

Super Smash Bros Melee Kirby Character Guide

by Dabid

Updated to v1.0 on Jan 2, 2002

//////////////////////////////////// Kirby FAQ //////////////////////////////////////

Super Smash Brothers: Melee
Kirby Character FAQ
By Dabid! - DabidAndDon@aol.com
Version 1.0
Created: 1/2/02
Last Revised: 1/2/02
This Document Copyright 2001 Dabid Kuhrt

@@@@@@@@@@@@@@@@ Table of Contents: @@@@@@@@@@@@@@@@@@

- I. Intro
- II. Moves
- III. Homerun Contest
- IV. 15-Minute Melee
- V. 100-Man Melee
- VI. Stock Battle Strategy
- VII. Time Battle Strategy
- VIII. Target Test Guide
- IX. The Legal Stuff

@@@@@@@@@@@@@@@@ I. Intro @@@@@@@@@@@@@@@@@@

Considered by many to be the best and easiest character to use in the original Smash Bros, Kirby has returned slightly de-powered and with a few new tricks up his sleeve. Most of Kirby's attacks do slightly less damage than they did before, but the biggest blow to Kirby comes from the greatly-weakened Final Cutter attack. This attack used to go extremely high and could be used as a one-hit kill on people foolish enough to be over a pit when attacking Kirby. Now, the attack only goes about half as high, and it knocks opponents away rather than killing them.

Kirby is available at start-up as one of the first 14 characters in Super Smash Bros: Melee. He is one of only three characters to have THREE stages for himself. At startup you already have his first two stages: The Dream Fountain and The Green Greens. By beating the Target Test for all 25 characters, you can unlock his last level-the classic Dreamland level from the original Smash Bros.

Costumes: Kirby has picked up an additional two color schemes since the original Smash Bros. Kirby still comes in default pink, as well as light blue, orange, and yellow. New to Melee are the green Kirby(which you could only use in Team Battle in the original) and all-new Black/White Kirby.

Trophy Bio: "A denizen of the far-off, peaceful planet Pop Star, Kirby became a citizen of Dream Land after defeating King Dedede. Even though he's only about eight inches tall, Kirby is an extremely skilled

technician. He has the unique ability to absorb the powers of his enemies, and his elastic body makes him a versatile adventurer."

First Appearance: Kirby Dreamland-August 1992

@@@@@@@@@@@@@@@@ II. Moves @@@@@@@@@@@@@@@@@

Basic Attacks:

A: Multi-hit Hundred-Hand Slap 1-2% per hit

Up+A: Vertical Kick 6%

Forward+A: Roundhouse Kick 11%

Down+A: Low Kick 10%

Kirby has some really cruddy normal attacks. His smash attacks take about the same time to execute as these, so there's not much use for them. The exception is the Vertical Kick... it's faster than the Flip Kick Smash, and knock the opponent directly into the air, setting them up for an aerial attack or Flip Kick.

Smash Attacks:

Smash Attacks--Not Charged:

Forward+A: Slide Kick 15%

Down+A: Spinning Leg Sweep 14%

Up+A: Flip Kick 14%

Smash Attacks--Fully Charged:

Hold Forward+A: Slide Kick 20%

Hold Down+A: Spinning Leg Sweep 19%

Hold Up+A: Flip Kick 20%

Kirby's Smash Attacks are neither some of the most powerful in the game nor some of the weakest. The Flip Kick and Spinning Leg Sweep both do a good amount of damage, but require the enemy to be very close in order for Kirby to hit them. Kirby is really not meant for being close enough to his opponents to hit these two Smash attacks, so they should rarely be used.

The Slide Kick is Kirby's best Smash Attack. Kirby lunges forward when he does the Slide Kick, so it gets better range than the other two Smash Attacks. This is Kirby's strongest smash attack and the most likely to kill opponents, so it should be used whenever you're forced to fight on the ground.

B Attacks:

B: Suck In

B (then A): Spit Out: 10%

B (then B): Kirby Absorb--8% You get the power of the character you absorb--here is the list of powers and damages done by absorbing each character:

Dr. Mario Megavitamins: 8%

Mario Fireball 6%

Luigi Fireball: 6%

Peach Toad: 0%-?% (Acts as a Deflector)

Bowser Fire: 2-37%

Yoshi Egg Hatch: 8%
DK Punch: 18%
Falcon Punch: 27%
Gannondorf Punch: 30%
Ness PK Flash: 36%
Falco Raygun: 3%
Fox Raygun: 3%
Ice Shot: 6-13%
Samus Blaster: 2-25%
Zelda Naryu's Love Spell: 3%-?% (Works as a Deflector)
Sheik Darts: 2-16%
Link Arrow: 5-18%
Young Link Fire Arrow: 8-15%
Pikachu Thunder Jolt: 6-10%
Pichu Thunder Jolt: 6-10% (1% Damage to Kirby)
Jigglypuff Rollout: 10-18%
Mewtwo Shadowball: 25%
Mr. Game & Watch Chef: 3-9% (6% for hitting with the frying pan, 3% for every sausage that hits)
Marth Shield Breaker: 7-28%
Roy Fire Blade: 5-50% (One-Hit Kill when fully-charged! + 10% Damage to Kirby)

Up+B: Final Cutter 2-15%

Foward+B: Hammer 13-23%

Down+B: Stone 18%

Heh. And I thought I had it rough when I had to explain Mr. Game & Watch's B moves... Kirby has the unique and EXTREMELY important ability to suck in opponents, and then either spit them out or absorb their special power. Obviously, absorbing their special power is by far the more important of the two. All of the moves Kirby absorbs are at least somewhat useful. The Megavitamins, Rayguns, Fire, Shadowball, Blaster, Fireballs, Sausages, Ice Shot, Arrows, Darts, and Thunder Jolts are all useful and decent projectiles. Kirby has no projectiles of his own, so these are particularly good for him.

The Naryu's Love spell and Toad can both be used as deflectors, giving Kirby another degree of complexity when he has those powers.

The Shield Breaker and Fire Blade attacks allow Kirby to pull out a sword and charge it for as long as possible before attacking with great power. While using the Fire Blade, if Kirby is able to fully-charge the attack and hit someone with it it's an automatic KO. The Fire Blade is the strongest move that Kirby learns.

The Falcon Punch and Warlock Punch are twins, of a sort. Both moves are fundamentally the same, except that the Falcon Punch can be executed faster but the Warlock Punch is stronger. Both moves are awesome knock-out moves to use on opponents with more than 50% damage.

The Rollout is a bizarre move where you need to charge for 3-4 seconds, then hold the move until you're ready to attack someone. Once someone comes into your line of attack, you release and BLAST across the screen at an incredible velocity! This doesn't do a whole lot of damage, but it does hit with a lot of force and knock opponents FAR away, making it a viable knock-out move. But beware-if you miss your opponent, you'll almost certainly fly off the edge to certain death.

When you use the Egg Hatch attack, you'll suck in your opponent with your tongue, eat them, and poop them out as an egg. As bizarre as it sounds this move is actually pretty decent. While your opponent is an egg they are totally defenseless, and any damage they take as an egg adds onto their percentage. Plus, should you be standing close to the egg, you can poop your opponents over for an instant kill if they're not prepared.

The DK Punch has been weakened since the original Smash Bros, but is still fairly powerful and useful. It takes around 5 seconds to charge, but then you can freely move about and wait to attack your opponents with the Punch. Not as strong as it once was, it still hits with more than enough force to send opponents FLYING!!!

Finally, we have the Ness PK Flash. The most difficult of the B attacks to pull off, it's also the most powerful. You'll need lots of practice to do this right, so try it in training mode first. You hold down B, and a small green firecracker will appear over your head. Continue to hold B down and move the firecracker around with the control stick. After about 4 seconds, release B when you want it to unleash a devastating PK Flash attack. If you do it on top of someone else it's 36% damage--and instant death if your opponent is high in percentage. The PK Flash does not hurt Kirby.

::Phew:: That does it for Kirby's normal B attack. Now, for the others... Kirby's Hammer Strike is an all-new move that is Kirby's most powerful attack. You need to aim careful to hit someone with the head of the hammer to do major damage--if you hit them with the stick or the side of the hammer it'll only do a little damage. This is the longest-range attack Kirby has, so it's good for picking off enemies that are a little bit away from you. The Hammer Strike is also slow and requires Kirby to be on the ground, however, and I'm not at all a big fan of ANYTHING that makes Kirby stay on the ground. Use this move only when absolutely necessary.

The Final Cutter was among Kirby's best attacks in the original, but it has been greatly toned down now. While it will do more damage to the opponent now, it can no longer be used as a "smackdown" kill attack since it knocks the opponent away from you instead of straight down. This also doesn't go nearly as high as it used to, so you'll need to rely more on Kirby's jumps in order to return to the platform. As an attack this is still extremely weak, and should only be used as a recovery move.

Finally, we have the Stone. This was Kirby's best move in the original, and it still is. You can float over someone or even a group of people, then drop on them as the Stone to cause damage (less now than the original) and kill opponents with a lot of damage. Kirby is invulnerable while doing the Stone, though he can be thrown as a Stone. If someone is throwing a Bob-Omb at you, you want to destroy a mine, or you want to knock someone with the Hammer off the level, use the Stone. This move is Kirby's best, and should be mastered and used as often as possible.

Running Attack: #####
Run+A: Running Fireball 8%

The running fireball LOOKS pretty awesome, but it's really quite weak

and slow. When your opponents sees you light on fire and begin sliding towards them, they'll know to counterattack or just jump away. This attack is really not that useful, and should be used as sparingly as possible. You want to be floating OVER your enemies--not running towards them.

Throws:

Z+Forward: Slam Dunk 8%

Z+Back: German Suplex 8%

Z+Up: Piledriver 10%

Z+Down: Multi-Stomp 7%

Kirby must watch a lot of sports, because his throws are all powerful wrestling and basketballs attacks. First is the Slam Dunk-Kirby lunges forward and slams his opponent to the ground with this throw. If you're standing near a ledge, it's instant death for your opponent. It's a Kamikaze move, but it's great for when your opponent has very little damage and you have a ton. Plus, if you do this in a stock battle or sudden death when you and your opponent both have one life-your opponent dies first, so you win! The Piledriver return from the original Smash Bros, and is easily the most spectacular throw to watch in the game. It won't kill anybody with less than MASSIVE damage, but it's fun to watch and will send your opponent into the air, where Kirby can blast them with a powerful air attack or charge for a Flip Kick Smash. The Multi-Stomp is quite possibly the funniest move in the game-you have to see it to believe it. Even better, it's actually useful-it sets your opponent up for a Spinning LegSweep Smash. Finally, we have the German Suplex. This throws the opponent away from you, so it's bad for comboing, though it's also Kirby's best throw for actually killing people.

Aerial Attacks:

A: Cartwheel 10%

Up+A: Somersault Kick 15%

Down+A: Drill Kick 1-15%

Forward+A: Multi-Kick 4-12%

Back+A: Back DropKick 14%

Forward+B: Spinning Hammer 1-18%

B: Stone 18%

Kirby was really meant to be used in the air, and these attacks are his bread-and-butter. The Drill Kick takes a moment to charge, but works as a "smackdown" move and sends opponents over a pit straight to their death when Kirby hits it. The Somersault Kick and Back Dropkick are both strong and easy to hit-use these as Kirby's main attacks when directly attacking another opponent in the air. The Cartwheel is weak, but will knock your opponent away from you and can be used to finish a combo began by the Vertical Kick.

The Spinning Hammer is unweildly and difficult to control. It can hit multiple times and do decent damage to the opponent, but it's more likely to miss and cause Kirby to get blasted out of the arena. The Hammer is best used on the ground as a power attack.

As covered in the B section, the Stone is Kirby's best move by far. You want to spend the majority of the match flying over your opponents and dropping on them for the kill, so get familiar with the Stone and master its timing.

Taunts:

D-Pad: Kirby looks toward the camera waving his hands in the air and yells "HiiiiIIIIIIiiiiii!"

Any power Kirby has absorbed will be spit out, so this taunt is costly. It's devastatingly cute (any irritating), though, so it just might be worth it.

@@@@@@@@@@@@@@@@ III. Homerun Contest @@@@@@@@@@@@@@@@@@

For me, Kirby is one of the most annoying people to do the Homerun Contest with. His Drill Kick, Roundhouse Kick, Smash Attacks, Stone, and even Multikick all knock the bag off the platform VERY easily and you can only get about 600 feet using them. There IS a way to get the bag to go around 1000 feet, but it's horribly irritating and will make you cringe worse than trying to precisely hit the bag with Yoshi's drill kick 5 times perfectly.

The only way to break 1000 feet with Kirby is using... the aerial spinning hammer. Not only is it a pain just to do the move when you're at the sandbag's level, but it's also horribly frustrating. You have to hit the spin DIRECTLY on the sandbag to do around 18% damage each time. It gets worse. If you do the spin 2-3 times consecutively on the same side of the bag, it FALLS OFF the platform. So, in order to get the best score in this Homerun Contest...

1. Grab the bat immediately.
2. Jump at the bag from the left-hand side-when you get to be ALMOST but not quite on the ground and you're almost overlapping the bag, use the aerial Spinning Hammer. The bag will fly to the left-hand side of the platform.
3. Repeat Step 2, but from the right-hand side of the sandbag now. It will fly to the right-hand side of the platform.
4. Repeat Steps 2 and 3 until you have approximately 1 second left. At this point if you've been quick and accurate, the bag will have over 75% damage. Ideally, the bag will be on the right-hand side of the platform at this point as well. Use the last second to charge up a mighty swing of the Homerun Bat and send the Sandbag FLYING for a distance of around 1000 feet.

@@@@@@@@@@@@@@@@ IV. 15-Minute Melee @@@@@@@@@@@@@@@@@@

Coming Soon.

@@@@@@@@@@@@@@@@ V. 100-Man Melee @@@@@@@@@@@@@@@@@@

Coming Soon.

@@@@@@@@@@@@@@@@ VI. Stock Battle Strategy @@@@@@@@@@@@@@@@@@

Coming Soon.

@@@@@@@@@@@@@@@@ VII. Time Battle Strategy @@@@@@@@@@@@@@@@@@

Coming Soon.

@@@@@@@@@@@@@@@@ VIII. Target Test Guide @@@@@@@@@@@@@@@@@

Kirby has one of the easiest Break the Targets in the game, though it's a long one so it takes close to 30 seconds to do it. Here's how it's done.

1. You'll start standing next to the first target. Break it.
2. Jump onto the platform to your right. You'll see a large drop with two targets. Jump into the drop and immediately turn into a brick. You'll automatically break Target 2.
3. Stay a brick. You'll continue down the drop and automatically break Target 3.
4. You'll land on a wooden platform at the bottom of the stage. Jump across to the floor to the left of you. Target 4 is directly over your head. Jump up and hit it with the Cartwheel.
5. Float back to the wooden platform as quickly as you can. Target 5 is floating near the edge of a ledge above you and the right. Float up close to the ledge, then use the Final Cutter to break the Target and land on the ledge.
6. To the right of the ledge you're now on, there's a step. Go down the step. Below it is Target 6. Break it.
7. Float back to the ledge above the step. If you look up, there are two targets across from each other that are seemingly impossible to get at. Float up so that you're at the same level as the targets and directly in the middle of them, then use your midair Hammer Spin. Target 7 will break.
8. If you've aimed properly when you did the midair Hammer Spin, Target 8 will also be broken in the same spin as Target 7.
9. Continue to float up, past where Targets 7 and 8 used to be. Land on the ledge to your left. You'll see Target 9 against the wall. Break it.
10. Okay, here is the final target and the only one you might die trying to get if you're not careful. To the right of where Target 9 was there's a little bridge that you can fall through. The final target is above another bridge in the bottom right-hand side of the stage. Run over to the bridge next to Target 9 and fall through it. Hold down on the Control Stick to go down as quickly as possible. You should be able to float over to the bridge below Target 10 using two jumps and the Final Cutter. If you've aimed well, the Final Cutter will break Target 10 and the Target Test will be over. If you've done everything quickly and right, your time should be around 27 seconds.

@@@@@@@@@@@@@@@@ IX. The Legal Stuff @@@@@@@@@@@@@@@@@

This is my FAQ, and I worked super-hard on it. Don't take this FAQ and copy it in any which way without my consent. Just send me a quick E-Mail at DabidAndDon@aol.com stating where you wish to use it to get my

consent. If you reproduce it, you must not change it in any way and you must give me full credit. I'm very excited to have made this FAQ for the adorable pink puffball, so I will almost **definitely** give you consent to use the FAQ--I just want to know where it's going and who it's helping. Thanks!

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