyolbean@hotmail.com)
- 4.
- 5.

10 Man Melee

My score: 00:12:37 (time)

Top scores:

1. 00:10:92 By: Joe Soloway (joeyolbean@hotmail.com)
2. 00:14:15 By: David Galindo (PlanB626@aol.com)
- 3.
- 4.
- 5.

100 Man Melee

My score: 04:57:08 (time)

Top scores:

1. 03:38:05 By: Joe Soloway (joeyolbean@hotmail.com)
- 2.
- 3.
- 4.
- 5.

3 Minute Melee

My score: 48 (KO's)

Top scores:

1. 127 By: Joe Soloway (joeyolbean@hotmail.com)
- 2.
- 3.
- 4.
- 5.

15 Minute Melee

My score: 74 (KO's)

Top scores:

1. 718 By: Joe Soloway (joeyolbean@hotmail.com)
- 2.
- 3.
- 4.
- 5.

Endless Melee

My score: 231 (KO's)

Top scores:

1. 121 By: Joe Soloway (joeyolbean@hotmail.com)
- 2.
- 3.
- 4.

5.

Cruel Melee

My score: 3 (KO's)

Top scores:

1. 5 By: Joe Soloway (joeyolbean@hotmail.com)
- 2.
- 3.
- 4.
- 5.

Training

My score: 2 (combos)

Top scores:

- 1.

+++++

XII. Glossary

+++++

Note: If there is a word that I did not include in the Glossary, please e-mail me (pace@doctor.com) and (if it is relevant) I will put it in the Glossary.

Executed or Combination : How the move is done.

Regular damage: How much damage is done THE FIRST TIME the move is executed. If you do a move twice in a row, the damage value goes down, therefore the damage done the first time is the actual, true damage.

Projection: The angle in which the character is projected or thrown by an attack. This may be down, up, backward, forward, or diagonal in any direction.

Juggling: Hitting a character up then, when he/she/it falls, hitting them back up again.

Damage Ratio: If this is higher, the character will get damaged and thrown easier than if it is lower.

Third jump: A move that can be used as a jump. Primarily and for Ganondorf up + B, but for some characters it's different.

+++++

XIII. Version History

+++++

- 1.0 - Created
- 1.1 - Added Version History.
- 2.0 - Added name at the top, Glossary, Break the Targets, fixed various flaws. Offensive tactics.
- 3.0 - Added one player strategies. Added Glossary entry.
- 4.0 - Added Adventure Mode strategies. Added Glossary entry. Fixed document flaws, added to Credits.
- 4.1 - Fixed the names of the special attacks. Added to Credits
- 5.0 - Added High Scores section, Multi-Man Melee strategies, added to both combination move sections, added to glossary.
- 5.1 - Fixed the credits, added Breakdown Four, fixed glossary definition, added to high scores, added to credits, added Home-Run Contest strategy.
- 5.2 - Added All-Star strategy, added items.
- 5.3 - Added Battle Stages, added to items, added to All-Star Strategy,

added VS. Mode Strategies, added to credits.
5.4 - Added to VS. Mode Strategies, added to items, added to Battle Stages,
added to Moves, added to All-Star Strategy, CHANGED MY E-MAIL.

++++
XIV. Credits
++++

Dan McGovern (midarie@gtii.com) - For contributing the correct names of
Ganondorf's Special Attacks.

Wu Fei (ultima16@hotmail.com) - For contributing Home-Run Contest strategy,
and High Scores.

Joe Soloway (joeyolbean@hotmail.com) - For contributing High Scores.

David Galindo (PlanB626@aol.com) - For Contributing High Scores.

This FAQ Copyright 2001-2002 ironical
This FAQ can only be posted on the following sites:

Gamefaqs - www.gamefaqs.com
Neoseeker - www.neoseeker.com

-END OF FAQ-

This document is copyright Ironical and hosted by VGM with permission.