

Super Smash Bros Melee Ganondorf Character Guide

by TheManWhoCan

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Super Smash Brothers Melee

Ganondorf Character guide

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Find out updates at the bottom of the page in the version history

Introduction

Hey Hey. Welcome to the Ganondorf character guide. I have compiled a good guide for Ganondorf users containing basics through expert controls. In my point of view Ganondorf is the best player in Super Smash Bros. Melee, if used correctly, otherwise you now become a great punching bag and are good to practice on. Remember, everyone loves a winner. Enjoy.

TheManWhoCan is back. i couldn't find anything else to add to the FAQ. I added the Gerudo Smash dodges projectiles and thats about it. If anyone has any comments about the FAQ, or questions or anything you think would make the FAQ better let me know at the above e-mail. If that doesn't work, then e mail me at alspades@yahoo.com.

I'm on MSN messenger as TheManWhoCan and on AIM (AOL instant message) as ALSpades if anyone needs to contact me for an instant reply.

Hey check out the FAQ section for some Fequently Asked Questions and some answers. If anyone has any questions, e-mail them to me and i will post them if i think they are good and you will get credit at the end of this FAQ in the Thanks section. Please, if you do send me an e-mail, make the question the title of your e-mail. You can also send me anytyhing about Ganondorf, ie. combos, secrets, techniques etc. I enjoy the mail.

Note to Anyone who wants to submit

you contribution will be in the "combos submitted by other people" section and your thanx will be at the bottom.

Terms used

Reach- How well Ganondorf reaches the person

Power- How hard he hits them

Speed- How fast he moves

Distance- how far they travel (Note. The distance given is the distance they travel at low percentages. At high percentages they travel farther and faster)

Propulsion- What direction they travel

Clear Out- Can be used to hit multiple enemies at once and or knock people off the arena.

Usefulness- How useful is the move

Properties- Anything special about the move

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1. Intro to Ganondorf.

For the longest time, Ganondorf has been the arch enemy of Link and Zelda. He has tried to capture Zelda on numerous occasions and has succeeded, until Link comes along and saves the day. In Ocarina of Time, Ganondorf came the closest to defeating the hero. The power part of the triforce was Ganondorf's, and he uses his magical abilities to the fullest extent. Once again, Link defeats him. This time however, revenge belongs to Ganondorf. Using the incredible power part of the triforce, Ganondorf reigns supreme. Without the other two parts of the triforce together, Ganondorf dominates. His brute strength and magical abilities make him one of, if not, the best character in Super Smash Bros. Melee. Enough talk. Moving on to moves.

2. Controls For Ganondorf.

-basic controls for beginners

Ganondorf really is not for beginner players due to his slow speed and lack of defensive maneuvers. However with the help of this guide, you will become a great Ganondorf player.

A- Dark Punch

Description- a straight jab. One of Ganondorf's faster moves. Does not have a combo but makes up for it in power.

Reach- 4/10

Power-7%

Speed-5/10

Propulsion-Forward/Upward

Distance- 3/10

Usefulness- 7/10

Properties- Clear out

Down + A (tilt joystick down)- Sweeping Kick

Description- Ganondorf puts his hand on the ground and sweeps his legs across the ground which trips the enemy. Sends the enemy upward and has good reach. Can be put into combos. Good speed.

reach- 7/10

Power-12%

Speed- 4/10

Propulsion- Upward and toward you at certain percentages

Distance-5/10

Usefulness- 8/10

Properties- Sends people toward you so it sets up combos. Hits more than one person. Clear Out

Forward + A (tilt joystick forward. Can be done while walking)-

Roundhouse

Description- A roundhouse kick to the opponent. Good reach and speed. Keeps enemies at bay. Good power.

Reach-7/10

Power-13%

Speed-4/10

Propulsion- Forward

Distance- 5/10

Usefulness-7/10

Properties- Hits more than one person Clear Out

Forward + Up + A (very small tilt)- Roundhouse to the head

description- A roundhouse to the head. Great for levels where you are stuck on sloped terrain.

Reach-7/10

Power 13%

Speed-4/10
Propulsion- Forward
Distance-5/10
Usefullness-7/10
Properties- Clear Out

Down + Forward+ A (very small tilt)- Standing Sweeping Kick
Description- Ganondorf does a sweep kick (it'll have a small ring around the kick to signify youi've done it.)
reach- 6/10
Power-12%
Speed- 5/10
Propulsion- Forward
Distance-5/10
Usefulness- 7/10
Properties- Clear out. Good power and reach.

Back + A (tilt joystick backward.)- same as Forward + A

Up/X/Y- Jump
Description- Ganondorf does a cool flip. Does not go very high so it needs judgement for picking up items and getting back on. Used with angles to go different directions.
Reach-NA
Power- NA
Speed-5/10
Propulsion-NA
Distance- NA
Usefulness-9/10 (use the air grab to grab items out of the air. A must to master because it saves a lot of time and keeps you moving)
Properties- Can be done twice

Down- Crouch. Drop through floors.
Description- He tries to make himself as small as possible. If held, Sweep Kick can be performed from it. Primarily used to drop through floors because Ganondorf is to big to duck things.
Reach-NA
Power-NA
Speed-8/10
Propulsion-NA
Distance- NA
Usefulness-8/10
Properties- Drops through platforms when tapped

Forward- Walk/Dash
Description- Ganondorf is very slow so the only reason you should be walking is to pick up a nearby item if you have troubles dashing or overstepping things.
Reach-NA
Power-NA
Speed- 3/10
Propulsion- NA
Distance- NA
Usefulness-10/10
Properties- NA

Back- Walk/Dash
Description- Same as Forward

Dash + A- Running Shoulder Charge

Description- You run and then hit the opponent with your shoulder.

Reach- 4/10

Power-14%

Speed-4/10

Propulsion- Up Backward

Distance- 4/10

Usefulness- 6/10

Properties- It sends them behind you and in the air. Starts combos easily.

Up on Direction pad- taunt

Description- Ganondorf spins while tucked in a ball, laughs, then opens up his arms and legs while some green magic stuff shoots underneath him.

Note- I said it was basic

Note- for the tilt attacks, if you hold the button before or after an attack, you will do the same attack**

Intermediate Moves

Forward + A (together. Smash)- Warlock elbow

Description- A great smash attack that delivers a good punch. Speed is good and should be used to clear out enemies. Should commonly be used to get out of tight situations.

Reach- 6/10

Power-24% (fully charged,able to knock off at 63%)

Speed- 7/10

Propulsion-Up

Distance- 5/10

Usefulness-9/10

Properties- Good speed and power. Clear out. Starts and ends combos well.

Down + A (together. Smash)- Double Kick

Description- Another great smash attack that can be used to get out of tight situations as well.

Reach- 4/10

Power-28%

Speed-7/10

Propulsion- backward then up

Distance- 5/10

Usefulness-9/10

Properties- Good Speed and power. Attacks from front and behind. Clear out. Good starter for combos.

Up + A (together. Smash)- Double vertical kick

Description- A double vertical kick that has good power and speed.

Reach- 2/10 (6/10 upward)

Power-30% (only second kick. 43% with both)

Speed-7/10

Propulsion- Up/ Up forward

Distance-6/10

Usefulness-9/10

Properties- Fast move but lacks forward reach. Clear out. Hits people twice into the air. If only second one hits, it sends them forward and upwards. Can be set into combos with relative ease. Kicks through platforms that are within reach when underneath.

Jump then A (together. Smash)-Flip kick

Description- Ganondorf does a flipping kick

Reach-5/10

Power-13%

Speed-5/10

Propulsion- Up Forward

Distance-5/10 (in order to do this move to someone not on a platform, they must be knocked in the air high enough to kick, so this move generally kicks people far due to the percentage)

Properties-Good overall kick. If kicked at certain angles, you will send the person in different directions.(kick them at the end of the flip, they fly more horizontally)

Usefulness- 7/10

Properties- NA

Jump then forward + A (together. Smash) - Jumping Overhand Punch

Description- Ganondorf jumps then does a rather devastating punch.

Reach-4/10 (he flies a little bit forward when executed)

Power-17%

Speed- 4/10

Propulsion-forward

Distance-5/10

Usefulness-8/10

Properties- Clear Out

Jump then Down + A (together Smash)- downward stomp

Description-Ganondorf stomps his opponents.

Reach- 5/10

Power-22%

Speed- 5/10

Propulsion-Upward

Distance- 5/10

Usefulness-8/10

Properties- Sends people upwards so it starts combos. Clear out.

Jump then Back + A (together. Smash) - back punch

Description- Ganondorf twists his body around and punches behind him.

Reach-4/10

Power-16%

Speed- 4/10

Propulsion-Backwards

Distance- 4/10

Usefulness-4/10

Properties- NA

Expert Moves

Up + A (tilt the joystick up)- Explosion Kick

Description- foot rises to head until shin touches forehead. His foot begins to smoke and some wind occurs, then he smashes his foot downward, creating an explosion.

Reach- 5/10

Power-27% (clear off at 29% if it connects)

Speed-3/10

propulsion-Up Forward

Distance- 9/10

Usefulness-6/10

Properties- Very Slow but if it connects it sends people flying. Clear Out. Anyone with a percentage over 28 is knocked off. If timed correctly, ends combos. Very difficult to time without being hit. A

little obvious when charging.

Z- Throw

Description- Ganondorf throws the character in his clutches.

Reach- 2/10

Power-7%(down) 3%(up) 4%(forward) 4%(back)

Speed-5/10

Propulsion- Up, Forward, Backward, Down (then bounces up)

Distance- 3/10

Usefulness-5/10

Properties- Very short reach but good for starting combos.

Z while in the air- Grab items out of the air

Description- Ganondorf grabs any item (except boxes, barrels) out of the air.

Reach-2/10

Power-NA

Speed-NA

Propulsion- NA

Distance- NA

Usefulness-10/10

Properties- Grabs items out of the air. Good for stealing Poke balls that are thrown at you. Reaches item on platforms so you don't have stop to grab them. Must be at head level.

L + Direction or R + Direction in the air- air dodge

Description- Ganondorf dodges in the air.

Reach-NA

Power- NA

Speed-5/10

Propulsion- NA

Distance-NA

Usefulness- 9/10

Properties- You can dodge in any direction.

Z + left or right or down- dodge

Description- Ganondorf dodges according to button pressed

Reach-NA

Power-NA

Speed-5/10

Propulsion- NA

Distance- NA

Usefulness-9/10

Properties- Dodge past a person. Attack when they are recovering.

Special Moves (these fit into expert moves)

Note- the actual names of his special moves are as follows- Warlock Punch, Dark Dive, Wizard's Foot and Gerudo Dragon. I have left them the same because the Dark Dive and Wizards foot can get confusing.

B- Warlock Punch

Description- Ganondorf charges up a massive punch and releases it.

Reach-5/10

Power-32% (clear off at 36%)

Speed-4/10

Propulsion- Up Forward

Distance- 8/10

Usefulness-7/10

Properties- Amazing distance but on the slow side. Clear out. Sounds great. Obvious when charging due to the scream he gives. Excellent power

for one hit. Can be done in the air.

Up + B- Warlock Grab

Description- Ganondorf jumps into the air and grabs his opponent. He then shoots magic/electricity around them and flips off of them.

Reach- 6/10

Power-13%

Speed-6/10

Propulsion- Up Forward, Forward

Distance-6/10

Usefulness-9/10

Properties- This move is one of Ganondorf's better moves. It's his comeback move so it has some good reach. The range you can catch people with it is great. Clear out. Can be done consecutively as long as you don't hit the ground. Can be done in air. Fast. Ends Combos. Interrupts a lot of moves. Can start other moves (Warlock grab to Warlock Kick)

Down + B- Warlock Kick

Description- His foot lights on fire with purple magic and he skids along the ground.

Reach-7/10

Power-14%

Speed-6/10

Propulsion- Forward, Up Forward

Distance-5/10

Usefulness-8/10

Properties- Another good well rounded move. Clear out. Can be done in the air. He stalls after he hits the ground so make sure you connect with it. Flips into air if he hits a wall which leads to other moves for combos. Eliminates Recovery time if done in the air and connects with someone in the air.

Forward + B-Gerudo Smash

Description- Lunges forward hoping to connect with a burning fist.

Reach-6/10

Power-17%

Speed-6/10

Propulsion- Upward

Distance- 5/10

Usefulness-7/10

Properties- Can be done in the air. Clear out. Very unexpected due to its speed. Connects combos well. Sets up for a Warlock grab very easily for some extra damage. Can dodge projectiles that are thrown at you.

How To Use Ganondorf

-against human players

The key to using Ganondorf against human players is dodging. Because he is so slow, his moves are interrupted easily. If you dodge with him, it not only makes you harder to hit, it makes you move faster. Try to stay away from confrontations where everyone is involved. You stand a much better chance of surviving one on one than 4 on one. Your attacks will not hit because they are slow, so if you jump right in to a battle. Use a Warlock Kick or Downward smash to clear out the enemies before they have a chance to see you coming. If you end up getting caught in one of these, try out the Warlock Grab. It clears out enemies with the electricity and sets you up for other clear out moves. Keep dodging as much as you can. The enemy has to make a mistake sometime and that is when you will capitalize. If you like to fight head on, then use the fast attacks like the Roundhouse or Sweep Kick to clear out enemies.

Once you connect, crush them with a big hit. Humans tend to throw pokeballs and items at you, so grab them out of the air. If you can get this to work, it keeps you moving and steals that amazing pokemon that they had to fight for. Continue with this technique and you will come out on top. You can also grab Link's bombs out of the air. Useful against people who abuse the bomb pull. One last thing, DO NOT BE CHEAP, IT RUINS THE GAME. DON'T JUST RUN AWAY AND FIND ITEMS OR SHOOT THINGS BECAUSE PEOPLE WILL JUST ELIMINATE YOU FIRST.

Against AI Players

This isn't too much different except that you cannot steal items from them because they tend to throw things at the ground. The Warlock Grab works well because they always herd around you. The smash attacks you can charge up longer because they will walk into you to try to interrupt your charge, so let them have it.

Classic Adventure Mode

Using Ganondorf in classic adventure mode should be a piece of cake. Ganondorf fights best when there is only one other person in the arena with him. Dodge, smash and move as quick as you can. No Problems here. The trophy bonus should be easy. Use his Flipping Kick to knock the trophies into the rings. The dark punch also works well.

Adventure Mode.

Take your time. It's not like you can move fast anyway. Except for the levels where moving faster is a little better (captain Falcons level) just take it easy and enjoy pulverizing anything that comes near you. No problems here either.

All Star

Use brute force. Offensive is the best way here but keep your guard up. Smash attacks are the way to go. At first use the attacks with range and speed. Once the percentages get to about 30 or higher, use the smash attacks to shoot them off the screen. Use items that are worth while whenever you get the chance.

Items Ganondorf Should Use

There are items that you should use and items that you shouldn't. Some help you but some just hurt your overall abilities.

Pokeballs- The best things that you can get your hands on. Any pokemon that continually hits people into the air and juggles them are perfect. Once the pokemon are juggling them, use the Warlock Grab to add even more damage to them. The move will send them right back into the pokemon so don't worry. Zapdos is a good example. While he is pulverizing everyone with electricity, Warlock Grab them. Their percentages will rocket from 0 to 150 in no time. Note- Go for these first.

Hammer- Anyone is good with it, including Ganondorf but be careful not to get knocked off because getting back on is near impossible. There is a way to throw the hammer away but it seems kind of random. Violently press L R A Z in any order as many times as you possibly can and hopefully it will work, don't hold your breath though.

Land Mines- Good for setting traps as long as you stay away from them. If you dodge over them they will explode without causing harm.

Home run Bat- This can go either way. It sends people off the stage with one hit but the time you can charge is already set. Like to charge my

attacks so getting the timing down is a little tricky. AI opponents interrupt you a lot.

Anything to do with health- pick it up.

Metal Box- This is great because you keep the same speed but its hard to stun you. you can set up for bigger moves because of that. Careful not to fall off edges because it is almost hopeless to get back on.

Fan- Use it. It causes so much damage if you hit multiple times. Plus it adds a super boost of speed to Ganondorfs attack with the fan. People say it's useless but I like it.

Eggs- Throw them at people, not at the ground. Even when jumping you will get hit by the explosion.

Umbrella- It makes you fly farther. Useful due to Ganondorfs lack of jumping skills.

Stars- Grab them. You are now an unstoppable force for a brief period of time. No one will dare mess with you

Meteor Stars- Great clear out items. Plus it shoots you back into the air so you can perform other moves.

Flower- If things are getting to hectic, take some time out to blast people with fire. If they get trapped, keep them there and take a breather.

Star Rod- Adds reach to Ganondorfs swing. Plus it shoots stuff.

Super Scope- Good distance weapon

Boxes and Barrels- Pick them up and throw them. Ganondorf can throw them really far.

Cloaking Device- If it makes you invisible, GREAT! You cannot take any damage while being cloaked but you can still be hit off of the screen. The lower the percentage here the better. Pokemon cannot even add damage to you.

Party Ball- Throw them again, they may contain great items.

Ray Gun- Adds more distance and keeps some of the better attacks that he has.

Beam Sword- As long as the smash attacks aren't used with it, it works well. The normal swing, or the running swing work well.

Note- if anyone knows how to do Captain Falcons double attack with the beam sword and star rod (attacks forward then upward, he shoots like 4 stars), please let me know. Since Ganondorf and Captain Falcon are so much alike, Ganondorf might be able to do it as well. If he can I will post it.

Ice Block- This is great. It gives you a chance to add one good Explosion Kick or Warlock Punch with no attack back.

Mushroom- Giant Ganondorf! The sweep kick will send people flying and covers a tremendous amount space.

Screw Attack- if you throw it away and hit someone with it, it shoots

them into the air so they cannot jump. Gives you a quick combo if followed by a Warlock Grab.

Bunny Hood- Makes you move at an incredible pace. Doesn't add a whole lot of distance to your jump but makes you go a lot higher and move a lot faster. Plus, Ganondorf has a one two punch combo while wearing it. Just hit A twice, he does a dark punch to a right cross.

Note- Anything that helps you the most, use it. I just feel that these help you the most.

Items To Stay Away From

Bombs- Unless you throw them away from you, stay away from them. If you want to throw the bombs downward, don't. You will get caught in the explosion.

Flower Rod- Pointless weapon. Just hinders your abilities.

Mr. Saturn- Another useless item.

Note- Anything you think is useless, don't use it.

Note- Ganondorf cannot do Falcons double smash attack with weapons.

Strategies and Techniques for using Ganondorf

-good strategies for Ganondorf

DODGE! One of the best things in the game is dodging. They added it for a reason and kept it in there for another. If you can't be hit, you cannot be knocked off, simple as that. At first, use the longer range attacks with some smash attacks mixed in, once the % is higher, charge them up more and start using specials. Keep dodging. Use the items that fit Ganondorf best and that don't hinder his abilities. Use combos as much as you can, even if it's 2 hits. Ganondorf is strong enough that two hits will cause a good amount of damage. Keep dodging. Dodging puts you on the same plain as everyone else because generally the speed of dodging isn't too different from character to character. Try to keep everyone in front of you. If there are people behind you use a Warlock grab, Warlock kick or Double kick to clear them out. The last thing you want is to become a punching bag, Get underneath platforms because his double vertical kick is great for this. If people attack from the front, they get kicked, and the people above do as well. Don't spend time getting high percentages because at around 40% to 60%, most moves have the ability to knock someone off or at least start a combo that will send them off right after. Use the Warlock kick to cover distance fast. Set traps for people. Even the pointless bumper thing can be used to set a trap. Set it somewhere where the enemy has to jump over it, and when they do, Warlock grab or double vertical kick. When you get your hands on pokemon, and there are more than one on the screen, spread them out. It creates less running room for everyone so you don't have a lot of distance to cover to attack. Even if the small pokemon appear, they can still be useful if you smash them downward back into the pokemon. If they get caught in Wheezing (in the middle) it can cause easily up to 150+ %. Use smash attacks, they don't only earn you coins, but they pack a good punch and have decent speed. Attack as fast as possible. Use moves that will continually keep you moving. i.e., Gerudo smash to Warlock Grab to Warlock grab to Warlock kick, or sweep kick to Warlock elbow to double vertical kick. These moves are fast and can clear out everyone. Guard the edge with your life, then take theirs. This is an extremely good technique. Stand about 3 steps away from the edge and get

ready for a Warlock grab. This distance is perfect. But if you cannot wait for them to jump back on, find a platform to stand on BECAUSE THIS WILL NOT WORK ANY OTHER WAY. Jump up on the platform, wait... wait some more... a little longer, then once they get into range, jump ONCE off the platform and use the Warlock Kick to send them flying. This eliminates recovery time at ANY percentage and scores you an easy kill and a meteor smash bonus.

How to use Ganondorf if you don't have a certain style

Ganondorf should be used Offensively. His defensive skills aren't that good (except for dodging). He has many attacks that will clear out a group of enemies at once and cause damage to all of them. Try to set traps for people to walk into. Dodge behind them then roll backwards, people do tend to follow you. When they do charge up an attack. The worst that could happen is you miss. If you are more of a defensive style person, use the attacks defensively. Roll away then attack. Always find an advantage somewhere and capitalize on it. Ganondorf is extremely strong so use that to your advantage. Be a little more cautious with speedier characters. Let them come to you because you cannot chase them.

What moves to use with Ganondorf

You should use the smash attacks as often as possible because they send opponents into the air to set up juggles. The sweep kick, roundhouse and jab are great moves and should be mixed in with the smash attacks. i.e., sweep kick to warlock elbow is a very useful combo and causes good damage and has good speed. The Warlock Grab is one of the best moves to use, so use it. Do not abuse the Warlock Punch because people will judge the distance or just interrupt the move with ease. Keep them guessing as to what you are going to do.

Level Strategies

One of the best things to do in this game is to use your surroundings to your advantage. The level is not just there to play on. Get used to the levels because you will be harder to knock off and you will get to know the distance of your attacks in the level better.

Infinite Glacier: Icicle Mountain

The key here is the same as always, knock people off the screen. When the level starts moving fast, don't bother attacking people unless it's with a Warlock Grab because Ganondorf is slow enough that he will just get caught at the bottom of the screen. When things slow down, try to knock people off at the side of the screen because it is a lot easier to do than knocking people off at the top. A roundhouse kick is very useful here because it sends them forward and upward.

Mushroom Kingdom: Princess Peach's Castle

Hit the switches. The green one seems to be the most useful because it adds an extra two blocks to the left hand side of the screen for you to land on, making it easier to come back on in a difficult situation. Plus it gives you two items when stepped on. When the big Bullet comes, try to knock people into it but if you don't succeed then run as fast as you can away from it. Dodging when you are caught in the explosion will not help you here. The best way to get people into it is to roll past them and keep peppering them with small attacks to keep them trapped.

Rainbow Cruise

Keep Moving. Every time a new platform appears, try to be the first one there because people will have to jump there sometime and you will already be there. Don't make it obvious that's what you are doing

though. If someone is already there, jump beside them where they cannot hit you first or use a Warlock Grab to get them out of your spot. At the end of the level, be prepared to drop through the platforms otherwise you will waste a life standing at the top.

DK Island: Kongo Jungle

This is a fun level. There are plenty of platforms here so you can use the Warlock Grab a little more often here. A good trap to set is if you are on one of the platforms and someone jumps up to get you. Quickly drop down underneath and when still in the air, either do a flipping kick or Warlock Grab. People will try to get you because you will just be sitting there. Just time it correctly and you'll be fine. Watch out for the fish that jump up at you from the sides because they are rather strong. Every now and then a log will drift down from the top and stop at the left. It's just another way to get back on if you have been knocked off too far.

Jungle Japes

The harder of the two levels. The platform in the middle is at the right height for a double vertical kick to reach through. Everyone always tends to stand in the middle of this level which is kind of bad because there are a lot of attacks going on that are quicker than yours. But use the clear out moves to settle that. The fast moving current is almost impossible to get out of once you are in so don't fall in. At the sides there are two platforms that look like they are being connected with stairs. THEY ARE NOT CONNECTED. Be careful of that.

Termina: Great Bay

This is a good level for Ganondorf for a few reasons. There is plenty of room for you to move around in but just enough room for people to get smashed off the screen. At the right at the bottom platform, your double vertical kick reaches right through it. At the left however, you are too heavy for it to work. The turtle sometimes saves you which is great. If you happen to get stuck at the left on the rock, you can use a Warlock Kick to shoot across to the other side. If you hit someone doing this, be prepared to jump because you won't make it. Use the Pokeballs as often as possible because they provide you with protection in bad situations.

Hyrule Temple

This is a huge stage. Sadly here you will have to do some chasing unless everyone stays where you are. Items are something you should use often here because they help you a lot. If you pick up a Pokeball throw it in the middle of the crowd and jump right in there. it's a lot easier to knock people off the screen up top then it is at the bottom because of all the walls. Try to set some mines on the side of the wall on the right, just before the little platform because people like to come up in this direction. set more mines on the left on the two platforms leading to the bottom. You can go down to the bottom at mix it up as well. Just use your discretion and smarts to beat people up here.

Yoshi's Island: Yoshi's Story

More platforms! Double vertical kick again. Pokemon are great here wherever you throw them so grab them first and give a little more effort in getting them. Smash attacks here are great again. There are two clouds on each side of the level that move around in the same pattern at different times. If you are not going to make it back on then try o jump on these but if you are going to make it with your Warlock Grab, don't bother going for it. Pay attention if you land on the clouds because that little hesitation from landing could actually make you fall off because you will try to get back on the level not knowing you landed on it, and walk right off. It's happened to be before and I've seen happen

to my friends. It sucks a lot.

Yoshi's Island

The three yellow blocks in the middle is what you should be careful of because people will hit them just as you are falling on them or walking over them. So, do it to them. Make them spin. The ones above you, if hit, you can pass through. So use a double vertical kick if people are standing on them. It will make them drop through and your second kick will connect. Knocking people off at the sides again is easier but because of the slanted hills, it makes it a little bit harder.

Dream Land: Fountain Of Dreams

Boy, a lot of these levels are starting to look a little familiar. The platforms in here just move up and down so there really is no other problem. Items are useful because of the small size and the double vertical kick (again) and Warlock grab are also useful. Continue keeping people in front of and use the Warlock elbow to clear people out.

Green Greens

Much like the N64 version except for the extensions and the blocks that fall. Luring enemies to the sides can be helpful as long as you dodge TOWARDS the blocks with no bombs. Dodging towards the edge is not a wise choice and is very risky but you do have a chance to knock people into the bomb blocks. Staying in the middle is the safest bet but you can jump into all the action if you want.

Lylat System: Corneria

Much much better in Melee than N64. The ship seems to be smaller here which works to your advantage. Pokeballs again are great to use. If hammers fall to the right of the screen near the edge, forget them because you will never get back on top. Arwing comes and shoots you and the Wolfen ship comes every now and again. Jump in front of the Arwing or Wolfen to make them fire then send someone up there to get hit. If you stand on the ships too long, they will take off with you on them and you will lose a life for it. Great Fox occasionally charges up its lasers and they will shoot you if you fall down there. They are very powerful so watch out.

Venom

Not a whole lot of strategy here. Drop through the wings, to lure people into a Warlock grab. If the percentages get too high and you knock people off, they can come back on because for some reason they hit something (like a rock or something you fly by) and come back on. A little bit of a pain but just keep pounding away and they will eventually fly off.

Superflat World: Flatzone

The platforms move every time you stand on them so it becomes a little random and unexpected. Things will fall from the sky here so watch out because they will damage you. Knocking people off here is rather easy because the level is very small. Every now and then a little man will come out of his house and spill oil on the ground. It will make you slide if you walk on it.

Planet Zebes: Brinstar

The platforms here are connected by a fleshy piece of... flesh. If you attack enough, it will make the platforms above it tilt. They resent after a little bit. It makes items slide off of it and that's about it. Watch out for the acid at the bottom. The bombs in stage at the bottom hold the level together and if attacked enough, they will drop through the hole and the level will separate. Do what you want with this but I find it kind of useless.

Brinstar Depths

This level is hurtin. I hate it so much. You start on a ship or piece of land and a big monster comes and tilts the ship to whatever he feels like. It becomes very annoying. There is a little piece of land at the bottom that you can stand on if the ship gets flipped. If you get trapped there, stay there. It not hurting at all so let the others battle it out. You have to be the last one there is nobody attacks you. Very bad level for Ganondorf.

Eagleland: Onett

Keeps a heads up for the !. Get out of there when it flashes. The platforms collapse so be careful of that. It almost seems that they want you to get hit by the cars. Overall, this is a dangerous level for Ganondorf. You can be knocked off at the sides as well. Take your time here.

Fourside

Seems like a king Kong stage. Spaceships and cranes add to the level here making it easier to get back on. The space ship is very hard to run on so jump at your foe and give them a big overhand right. They are most likely concentrating on running on the ship. Another tough level for Ganondorf.

F-Zero Grand Prix: Mute City

Very chaotic and very small. Dodge as much as you possibly can to stay alive. Watch out for the cars and grab as many items as you can to help you. If you use a pokeball, throw it in the middle of the arena so when the platform comes up, you still have you pokemon.

Big Blue

Another tough level. If you fall on the track, you can get back on so don't give up. The pokemon just get sent out of the screen because you are moving too fast. Except for the ones that fly and stay on the ground, i.e. Starmie and Venasaur. Items will also fly off if you throw them upwards.

Kanto: Pokemon Stadium

This is a good level. It seems to me that more pokeballs fall here than anywhere else, it might just be me though. Good all around level for Ganondorf. Double vertical kick through the platforms and use the smash attacks to gain another victory. If you have a hammer, and some pokeballs fall, guard them. People will stay away from you because of the hammer. Due to the small size, you have to dodge and use the pokemon to cause incredible damage.

Kanto Skies: Poke Floats

Follow the level like Rainbow Cruise. Stay in the middle and don't get near the sides because it's really easy to get knocked off. Be the first one on the new pokemon, and again, smash attack people when they get near you.

Mushroom Kingdom

Break the question mark blocks for some extra items. Knocking people off the sides is really easy. The Warlock Grab goes right through the bricks so it will take people by surprise if they are standing on them. Clear out some bricks fist and them smash attack people or move to an open space. The enemy will just hit the bricks and fall down which defeats Ganondorfs power. Not really a whole lot of point in hitting people hard if they just bounce back. Items are another great thing to collect.

Mushroom Kingdom 2

Knock people off the sides is easy. Birdo will sometimes come in and shoot eggs at people to cause damage. Staying in the middle is the safest place here. Another small stage so it becomes pretty hectic.

Special Stages: Battlefield

Straight forward stage. No moving parts, nothing. Double vertical kick and Warlock Grab anyone foolish enough to stand right above you. Warlock elbow people into an oblivion and double kick them right off the stage. A great straight forward stage which is great for Ganondorfs power. There is nothing stopping Ganondorf here!

Final Destination

Even more basic then the Battlefield. No platforms. A flat level that also works to Ganondorfs advantage. The level is rather long so it's a little difficult to knock people off. But it shouldn't pose to much of a problem. Pokeballs, hammers, stars, metal boxes, everything is great to use.

Yoshi's Story

Use the clouds when knocked off. If someone is at the far cloud and you are on the closer one. Wait until it disappears before leaving. Eventually, their cloud will disappear and they have no way of getting back on. Smash your way to victory.

Legendary Pokemon For Ganondorf To Use

Ho-oh

Description- Big red and yellow bird that is extremely rare and powerful.

Special Move: Sacred Fire

-Ho-oh comes out of the ball and flies to the background, then proceeds to shoot a big spiral fireball of immense power into the foreground which shoots into the air creating massive damage and chaos to the entire level and anyone on it.

Anyone unlucky enough to be caught in the flame will have a lot of damage when coming out. Warlock Grab them over and over to add a lot of extra damage to them. If the Warlock Grab hits at the end of Sacred Fire, it will send people off the screen with ease.

Lugia

Description- Another large Pokemon. Blue and white and is also rare.

Special Move-Areblast

-The move looks like a whirlwind/hurricane when it is executed. Causes great damage to anyone caught in it. Flies to the background and shoots the whirlwind to the foreground.

You can use the Warlock grab here but it is a little difficult. You can just go collect other things that would be useful while your pokemon does the word.

Suicune

Description- Blue, white and purple dog like water like animal.

Special Move- Icy Wind

-The pokemon stays on the ground and shoots an Icy Wind around itself. It has good reach and juggles people good, plus it last pretty long. Also rare.

Juggles are pretty easy here. Warlock Grab, flip kick or overhand punch them while being juggled. Causes great damage also.

Entei

Description- A big dog with spikes/wings coming out from the side of it's body.

Special Move- Fire Spin

-Entei stays stationary for this move and shoots a huge spiral of fire into the air. Lasts pretty long and is also rare.

This move is great and it is my favourite. This one I find lasts the

longest and causes the most damage. Warlock Grab the people caught in it because they will be too high to reach with anything else. Great Pokemon and you should wrack up 3 easy ko's here. Stay the hell away from it if it pops up and it is not yours.

Raikou

Description- Looks like a tiger with a lightning bolt for a tail.

Special Move- Shock Wave

-Raikou sends electricity out in all directions which damages people. I think that it only works if you touch the ground. I only seem to get hit when I'm touching the ground.

Tough to juggle with but causes good damage. Still useful for a rare pokemon.

Zapdos

Description- Big yellow and black bird with pointy wings.

Special Move- Thundershock

-Zapdos shoots electricity in all direction and damages people withing the field area.

Easy to juggle with but it a little bit short. The field area is smaller than Raikou but hit people out of the air and holds them there until it is finished.

Articuno

Description- Big blue bird

Special Move- Blizzard

-Articuno first stays in the air and anyone within the right distance will be turned into an ice block instantly (except for people with stars), then files off.

Cannot juggle people with this so just let the pokemon do the work while you go collect other important item.

Moltres

Description- A bird that looks like it's on fire

Special Move- Sky Attack

-Moltres turns the screen a little bit red and anyone caught near the pokemon will be burnt.

Tough to juggle again but you can send opponents into moltres for extra damage. Short attack and range is not to good.

Character Strategies Using Ganondorf

Against Dr. Mario:

The key is to keep some distance here. Stay a good couple of feet away from him. Get him to come to you so you can have the first attack otherwise he will just attack faster than you and connect more often. If he gets too close, roll to the other side of him and attack. Use the big smash attakcs when you are farther away and charge them up more. Chances are, someone will try to stop you or interupt you from doing your move, then let them have it. Once he's in the air, don't let him touch the ground. Try to hit him when he is still recovering.

Mario:

Basically the same strategy used for Dr. Mario except Mario is a little faster so don't charge your attacks so much.

Luigi:

Hit'em hard and hit'em fast. The faster you get Luigi off the screen the better. Watch out for his Skull bash cause it hurts. Use the same strategy with him as you would for Mario.

Bowser:

This guy is even slower than you are. He has some good reach and power though so keep moving. If you keep dodging, he should have troubles keeping up due to his speed. Any useful items should be grabbed up first and used until they cannot be used any more. Once he's in the air you have two options, juggle him or move out of the way because he might try to squash you. If he misses with that, knock him back up in the air again with a harder smash attack.

Peach:

Distance is good here again because she is faster than you are. She seems to be easy to knock into the air so use that for an advantage. Let her come to you because it's pointless to chase her around the whole stage for ever. Once in the air, the overhand smash is a good knock off move and should be used often.

Yoshi:

Easy character to beat. Power and reach should be abused here. Not a huge need for items but you can use them if you want. Yoshi also has a pretty annoying Down + B move so watch out for it. If it misses, the recovery is long enough to guarantee a smash attack.

DK:

Fight against him like you would against bowser. Lure him to your smash attacks and keep moving and dodging.

Samus:

She is also a good speed character that has good recovery time so just use the brute force that you have to get her off quick. The screw attack she has isn't so strong anymore and leaves you kind of close to her. If you tap down just after the move, you will probably hit the ground first which will leave her open for an attack of mass proportion.

Captain Falcon:

Distance is key. He is just way too fast for anyones liking. His moves are very much like yours so your judgement can come in handy here. Try to use his speed against him. If he charges toward you, Dark Punch or roll past him. Once thats done, attack him again. Use the range attacks a lot.

Falco:

Another extremely difficult character due to speed and power. His combo he does is just too good. He tends to punch you once or twice over and over again then goes for the kicks. Don't stand and brawl with him because you will lose. He's just too fast. So use your power to fix that. Falco's Up + B attack is good but can be countered with a double vertical kick nicely. Reach attacks and dodging should be used often.

Fox:

Much like Falco except a little weaker and maybe a little faster. Use the same strategy as above except use less charged attacks to attack quicker.

Pikachu:

A walk in the park. He's really easy to knock off. If you are in the air, use the Downward Stomp to send him flying. Just try not to stand right above him because of his thunder attack.

Pichu:

Really easy again. Reach attacks are what you have over this puny pokémon along with incredible power. Same as Pikachu.

Jigglypuff:

Almost the same as Pichu and Pikachu except a little easier to knock off. Watch out for the attack where it looks Jigglypuff is falling asleep because at the beginning of that move is an instant KO. If it misses, you are free to charge up a smash attack or Warlock Punch or maybe an Explosion Kick.

Kirby:

The toughest one of the two pink puffballs. Kirby likes to float a lot and use the brick move. If Kirby misses with it, a throw or Warlock Grab is really useful here. Kirby's move where he runs at you and lights on fire is tough to counter but can be done. Just watch out for those and use the reach attacks.

Young Link:

A good battle. You can choose to slug it out or keep your distance. Just watch out for the hookshot if you are charging up an attack. Power attacks should be used often here.

Link:

Almost the same as young Link except use your dodge more often. Once he shoots the hookshot, (and misses you) hit him hard, then juggle him. The spin attack is useful against you so watch out for it. If you come up at the right angle when he is doing the spin attack, you will catch him with a Warlock Grab easily. Once the percentages get somewhat high, use the juggles and power attacks.

Zelda/Sheik

Against Zelda, all offense. Overpower her completely and use the reach again. Set up juggles. They don't have to be huge, but mix them up. Even the two or three hit combos are very effective.

Against Sheik, more defense. Lure her into you for a huge smash attack. The sweep kick is really effective here so use that.

Ganondorf

Just be careful. Ganondorf is like you in every way. He should not be taken lightly, especially in the hands of a master. Just try to attack him quicker, then hit him harder. I got the Climactic Clash award here so I attacked him small first, then bigger and bigger.

Marth:

Another fast character. Keep dodging around him and use the items around you. Set traps, use smash attacks, and knock him off with ease. His Up + B move is not that good for getting back onto ledges. Once you knock him off, guard the edge and wait for the Up + B (it will come) then counter and send him farther. Taunt just before he misses the ledge, it's great.

Roy:

I play against Roy the same way I do against Marth because I see them as the same character.

Ice Climbers:

They can't really reach too far so use that to your advantage. If you get them separated, continue to separate them. One ice climber is easier to KO than two. Overall, this should not be a tough battle as long as you keep your head. You can just put on a huge offensive onslaught and you should come out on top.

Mewtwo:

His attacks are pretty deceptive. They don't look like they do much, but they really add up so keep your guard. The key here is to get him into the air. He floats around so it is easier to knock him into the air. However with that said, watch out for some kind of electrical attack that he has. This move is strong and hits you multiple times. Evade this then smash him.

Mr. GameandWatch:

I can't take him seriously. In the hands of a master, he will have an advantage because he is made up of less frames per second but just use the offense as much as you want and you should be fine. He's pretty easy to knock off but watch out for him in Melees with 4 people because he tends to sneak up on you.

Ness:

His attacks are faster than yours so be careful about that. Use alot of power attacks to beat him. Keep your distance and juggle him whenever you get the chance. Items are great because I find that Ness tends to run away from you so throw something at him. Don't chace him though because you will pay for it.

Special Melee Mode

Camera mode

Description- Take snapshots of great poses during a vicious melee battle I find this pretty pointless because it just takes up memory blocks and if you own the game, you don't need a really cool snapshot.

Stamina Mode

Description- All players continue to fight until the percentage reaches zero.

This is a pretty cool mode. You start at 150% damage and work backwards. The hits you do take away percentages here. You have two options. Dive straight forward into battle, or stay away and just peck and the guys until they reach zero. If you choose the head on approach, use the range attacks and charge up a smash attack or some other big attack to pulverize everyone. If you stay away, every now and then, hop into to battle and do some damage. Stay on the outside of the battle. Either way works good. One someone kets Ko'd, it goes into slow mo mode, and you get to appreciate your victory. They stay on the screen (looks like they are sleeping) until the fight is over or they get blown away.

Super Sudden Death

Description- All players have 300% damage to begin with.

This is a good kind of match if you want the Score display (5,000 ko's) or Ko meter (10,000 ko's I think). Everyone starts with 300% damage, including you. So you can imagine just how easy it is to knock someone off here. Any move you use here is great, so the best ones are the ones with reach because power is not a huge factor here. The only way to stay alive for a long time is to keep moving because you are still slow.

Giant Melee

Description- all players are Giant

Stick with the same strategy as you would if you were normal size. Use the range attacks against people that are small, and use quicker attacks for the people who are bigger and stronger. You'll do fine.

Tiny Melee

Description- all players are tiny

Same as above except keep moving more because you have a lot more room to do it.

Invisible Melee

Description- all players are invisible

Unlike the cloaking device, you can still take damage here. The key is to keep attacking as much as possible so you know where you are all the time. If you know where you are, and other don't know where they are or where you are, you have a huge advantage. Items are great. Clear out moves should be used a lot here because it causes massive confusion to everyone because they have no idea who just flew off the screen, so they mash the jump buttons to try to get back on but end up falling off the arena.

Fixed Camera Mode

Description- The camera is fixed in one position

Nothing is added or taken away from the players, so they are still your main target. Keep using the same strategy as you would normally. Use your judgement on how far you have been knocked off because the camera is fixed in one position so you can't see how far you've been knocked off.

Single Button Melee

Description- Only the control stick and the A button works

ANNOYING!! This is even more annoying than the Cruel Melee. You don't know how much you use the x, y, l, r, z, or b buttons until you can't use them. This is fun however. If playing with friends, you sometimes meet face to face with an opponent and nobody does anything because no other button works but A. SO everyone just stands around. Jumping is a lot more difficult because the x and y buttons don't work. Anyway, as you can imagine, the smash attacks are basically the way to win. Just mix them up and stay on the ground. It makes things easier.

Lightning Melee

Description- Everyone moves really fast

If you play as Ganondorf all the time, this is a huge change. You can actually move fast. But it's now a lot harder to hit people and you even fall faster so be careful. Try to just connect with attacks more than just attacking. Don't bother chasing people because you fall really fast and if you chase someone over the edge....

Slo-mo Melee

Description-Everyone moves really slow

This is a great mode to see every single attack perfectly. It gives you an idea of how much things you miss. Ganondorf's double vertical kick is really cool and I didn't know that Ganondorf does two flips in the air instead of one. Here you can just jump right in because there is a whole lot of time to think about your next attack. But still try not to get caught up in big fights. Attack then move.

Combos For Ganondorf

-beginner combos

sweep kick to dark punch(certain %)

sweep kick to warlock grab(certain %)

sweep kick to roundhouse(certain %)

sweep kick to warlock elbow(certain %)

Gerudo Smash to Warlock Grab

Gerudo Smash to Warlock elbow

Gerudo smash to Warlock Kick

Gerudo smash to double vertical kick
double vertical kick to Warlock Grab
Warlock elbow to Warlock Grab
Warlock Elbow to double vertical kick
Warlock elbow to Gerudo Smash
double kick to Warlock Grab
double kick to flipping kick
double kick to double vertical kick
double kick to Gerudo smash
grab(down) to dark punch
grab(down) to Gerudo smash
grab(down) to Warlock Grab(certain %)
grab(down) to sweep kick
grab(down) to roundhouse
grab(down) to double kick
grab(up) to Warlock Grab
grab(up) to flipping kick
Note- Try reversing some of the combos.

Intermediate combos

sweep kick to dark punch to sweep kick
sweep kick to dark punch to Warlock kick
sweep kick to Gerudo smash to Warlock Grab
sweep kick to sweep kick to Gerudo smash
sweep kick to sweep kick to dark punch
sweep kick to double vertical kick to Warlock grab
sweep kick to double kick to Warlock grab
Gerudo smash to Gerudo smash to Warlock grab
double kick to Gerudo smash to Warlock grab
double kick to Gerudo smash to Gerudo smash
double kick to double vertical kick to Warlock grab
double kick to double vertical kick (43% damage)
Warlock elbow to double vertical kick to Warlock grab
double vertical kick to double vertical kick to Warlock grab
double kick to Warlock elbow to Warlock grab
grab(down) to sweep kick to Gerudo smash
grab(down) to Gerudo smash to Warlock grab
grab(down) to double kick to Warlock grab
grab(down) to double vertical kick to Warlock grab
grab(down) to sweep kick to dark punch
grab(down) to Warlock elbow to Warlock grab
grab(down) to double vertical kick to double vertical kick

Note- grab(down) can be replaced with grab(up) in most situations
Note- Also try to mix and match with these, there are probably more.

Expert combos

sweep kick to dark punch to sweep kick to Gerudo smash
sweep kick to dark punch to sweep kick to Gerudo smash to Warlock grab
sweep kick to Gerudo smash to Gerudo smash to Warlock grab
sweep kick to Gerudo smash to Gerudo smash to double vertical kick to Warlock grab
sweep kick to Gerudo smash to double vertical kick to Warlock grab
Gerudo smash to Gerudo smash to Gerudo smash to Warlock grab
Gerudo smash to double kick to Gerudo smash to Warlock grab
Gerudo smash to Gerudo smash to double vertical kick to Warlock grab
Gerudo smash to Gerudo smash to double kick to Warlock grab
Gerudo smash to Gerudo smash to double kick to Warlock Grab to Warlock

kick

double kick to Gerudo smash to Gerudo smash to double vertical kick to Warlock grab

double kick to Gerudo smash to double kick to Warlock grab

double kick to Gerudo smash to Gerudo smash to double vertical kick to Warlock grab to Gerudo smash (has to fall near you)

grab (down) to Gerudo smash to Gerudo smash to Gerudo smash to double vertical kick to Warlock grab

grab (down) to Gerudo smash to Gerudo smash to Gerudo smash to double kick to double vertical kick to Explosion kick (must have very good timing and predict where the person will fall. VERY TOUGH!! 124% Damage if connects)

grab (down) to Gerudo smash to double kick to double vertical kick to Warlock grab to Gerudo smash/Warlock kick

grab (down) to double kick to double kick to double vertical kick to Warlock grab

grab (down) to Gerudo smash to Gerudo smash to double kick to double vertical kick to Warlock kick

grab (down) to Gerudo smash to Gerudo smash to Warlock elbow to Warlock grab

Note- there are more combos, and they are just extensions of these with some variation. This is just to give you an idea of how to do combos with Ganondorf.

Note- After every Warlock grab, a Warlock kick or Gerudo smash can follow. It adds 33% damage if it connects but it will only connect if the person falls towards you because the Warlock grab will send them in the direction that you are facing.

Note- don't rely on combos all the time. If you don't succeed with one, move on to something else.

Combos Submitted by other people (e-mail me at joeyolbean@hotmail.com)

any questions or tips etc. will be posted here.

Thanks to crazygamer123 for these.:

key:

up means up

down means down ect...

* means smash

&means grab

\$means in the air

1.down a, b up

2.*up,b up

3.*side, bup

4.b side, b up

5.&,up,%down a

6.&,down,*down,b down

7.* up,% a up

8.&,up,% a side

1.ganondorf's up smash fully charged does 28 up to 53%!!!! this only works if u hit them with both legs. u can hit them with both legs if your directly under them or there big like

bowser

2.ganondorf has a meteour smash.(well he has 2) his arial a down and his arial a side.

3.if u r like me and u like facin newbs and gettin them mad,go to hyrule temple, go to the bottom near where it slopes and keep usin b side! i was able to get my freind up to 225% before he got out and i was at 0%^_^

4.tip: for intermediate level, they should master the up a smash and use it alot because i killed a bowser(cpu level 9) in 3 hits because i mastered it and i hit it with both legs

each
time causin 43-46%. this is a must master.

Thanks to rphan@altrionet.com for this:

Mr. Saturn destroys shields in one hit.

Thanks to "Tyler Hotshot" <silentspidey@yahoo.com> for this:
Using the fan, if you smash forward it will break anyone's shield in one hit! It's great against people who are heavily guarding.

Ganondorfs Strong points vs his weak points
-pros and cons of Ganondorf

Pros

Great Power

Ganondorf has some very intense moves that cause great distance and damage.

Hard to knock off

He can be tough to knock off because of his size.

Reach

He has some good effective moves that have a great range to them.

Ability to Link most of his moves

Ganondorfs ability to juggle is great. Almost every attack leave some kind of stun. i.e., dark punch to Gerudo smash is a very small combo but strong.

Variety Of Combos

Ganondorf has a variety of combos to choose from so there shouldn't be just one combo being used. You will continue to surprise the opponent.

Cons

Slow

Ganondorf is very slow so only expert users should use him. You will have to utilize the dodge to survive.

Hard to get back on

Once Ganondorf is knocked off, his recovery skills are not that great when compared to other characters.

Recovery

Ganondorfs moves tend to have a larger recovery time so make sure that you connect.

Big

Size does matter, it makes you easier to hit.

What to use and what to stay away from.

Use the sweep kick, Warlock grab, Warlock kick, Warlock elbow, double kick, and double vertical kick the most. They are all fast and cause good to great damage plus set up for combos.

Try to stay away from, the Explosion kick, Warlock punch, and Gerudo smash the most. The Gerudo smash is great for combos but if you miss, the recovery is really slow and you will fall right off the edge with no opportunity to recover. The other two cause great damage but are too

slow to use all the time.

Sum up of Ganondorf

Overall Ganondorf is great character. This guideline should prove useful:

Power- 9/10

Speed-6/10

Reach- 6/10

Recovery- 4/10

Combo Ability- 10/10

Learning curve- 8/10 (higher the harder)

Offensive Abilities- 8/10

Defensive Abilities- 4/10

Ganondorf should be used as an offensive character. Power is the big key here since that is what he focuses on. Beginners should have troubles with him due to his slow speed but experts should just go to work on anyone who wants a good scrap. Remember that you don't have to get the person to 100% before you can knock them off, so don't pepper them with little attacks until they reach it. Go for the kill a.s.a.p. At about 60% or a little under, you stand a good chance of knocking them off with a well placed warlock elbow or double vertical kick.

Appendix

Unlocking Ganondorf

Complete event number 29 in the event match screen.

Ganondorf's Stages (the ones I think that fit him most)

Battlefield Stage- Complete All Star Mode

Final Destination- Complete event numbers from 1-51 (all of them)

Home Run Contest

Hit the bag in the air with UP + A (double vertical kick). Try not to charge it too much because it wastes time falling down. Try to hit it as much as possible in the allotted time because the higher the percentage, the farther the distance. Then grab the bat at the left and give it a good whack.

Multi Man Melee, hundred man melee, 15 min melee, 10 man melee etc.

Stand under the left or right platform and use the double vertical kick. When the enemies come close to you on the ground use the sweep kick to knock them away. You can also use the double kick and Warlock grab to clear out the enemies. Standing under the platforms gives you a huge advantage in this because you can kick right through the platforms and KO many wireframes at once. If done correctly, the melees should be done with relative ease.

Cruel Melee

This is hard!! I found the best way to achieve a good number in this is at first roll under the left platform and charge up a double vertical kick, when they land kick them up high. Take out the ones that are now close to you on the ground with either a sweep kick or double kick. Warlock grab the ones that are above you or roll to the other side of the arena and give them a Warlock elbow. Try to keep them in front of you because Ganondorf has lots of clear out moves. If you get knocked off

the arena use a Warlock grab to get back on but use it at an awkward time. Example, wait a little bit longer before using the move. It will make you fall farther but your chance of getting back on is greater because the AI don't attack you so much. Another method that I found works is use the double vertical kick at the beginning like before, but now one Wireframe from the top should drop down through his platform and the one in front of you should now move a little bit forward (just inside sweep kick range). Sweep kick them and do another quick double vertical kick. It should hit the ones that just fell on top of you, in front of you and behind you. Roll to the other end of the arena and charge up a Warlock elbow or wait for a sweep kick. Timing is key here. If you connect with the Warlock elbow, it should send them flying in the air giving you some much needed breathing room. I've got up to five ko's with this technique.

Break the Targets

This really is not a walk in the park. Wait for the first 3 targets to pass in front of you and dark punch them. Destroy the one above you first then move to the right. Time the target that is moving up and down towards you, then the next two that are above you. In total, you should destroy 3 targets at the right then move on to the one at the top. Time the platforms correctly and be careful not to jump too high because the spikes will send you right back down. Then move on to the ones on the left. Wait there for the last two targets and use a dark punch or sweep kick to break them. Easier said than done however.

How to Fight Giga Bowser

In adventure mode, on normal with two lives (this is how I did it, there could be other ways), beat Bowser in about 10 to 20 seconds or less. He will fall off like he normally does. He will fly back up and transform into Giga Bowser (in a movie). Now this guy is quite difficult. He seems to be faster than Bowser. If you can picture Bowser, in giant mode, then eating like 2 mushrooms, that's about the size of Giga Bowser. His pure power is enormous and his reach is tremendous. Sadly to say, he kicks around Ganondorf like a rag doll. Try to stay as close as you can because your reach is just outmatched here. Get him to the high percentages a.s.a.p. then hit him hard. Once he's in the air, hit him even harder and faster. If he gets over the edge, guard it with your life. Do not let him get back on. If you happen to lose, you have to beat Bowser again and beat him quick again to fight Giga Bowser. If you win, you get the Giga Bowser trophy.

How to fight the Crazy Left Hand

In classic mode, on normal with two lives (same as above only in classic mode) get to the master hand. Once there, you have to take about half of his life away in about 20 seconds (my time was at 4:40 when it happened).

The game will pause just for a minute and the Crazy Left hand will come and help the right. The key here is to just keep pounding away at the right hand until he dies. Double vertical kick him while keeping an eye on the left hand and being prepared to dodge. Once the right hand is defeated, use the same technique on the left hand as you would normally use on the master hand. Congratulations, you beat the hands.

Getting coins

Do smash attacks. The more you do, the better. You should have no trouble achieving good coin amounts with Ganondorf.

Multiplayer Tips

Ganondorf is stronger one on one but you will have to play on multiplayer eventually, so you might as well have a good game plan. Keep people in front of you all the time. Use the smash attacks a lot. I found that the overhand punch is extremely useful against everybody and so is the flipping kick. If you keep getting countered while using the Warlock Grab, use the flipping kick, then use the Warlock Grab. Pokeballs should be grabbed as often as you can get your hands on them. These help you a great deal, especially the Legenday Pokemon (see that section for descriptions of pokemon and tips using them). The double vertical kick works great. People really don't seem to pay attention to what is standing right below them, so make them pay attention to what is right below them. Again, the smash attacks should be used a lot because of their knock off power, speed and reach.

FAQ on Ganondorf

1. Can Ganondorf do Falcon's double hit smash attacks?

I asked this question in my FAQ and I did answer it in a note just after the Useless Items part. The answer is no. Ganondorf cannot do the double attack.

2. Can Ganondorf use his sword?

This is seeming to start a rumour. However I do not have an answer. I have never seen Ganondorf use his sword before but there could be a certain button combo. to do so. I recieved an e-mail about this and disappointingly, I didn't have a solid answer. If anyone has the answer to this, PLEASE E-MAIL ME WITH THE ANSWER.

3. Can the power shield reflect items?

Yes. It's happend many times to me before. For those who don't know what that is, it's when you press the shield exactly when you get hit. You hear a different noise and a little spark will appear. You'll know when you do it..... but it's tough.

4. How do you grab things out of the air?

I also answered this under the expert moves list. You press the Z button while in the air when the item is at about head level or just about to hit you. It's tough to practice but that's why it's qualified as an expert technique.

5. How do you dodge with Ganondorfs taunt.

It's a big timing thing. Items that are thrown at you, like a shell or a walking bomb, can be dodged. The timing is right after the green magic appears at Ganondorfs feet. It looks great if done correctly because it adds to the taunt, but it's risky.

6. I can't get the Gerudo smash dodge to work. When do you time it?

It's just after Ganondorf is lunging forward. He will already be in the air. Again this takes some practice but it's useful.

7. Isn't Ganondorf supposed to be hard to knock off?

Yes he is. Always try to get the maximum distance out of your comeback. Jump, then fall a good portion of the way, then do the Up+B. I found that Height is not really a problem with Ganondorf, it's the distance that's tough to cover. Also, check who knocked you off and at what Percentage. Some characters look decieving with their attacks. *When you are hit into the air and it seems like you won't make it back on, use this trick: Jump once, then use the Warlock Kick, then jump again and use Up+B. The Warlock Kick allows you to recover your first jump!!*

8. If you had to choose 4 moves to win the match, what would they be?

Well no one has actually e-mailed me about this one, it's just to emphasize his best moves.

If Ganondorf utilizes his Warlock Grab, it's a sure win. The Warlock Elbow, Dark Jab, Warlock Kick, and Warlock Grab would have to be the moves.

9. What is Spiking?

Spiking involves smashing your opponent directly downward when they are trying to come back on. Ganondorf is really good at doing this since most of his spikes eliminate recovery. Use the Downward Stomp when they are close to the ledge and trying to get back on. You can use the Warlock Kick but make sure you are standing on a ledge or something because the kick goes too far down, however, if it connects it's an INSTANT KILL!!

10. Can Ganondorf jump off of walls like Captian Falcon, young Link etc?

No. However I found a cool trick that's sort of like it. When you get blasted into a wall or something like that, just before you hit press the R trigger or L trigger button to recover from the place that you got smashed against. You recover your first jump and Up+B. It also works if you get hit and then smash into the underside of something. You recover instantly. You flash once, so that's ure signal that it worked.

Version History

1.0 FAQ created.

FAQ updated December 29- added % to moves and 3 combos, added usefulness to moves and a new tip. Grabbing things out of the air(hammers) is fixed and added a blurb on it. Added more strategies and fixed up some things.

Jan 2- added strategies for Cruel melee. added a little comment on grabbing items out of the air. another advantage to the cloaking device.request for Falcons double attack with weapons to see if Ganondorf can do it. added more to break the targets. added to multi man melee and took out 100 man melee and others to add them to multi man melee.

Jan 3- added Ganondorf cannot do the double attack with weapons like falcon. Added strategies for levels and to table of contents. Added note on actual names of special moves in Special Moves section. Added Legendary Pokemon for Ganondorf to use and to table of contents.

Jan 4- added strategies to FAQ and to table of contents. Added multiplayer tips to appendix.

Jan 5- added how to fight Giga Bowser and how to beat him.added how to fight the crazy left hand and the master hand in classic mode.added strategies to special melee mode.

Jan 27- added Ganondorfs Gerudo Smash can dodge projectiles. added a blurb at the top.

March 10- added an FAQ section and added some thanks to people. added a tip on guarding ledges under good techniques to use with Ganondorf. added 2 more moves to the beginner list.

April 15- added a new section (combos submitted by other people), it's underneath combos. added to question 7 on FAQ about Ganondorf section (VERY USEFUL AND WORTH CHECKING OUT). added another question to the FAQ.

April 22- added more to contributions from other people and added another strategy to good strategies and techniques (good little tip about using the small pokemon effectively)

April 30- added a mr.Saturn tip in the new section (combos submitted by other people).

July 19 - added new tips submitted from other people under combos etc submitted by other people (using fan tip). *added a recovery tip under

FAQ on Ganondorf section.* (just above here)

Aug 3 - added thanks

Thanks

Thanks to *ironical* for some kind of format to follow. I looked at the FAQ to see some things that should be included. Since this is my first FAQ I needed something to show me what to do. Thanks for the inspiration and for some of the ideas posted on this FAQ. Thanks again.

Thanks to *Wesley Ze Great*, *Incog_Neeto*, and *WL* for replying about *Falcon's Double hit smashes*.

Thanks to *~tj*, *Benny Tran*, for adding a question to the FAQ.

Thanks to anyone else who replies or has replied about *Falcons Double Hit smash attacks*.

Thanks to *crazygamer123* for submitting combos for Ganondorf

Thanks to *rphan@altrionet.com* for submitting a quick shield break using *Mr.Saturn*.

Thanks to *silentspidey@yahoo.com* for submitting a instant shield break using the fan

Thanks to *Chron0Link@aol.com* for asking the question that nobody had asked (under FAQ on Ganondorf section, #8)

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