

Super Smash Bros. Melee Luigi Character Guide

by Chaos Demon

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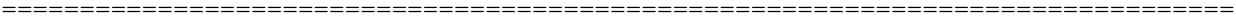
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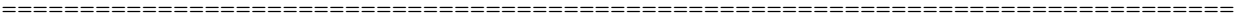
....Out from his Mansion for a fight!



Super Smash Bros. Melee (GCN)
 Character Guide - Luigi
 "The How to Use Luigi Like a Pro Guide"

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>> We're back with just another FAQ for Super Smash Bros. Melee! (Is it a good thing?)

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=FAQ Notes=
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* This FAQ is rated "E" for Everyone
* Maximum of 80 Characters per line

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=Thanks, Team Canada=
=====

Yep, thanks, Team Canada, for a well-played Olympic Tournament in Salt Lake City (And, Of course, the GOLD MEDAL!!!)

-ChaosDemon

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=====
H O W T O U N L O C K L U I G I
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Luigi isn't that hard to unlock, but you should know how to unlock him, anyways.

Method 1-

Play VS. Mode 800 times

Method 2-

Now here's a more "difficult" way; but it shouldn't be any more harder than the other way. Goto Adventure Mode. On the first level, as you're about to cross into the checkered area, (the finish) look at the timer. If the second number -- that's "second" -- as in sixty SECONDS to make a minute -- ends with a "2", Luigi will substitute Mario in the battle. Heheh, it's actually a pretty funny cut-scene; Luigi steps on Mario's head -- while they're jumping, and he comes into the fight. Beat Luigi and Peach to unlock him.

=====
M O V E L I S T
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Before we can tell you how to fight with Luigi, you have to know how to execute the moves in the first place! Well, you might not know everything. so Allow me to explain each of the moves, starting with the...

=====
-G E N E R A L M O V E S-

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Forward: Walk
[Tap] Forward: Run
L or R button: Shield(Block)
Down: Crouch
Y or X button: Jump
[Tap] Up: Jump
A button: Grab Item and/or use item
Double Jump*: Y or X button twice
L or R button
+ Down*: Standing Dodge
L or R button
+ Left/Right*: Rolling dodge

*Double Jump--

The Double Jump can save you from a hard fall if you time your jumps correctly. So, when you're falling down and you feel like nothing's going to help you, all you have to do is hit the Y button twice(timely) and if necessary, hit Forward + B for the Green Missile Jump.

*L or R button + Left/Right--

This is the move that leads to so many possibilities. If you're opponent takes a risk, and performs an attack that has slow recovery, dodge under him/her and answer back with a Shoryuu-Ken -- or any other attack of your choosing.

*L or R button + Down--

Here's the new move that may take some adjustments -- if you're used to the old Z button-->Right/Left, that is. If you're not, then kudos to you! Anyways, what do you do when quick jabs are coming your way? No, you don't run like hell -- you perform the dodge! You can dodge for many hits so that gives you the upper hand.

=====
-P H Y S I C A L A T T A C K S ; G R O U N D-
=====

A button: Jab, Punch, Headbutt
Aprox. Damage: 2%
Can hurt upto: 8%

The jab is for a quick attack on your opponent. It isn't that useful, so if you're going for a big move, this isn't going to be it. However, I'm making this move sound pretty useless when it's actually not. This Jab is probably most useful to start a combo, not END combos. Holy \$%^, imagine if you end a combo with this move! Wow. Anyways, the jab is nothing but a quick jab to the head -- depending how tall your opponent is. If you don't know what a jab is, it's a quick punch. By the way, you can perform a quick combo with A button-->(Jab)A button(Punch)-->A button(Headbutt).

Forward + A button: Roundhouse to Lower
Aprox. Damage: 6%
Can hurt upto: [Not sure]

The Kick to lower is a move that shouldn't be really used. Sure, the first one hurts a little less, but it's quick, so that's good. But this move, a "little" slow, a "little" weak and umm...a little too much of a "rant target." Just remember that this is a Kick to the lower regions of the body (not where you think it is) Anyways, Luigi makes a 360* turn while having his leg out (making a kick) Let me give you a reason of why you shouldn't use this move: If you have a chance to perform any move on your opponent, would you

choose this one? No. If yes...This move is pretty weak and not too quick.

Back + A button: Roundhouse to lower

Aprox. Damage: 6%

Can hurt upto: [Not sure]

(Same as above except hit to behind, or...)

The Kick to lower is a move that shouldn't be really used. Sure, the first one hurts a little less, but it's quick, so that's good. But this move, a "little" slow, a "little" weak and umm...a little too much of a "rant target." Just remember that this is a Kick to the lower regions of the body (not where you think it is) Anyways, Luigi makes a 360* turn while having his leg out (making a kick) Let me give you a reason of why you shouldn't use this move: If you have a chance to perform any move on your opponent, would you choose this one? No. If yes...This move is pretty weak and not too quick.

Down + A button: Crouching Kick

Aprox. Damage: 6%

Can hurt upto: [Not sure]

Here's just another weak move that should not be used. The Crouching Kick can't really do any favours for you. It can be used as a combo starter/filler, but other than that, I can't really find any real reasons to use this move. Basically, I'm saying that you should not use any A attacks that aren't smashes. I mean, what's the point? These attacks can't deal any damage, it can't be used for speed, and it can't even scare anybody! So, that just about summed it up. If you're still wondering how it looks like, it's just a light kick while crouching.

Up + A button: Uppercut

Aprox. Damage: 7%

Can hurt upto: [Not sure]

A move that's a little more useful, but not by a lot, the uppercut is still a weak move that should be avoided. There's really nothing good to this move except it's faster than the other non-smash attacks. So, that just about told you everything you need know. Umm...anyways, the uppercut is nothing but an uppercut. If you don't know what an uppercut is, it's a punch that's directed up.

[Tap] Forward + A button: Power Punch

Aprox. Damage: 15%

Can hurt upto: Not sure?

The ideal move to knock people out, right? Wrong. Remember, this move is probably one of the slower moves out there, so don't use it a lot. The Power Punch can be used as a move to counter opponents' mistakes; if they go for a slow-recovery attack to hurt you, answer back with the Power Punch to punish your opponent. The Power Punch is basically a punch with Luigi's big fist -- yes, there may be "performance enhancement drugs" used...

[Tap] Down + A button: Leg Sweep

Aprox Damage: 14%

Can hurt upto: 20%?

Here's the move to attack the opponent out of the ring -- it's th Leg Sweep! Okay, maybe there was a little too much exaggeration involved, but anyways, the leg sweep isn't a really strong move, but it can't be countered easily, given you the upper hand. The beauty of this move is, you can attack

withthis move without using a "setup," meaning, some moves -- like the Power Punch, needs a move to set it up and/or the opponent to move first, so it's harder to connect. But the Leg Sweep...you can attack without thinking about the consequences -- just attack as if this was the combo starter. The Leg Sweep looks like Luigi is performing a trip on the opponent.

[Tap] Up + A button: Headbutt
Aprox. Damage: 18%
Can hurt upto: 30%?

The Headbutt is just another quick move to attack with. It's a nice move to end combos with, but otherwise, stick with the Leg Sweep, instead. What is the Headbutt? Let's see, it's Luigi using the top of his head to attack the opponent, moments later, the target is sent into outer space. (Well, almost.)

=====
-S P E C I A L A T T A C K S-
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B button: Fireball
Aprox. Damage: 5%
Can hurt upto: 5%

The Fireball is probably the most useless move there is. Why, you say? Okay, here's why: Its speed is very poor, and the damage -- well, it doesn't get any better. There's only a couple of things I have to say about this attack: Don't use it (you won't have any benifits) and umm...that's it. The Fireball could be called the Hadoken. Before we go, there's one thing this Fireball can do: Annoy your friends. Just attack from a distance and everything will turn out fine.

Up + B Button: Super Jump Punch (Shoryuu-Ken)
Aprox. Damage: 28%
Can hurt upto: 28%

>> "To properly execute the Shoryuu-Ken, you must be 'inside' the opponent."
-Drakker_c, long time Luigi user

This is correct. If you want to perform the Shoryuu-Ken properly, you'll have to jump into the opponent and hit Up + B. What does "you must be inside the opponent." Mean? It means, you have to be touching the opponent.

Let's talk about the Super Jump Punch's appearence. Firstly, Luigi makes a big fist, (hmm...how does he makes his fist so big? Certain DRUGS involved?) then, he attacks with an uppercut (punch directed to the sky) while in the air.

Down + B button: Luigi Cyclone
Aprox. Damage: 16%
Can hurt upto: 16%

The Luigi Cyclone should be used as an all-purpose attack, (like a smash attack) because there is little recovery to this move; which wouldn't matter, because it attacks all angles, and there really is nobody that can attack you. Basically, the Luigi Cyclone looks like Luigi spinning really, really fast, causing a white-in-the-air effect.

Forward + B button: Green Missle
Aprox. Damage: 18%
Can hurt upto: Not sure; I just know it can go up to a LOT of damage.

The Green Missile is a move that should only be used when getting back up. Why, you say? Well, if you miss, you'll go right off the stage. Personally speaking, (ChaosDemon) I don't use the Green Missile a lot, I don't like the fact that, if I miss, I'll go down in flames. I only use it during special situations; when the opponent is against the wall, I'll use this, simply because of no possibility of me falling down. Sometimes when you use the Green Missile, you'll be ignited, causing a big explosion; when this happens, you'll be able deal a LOT of damage. Now a note about the appearance. Luigi makes his head point at the opponent, then, he'll launch himself at him/her.

=====
Vs. CPU Strategy
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=====
=General Strategy=
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CPU Level 9. The easiest way to kill a CPU level 9 for Luigi is to hold up your smash attack and wait for the enemy to come and then hit it. The secondest way is to hold your Forward+B until fully charged then hit the cpu hard (if you're lucky, you may cause a misfire). A CPU Level 9 can dodge very well and sheild impressively.

=====
=Character Strategy=
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Dr.Mario(reminder no "Steroids"). Your best chance of hitting him is

when he tries to grab you. Dodge roll backwards or forwards and Smash Down+A him. Whatever smash move Luigi do on someone, that someone mostly goes upward so thats just a tip of advantage. If he knockes you off, DO NOT try the Up+B move, use the Forward+B move. If you don't follow what I said, you'll be dead. His most powerful move is the Forward+A move in midair, or as Chaosdemon calls it, "THE STEROIDS", dodge it by pressing the R button aiming down. When you land and he lands at the same time, do the Up+B or known as SHOYRUU KEN!!! to really show whats power (has to be beside him or under him).

Mario. He's the same as Dr.Mario but much faster. His most annoying move is the Forward+B attack. So don't use the B button unless you know what you're doing. His Forward+A is also very powerful so beware. Mario will mostly run to you, jumps, and hit you in any way. What you can do to avoid that is jump with him and do the Forward+A move. Yours is much faster. What I do mostly is Luigi's Forward+B, it's really useful once you master it (and sometimes there's a misfire, THATS really useful). Oh and before I end this, I must remind you that, THERE'S NO SUCH THINGS AS STEROIDS.

Luigi. Ok this guy's impossible to kill because he is the best. Nah I'm kidding, just "Dodge" when he does the green missle but I'm garentee you'll probably get hit (unless you're an expert like me, hee hee). His moves are quite quick, especially when he does the Forward+A in mid air, but you can always copy him because, well, you're him. His powerful move is his Up+B or SHOYRUU KEN!!!! but don't worry he'll probably never do that. Make sure not to keep yourself open at all times, just tap A and every direction to get him away when your close. Do that because if you don't, he'll consantly hit you creating an annoying fight. Good luck beating this dude.

Bowser. This is pretty easy to outsmart, but watch is power. He's really slow, like, the slowest, actually he's the only guy that's slow. His power may be strong but what does power do if he can't touch you right? Right. But don't let that make you overconfident. If he does hits you, it will cause seroius damage. He's also tough to knock off so, just remember that. The easiest way kill him is to hit him off the screen since he is that heavy so he'll fly far. Just try to throw him to the edge then in midair press Forward+A (if you can). If he does any moves on you, dodge it by rolling backwards away from him and Tap Foward+A. Then when he goes upwards jump up and press any A attack.

Peach. Now this can be annoying, she can be so very tough even for a girl. The Forward+B move is very powerful so stay far distance. Her Up+B is very cheap because she can float, also she can combolize you with it. What you can do though is run to her and dodge to her back and Tap Down+A. Don't go jumping chasing her, just wait until she falls, then dodge to her back and do the same thing. When you think she's high enough to hit, hit her with Forward+A in mid air. And always hit her when she's not facing you, you might think that's a cowards way but remember she got the B move, so just call that smart not hitting her when she's facing you. Try not to think that boy's won't hit girls because that will just mess up my faq.

Yoshi. Seems pretty easy but don't let that get to you. It can get hard once you let youself open. If you try to kill it upfront, you better be experienced because Yoshi has a thing about doing the B attack constanly to annoy you. Do not go on top of it a lot because it can just do the Up+B move on you. Running to it may be a good idea but do it quick, press A to hit it. Doing the Down+B move and going towards it is also a good idea because it's quick enough to hit it. Yoshi's smartest move is probably the Down+B while your charging for a Smash Attack, just so u know. The powerfulest is probably Smash+A for Yoshi, but you can outsmart that! Can't you?

Donkey Kong. He's huge, so he must be slow, next to Bowser. Now he may be large for size but as they say, "Size doesn't matter", and I'll prove that. He's really dumb so you can just stay in one place, charge for your smash and wait until he comes to you, and smack him!!! You may want to stay far away from because his Smash+A can reach pretty far while yours can't. All you can do for "smartness" is just wait for him to come. What you might want to avoid is his DK Punch, because if it connects, you might as way pause and reset the game. To dodge it, you go on top of him, thats where he can't get you, or you might what to Forward+B him, fully charged if you know what I mean. If you knock him off, try really hard to keep him in mid-air as long as you can, because he's pretty heavy so he'll fall faster if you make him stay away from the edge.

Captian Falcon. This is going to be tough. He's really quick on ground and can even jump high. His best way of killing you is by constanly doing his A combo until your damage is high, then knock you off by doing the Smash+A attacks. The only easy way I can think of killing him is get him to mid-air and hit him with Any+A attack. His most powerfulest move is his Falcon Punch. To avoid that, you should be able to see him charge for it, and when you do, roll dodge to his back and Up+B him. If you stay at the edge he might do the Raptor Boost and fall off and die. Try not to stay on top of this guy because he can do his Falcon Dive and it can get pretty annoying. If you're far away from him, make sure he comes to you, then when you think he's close enough, you can run to him and Press A just to annoy him.

Ganondorf. This guy is just like Captian Falcon, but heavier and slower. He's also really strong, just to let you know. His B attack charges slower so you can attack him quickly instead of slowly. You know he's heavy, so try your best to keep him off the edge and kill him when ever he tries to come back to the stage. Even though he is slow, his power is incredible. Watch out for his Wizard's Foot because it's faster than you think and it has the ability to hurt you a lot. Trying to go on top of him and hitting him is a bad idea because he can do the Dark Dive, which is very strong, and Ganondorf does it a lot to annoy you. The best way of killing him is to wait for him to come to you, then when you think he's close enough, Foward+B him!

Falco. This seems hard but it's easy. He will always combo you with kicks and it is very annoying. His Fire Falco's charge up won't hurt you, so when he charges up for it, hit him. Run to him always because he just stands there and wastes time. Your best chance of killing him is to throw him down then a A attack. The relecting thing is usless and the gun is also pretty useless too. Try to never let him land and keep him off the edge. When he uses the Fire Falco to comeback on the stage, always intercept it, but don't jump with him. Try not to let him hit you upwards because it's hard to get down with him there.

Fox is better and faster and more annoying than Falco. His gun won't faze you but it will still hurt you. His Fire Fox's charge up will hurt you, so run away and when he lands, smash him! He's has a thing about being a coward so you must go to him. His combo is throwing you down and doing the reflection thing. When ever he goes on top of you, don't bother jumping up, just charge upwards and hit him. The Fox Illusion is used often so stay away. Hitting him off and not letting him comeback on is a good idea. But beware, stay at the center so he won't do the smae thing.

Ness. He's pretty easy to kill. He will always come to you to attack so stay back and hit him when he comes. Always get near the edge so you can knock him off faster. Ness has a hard time to get back, especailly when he

goes down a narrow hole. Watch out for the PK Pulse because it's powerful. His PK Fire is the most annoying so stay on top of him a lot. Always charge up your smash because he'll always come for you so when he is near. hit him. When he is in the air, hurt him with and A attack. His most powerfulest attack is the baseball bat so go on top of him to kill him.

Ice Climbers. Not that hard to kill. Always go for the main one because thats the one that will actually kill it. They can get annoying and chuck ice picks at you. Or they use ice powers. Always hit the main one away and keep the other one alive, so the main one will have a hard time getting back to the stage. The most powerful attack for them is the Forward+A. So always attack fast and hard. They can't hurt you much just to tell you. The best way to kill them is to seperate them and then kill them with a Smash+Up.

Kirby. It's light and very easy to knock off. When ever he does the Rock Drop, grab him and throw him off. Never get near him because he can suck you in and that will be a problem. Kirby's grab can sometimes sacrifice himself to kill you, so struggle hard to get off. Be aggressive and don't fall back. Always attack him head on and do it quick. You should always hit him very hard to knock him off because he has the ability to jump a lot. When he is jumping, intercept him by pressing Down+A. When he comes for you, dodge to his back and press Up+B or throw him. If you hit him and he goes upwards, hit him by pressing Down+A in midair. Try to attack him mostly in air.

Samus. It's very hard to hurt her because of her chain grab. To dodge that, wait until she releases and dodge to her back and Up+B her. Her most powerful move is the Down+A in midair. To dodge that stay in the air a lot but hit her fast because she hits you very quickly. If she hits you and you go upwards, let yourself fall on top of her and when you think you are close enough, press Down+A. Always watch out for her Blast and Missles because it might knock you off. To dodge that you must stay far away so you can see it and then reflect it by pressing R when it is about to hit you. Don't try the Forward+B on her because she is fast enough to hit you so it will be just a waste of time. Do not hesitate to attack her head on. The best way to kill her is wait until she goes on top of you and Tap Up+A.

Link. It's difficult but you can do it. Link is hard because he has the Spin attack which is powerful. I say his most powerful move is the Spin attack. Your best chance is to run and dodge to his back. His hook shot is also cheap but then it's slow so you can dodge and hit him. His sword attack can reach far out to you and not let his body invovled in it. So you should wait for him to come to you or run to him constanly until you hit him . Hold your Forward+B to hit him for sure and never let him back on the stage because it will be hard enough to kill him in air. The best way to kill him is to jump and hit him in midair. But don't go on top of him while he is standing because he can hit you slashing his sword upwards and it will hurt. If he tries the bomb attack, you can jump over it or dodge it, then hit him.

Young Link. It's the same as Link exopt the arrow is fire and the Up+B is a combo. It's easier to kill Young Link because the Up+B can't kill you. He's very small so he can dodge your moves a lot. He can hit you with his sword constanly to make an annoying fight. To dodge that you must stay far away and when he tries to hit you, you dodge and hit him back. He never jumps so you must jump and hit him hard. Don't run to him because he can make that annoying fight by hitting you constanly. But you can run to him and dodge to his back and Up+B him. the best way though is jumping and hitting him or throwing. Try not to think "Don't pick on little kids" because it's not school and it will really mess up my faq!

Pichu. It is not that easy and not that hard to kill it. It's best way to kill you is probably to Skull Bash you. Try to dodge it, but it's very tough because it's fast. Never go on top of it because it can use Thunder Jolt and hurt you a lot. The dumb thing about Pichu is that any lightning attack it uses, it will damage itself. Pichu will try it's best to keep you off the edge at all times. Then when you come back on, it will grab you and throw you forward. To avoid all those things, stay near the center of the stage so you won't be knocked off that easily. It's most often move is the Thunder Bolt. It can get really annoying so jump over the Bolt all the time and wait until it get closer and closer, then hit it. Try hard not to get grab by it because Pichu will do combos with lots of damage.

Pikachu. Pretty much the same thing as Pichu. A little bit stronger, faster and heavier. Pikachu's lightning attacks won't hurt itself and the Agility move hurts you. If Pikachu grabs you when you're in the center of the stage, it'll mostly hit you upwards and do the Thunder Bolt on you. If it does the Skull Bash on you, hit it with Forward+A or Forward+B. When ever Pikachu flies off, try to keep it off the edge at all times. Stay on air mostly because you can air attack it and your air attack will mostly hit Pikachu than your ground attacks. When ever you are able to grab it, always throw left or right, then chase it and hit it.

Jigglypuff. The easiest to defeat. Jigglypuff is very easy to defeat because her Up+B does not bring her back up the stage. The circle, bubbly shape makes her very light so it's easy to knock her off. Since she is easy to defeat, she got some powerful moves. Like her Sleep attack, if she hits you with it, it will cause great damage. And her lullaby, You might fall asleep and hit you with her Sleep attack. The Roll move is also pretty powerful, but if you dodge it, Jigglypuff will die flying off. If you have lots of damage, she can grab you and throw you up and you will die. The best way to kill her is to hold up your Smash attack and hit her when she's near. The Up+B move will also kill her, just roll to her back and do it. Another best way is to throw her off, chase her and hit her while in midair. Don't need luck this time.

Mewtwo. This is also very difficult to defeat. Some players consider him as the hardest character to defeat. I don't think so. You just have to keep an eye for his sneak attacks and run to him every time. Mewtwo most powerful attack is the Shadow Ball. Just jump over it, but don't dodge. Mewtwo can teleport so that might be a problem. The best way to kill him is to jump and hit him in midair with Down+A. That he can't dodge. Try your best to keep him off the edge. Stand near the edge and when ever he comes near, do a Smash attack. Using Forward+B is ok once you can hit him with it. Do it quick and charge as little as you can because he can get ready and hurt you. His best way of killing you is to weaken you a lot with his Shadow Ball and then he'll come for you to throw you off. Hit him as much as you can and you'll be fine.

Mr.Game&Watch. It's not that hard to defeat him. He has weak powers but could move around quickly. He may seem kind of weak but he's harder than you think. Just pretend it's something really hard and try your best so that way you'll know you'll beat him. The easiest way is to hold your smash attack and wait till he comes. Hit him when you think he is close enough to hit. Your best way to kill him is to hit him in the face. Some of his attacks executes slowly so that gives you a good chance to hit him. His most painful attack is his Smash+A attack. Hit uses flame and hits you directly to the edge. Never hesitate to attack him upfront. You can always stay back and hit him when he's near, but I suggest you run to him and hit him hard. When ever he is in the air, you must combolize him in midair and destroy him

in an annoying way.

Marth. He's really quick and intends to hurt you a lot. His B attack (whatever it's called) should not be fully charged but you never know. His Dancing Blade(combo) is always complete so watch out for that. His most annoying move is his A attack. he can go on forever, but he won't. He will mostly come to you, grab you and kill you. Always dodge back and back away from him then hit him with your Forward+B. Don't oftenly try the "jump-to-him-and-hit-him". Marth can counter that and it won't be nice. Hitting him in idair is better than hitting him on the ground. It's better since he got that Down+B move which counters your attack. In midair he wouldn't be able to do that. The only way to hit him on the ground, risk-free, is to grab him. Make sure you run and not walk. If he does the Up+B move on you, you'll be hit slightly and it will give you a chance to strike him back.

Roy. Same thing as Marth but stronger and slower. I think he is also smarter. He will attempt his grabs on you more often than Marth. Always watch out for his B attack, because you'll die from fully charged ONE HIT KO! He will run to you a lot so you must dodge to his back and grab him. His Dancing Blade is stronger but more obvious. Your best way of killing him is to run to him, dodge to his back and Up+B him. Or you can grab him and throw him. Keeping him off the edge is a very good idea because thats the easiest way to kill him. If you are scared to fight him upfront, then you can wait for him and then you him. If you are not scared then can jump on top of him and hurt him with Down+A. Again, hit him in midair very often because of his counter.

MASTER HAND! He is tough, but not that tough to experts(like me hee hee). If he does attacks from the top to bottom, jump and dodge in midair. When he stands still, Up+B him continously and a lot. If he does the gun move, you just jump alot. If he does a move that involves moving right to left, you just jump over him. If he does a move going from far away to the screen, you just jump and dodge. If he does a homing move, you must run from one side to the other and hope you don't die.

CRAZY HAND! He is a lot tougher and powerfuller than MASTER HAND. He got the Crawler, The Poison Poke, Purple Bombs, (made up names by me). He will hurt you faster and stands higher of the ground making it harder to hit. Do the same thing as MASTER HAND and you'll be fine, just be quicker.

BOTH HANDS! This is really hard. Now you must face BOTH HANDS at the same time. The new moves is the double punch and super slap. When both hands homes in on you, you should see who wanted you first. When you figure that out, you run away from THAT hand then run away from the other hand. Go for one hand first and kill that. Then go for the other hand. Doing this will make your life better and more succesful.

GIGA BOWSER. Meet Mr.Ultra-Hard-To-Kill. I think it's harder than BOTH HANDS!!! The good news is that he can't block, the bad news is you can't throw him. He can be annoying by using his flame breath. He uses it so often, it's like there's no point in killing him. If he tries the Bowser Bomb, you roll dodge and then you Up+B him. The best way to kill him is to jump, and hit him. Or you can Forward+B him. You can annoying him to by using the B button. Keep hitting him with every thing you got until he's over 150%, then you can jump to him and hit him. Always keep him off the edge. When ever he tries to come back, you just use you smash attack.

--Drakker_c

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Target Test

```
=====
ABCDEF GHIJK LMNOP QRSTU
#####
#      0      0 #1
#                               #2
#           I      #3
#  0      _  I      #4
#           |_ |      #5
#                               #6
#      0 I      #7
#0      0      00  0#8
##### #####9
```

(Use Numbers and Letters to find Targets)

Home Run Contest

Home Run Contest. You can't beat the Home Run Contest, but you can beat your friends at it. This strategy will get the sandbag over 1000 feet with Luigi. When you start, get the bat then go in front of the sandbag and Smash Down+A. While it is falling, hold the Smash Down+A, and then immediately hit it when it hits the floor. Do this about 4 times. At the fourth time, the sandbag should be falling and it will be the last 2 seconds. When it is at "1", wait for half a second, then swing your bat and it should go over 1000 feet!

Multi-Man Melee

Multi Man Melee. I will only tell you how to beat "100 Man" and "15min Man". In 100 Man, the easiest way to kill all the wired people is to Luigi tornado left and right. If you want some fun, then you can jump around and use the A attack. Don't jump a lot too much because even though the wired people are weak, they still have the powers to kill you. What I suggest is to stay on the ground all the time. 15min Man. This is the same thing but harder. If your percent goes over 120, then you better RUN!!! and hope a recovery items pop out. It doesn't matter how much you kill, it's if you beat it. Don't act like you are the master and jump a lot, because you never know, they might kill you. Sometimes what I do is at the last ten seconds, I will run around (being cautious of course) and don't even bother killing the rest of them.

Credits

Jeff "CJayC" Veasy:

For posting this [good] FAQ!!!

You!:

For reading this [good] FAQ!!

Metapad:

For creating Metapad for me to do FAQs on!!

Nintendo:

For developing good games. Heck, for making games. Period.

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