

Super Smash Bros Melee Kirby FAQ

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Kirby

"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."

-Trophy Bio

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This section is just me telling you what this guide is for, in case you are reading this by accident.

Section II- Kirby?s pros and cons

This section is about the good and bad things that any Kirby player must know.

Section III- Kirby?s moves

Take a guess at what this is about. If you can?t figure it out, it is a section on what Kirby?s moves are and what they do.

Section IV- Advanced Tactics

This section is about tactics such as the wavedash and edgehogging and everything else that will almost certainly make your opponent mutter (or shout) an expletive.

Section V- Psychology with Kirby

This is about keeping your cool with Kirby, and trying your opponent?s patience.

Section VI- Legal Stuff

This section is all about how the fifth dentist caved and now they?re all recommending Trident.

Section I: Introduction and Purpose

This guide is dedicated to mastering that adorable puffball named Kirby. Kirby is one of the lightest characters in the game, so he is meant almost exclusively for the cunning and certainly not for the faint of heart. I myself have been playing with him since the game?s release four years ago. I have had my share of kills, stupid deaths, losses, etc. Through this guide I hope to pass on all

the things I have learned in that timeframe. If you are reading this guide, you either want to become better with Kirby, or have way too much time on your hands. Mastering Kirby is an art, and I don't recommend you play with him if you don't want to play as him often. He is very different from all the other characters, including the closest thing he has to a counterpart, Jigglypuff. If you are reading this guide, good for you; you are one of the few who recognize that Kirby has potential in this game. You did a better job than I on that front, because I just randomly chose Kirby four years ago when the game came out and decided to stick with him. The purpose of this guide is to help you master Kirby, and as this introduction is not really doing that, I will not go any longer. Thank you for reading this, and good luck in the SSMB jungle!

Section II: Kirby's Pros and Cons

Kirby is a great character, but to use him properly you must first understand his strengths and weaknesses. The first pro for Kirby is that he's a confusing player to play against. He's not quite as confusing as Mr. Game and Watch, but Kirby's agility and quintuple jump make him a worthy opponent. The second is definitely his ability to absorb any other player's B attack. This is especially useful when playing against Roy or DK (More on this in section III). Another pro is Kirby's amazing edgehogging ability. Edgehogging is explained in the advanced maneuvers section. Kirby has nothing to fear when edgehogging, for even if you somehow miss the edge, all is not lost, and often you can reach it in a single jump or Up+B. Kirby is also the master of suicide maneuvers; he has two attacks that can kill both himself and his opponent, provided they are done properly. A con is that Kirby is light, and gets knocked away and eventually out fairly easily. This is the reason that Kirby has that quintuple jump. If you plan to play as Kirby, you should hope for short matches, because Kirby goes out without much damage. Kirby is also slow with some moves; just try using his B attack and missing. It goes for an obscenely long time and should not be done unless your opponent is running right at you. Even then, don't do it too soon, because your opponent will dash-cancel and destroy you.

Section III: Kirby's Moves

With any character, obviously, knowing all of your moves is absolutely essential. Otherwise you're just randomly going up to people and thinking/saying, "I hope I don't make an idiot of myself." Kirby has a more diverse myriad of moves than any other character because of his ability to assimilate your opponent's moves. I warn you, however, that you must create your own timetable for these moves; that is, you must know when to use them. I will help where I can by placing general guidelines on where to use each move, but you should experiment and find what works best for your ability.

Every move will have an outline like the following:

Name (of move):

Controls (to execute move):

Range (of attack):

Rate (How quickly the attack can be used):

Explanation (of move):

Usage (How often the attack should be used):

Damage (the attack does):

Recommended Characters (to use this move on):

The criteria for range and rate, from worst to best, are:

Terrible

Poor

Fair

Good

V. Good

Excellent

The criteria for usage, from not very often to very often, are:

Almost never

Not very often

Moderately

Often

Very often

The controls are as follows:

A= A button

B= B button

Z= Z button

X= X button

Y= Y button

Smash +direction= you can use the given controls for a smash move, or you can tilt the C-stick in melee mode only.

Taunt= Up on D-pad

Ground Attacks

Name: Kick/Punch, Hundred Hand Punch

Control: A, A

Range: Fair

Rate: Excellent

Explanation: An overall good move, Kirby punches if the A button is pushed once, and goes completely nuts and starts pummeling the guy if pressed many times in succession. A word to the wise, however; do not use the hundred-hand punch in the wrong direction, as you will get annihilated on top of looking stupid. This attack lasts a while, so don't expect to be able to block anything while doing it.

Usage: Not very often

Damage: 1-2%/hit

Recommended Characters: DK, Bowser, Roy, basically any big heavy characters. Just make sure you don't miss.

Name: Vertical Kick

Control: Up+ A

Range: Poor

Rate: Fair

Explanation: Kirby kicks anything right above it with this attack. This attack is used solely for juggling purposes. This attack is not very useful, because if you are juggling you should be up in the air. This move has its merits, however; if you are playing against a fast-faller with little damage, there may not be enough time to get up there after him. This attack is really only good for setting up aerial combos, but is there anything really wrong with that?

Usage: Moderately

Damage: 6%

Recommended Characters: Basically anything that falls quickly. Don't use this on Link or Bowser; their down thrust can really hurt you if you are not careful.

Name: Roundhouse Kick

Control: Forward+ A

Range: Good- V.Good

Rate: Fair

Explanation: An all-around good move, this move has better range than any other basic Kirby attack, and also does the most damage. The only drawback to this attack is that Kirby takes a long time to perform it.

Usage: Moderately

Damage: 11%

Recommended Characters: Since this attack is slow, use it on slow characters such as Bowser. That way you'll get maximum damage without waiting for a smash attack without getting crushed by an over+ B.

Name: Low Kick

Control: Down+ A

Range: Fair

Rate: Good

Explanation: Kirby flattens himself into the ground and kicks at his opponent. This is great because it is an evasive move; that is, it makes it hard for your opponent to hit you, while you lay down the damage on him/her.

Usage: Moderately

Damage: 10%

Recommended Characters: Tall characters with attacks at their eye-level, because they are likely to miss you when you perform this attack.

Smash Attacks

Smash attacks are really the most famed attacks in SSBM, and for good reason. Smash attacks are good for almost anything; they lay down heavy damage and send opponents flying. Anyway, Kirby's smashes are not the most powerful of smashes, but they are not to be sneezed at. Since Kirby has no really great edge-guarding moves, save an absorbed shield-breaker, he should charge these as an enemy is coming back to the stage. This is only if an opponent is obviously going to land on the stage, not cling to an edge. In that case Kirby should edgehog (more in advanced maneuvers section). In any event, here are Kirby's smash moves. The first damage % is uncharged, the second is fully charged. Smashes are charged by holding the controls as long as possible.

Name: Slide Kick

Control: Forward+ A

Range: V. Good

Rate: Fair

Explanation: Kirby's best smash attack, it has better range and is the most likely to KO opponents. Kirby jumps forward and kicks the opponent hard- very hard. Use this whenever you have to fight on the ground.

Usage: Often

Damage: 15%, 20%.

Recommended Characters: This attack works well on any character, preferably one high in damage. Use this attack well.

Name: Spinning Leg Sweep

Control: Down+ A

Range: Poor

Rate: Good

Explanation: This attack does a good amount of damage, but it requires the opponent to be unrealistically close in order to be executed properly and well.

Usage: Not very often

Damage: 14%, 19%

Recommended Characters: Not many characters stand out as great recipients of this move. For this reason, use this move sparingly. However, very slow and large characters such as Bowser are vulnerable.

Name: Flip Kick

Control: Up+ A

Range: Fair

Rate: Fair

Explanation: Kirby jumps and does a bicycle kick through the air. This move has incredible edge-guarding and juggling powers, but it does require some good timing. Charge it while your opponent is returning to the edge after you have sent him flying. It's not a fast attack, but it doesn't have to be to be able to lay down your opponent.

Usage: Often

Damage: 14%, 20%

Recommended Characters: This move works almost equally well on any character, as it is a KO move. It is the other moves you must worry about.

B Moves

The ground attacks and smash attacks remain more or less the same for every character. Now that we are done with those subsections, we shall go to the B moves, which are the moves that truly define a character. This is because the B button is reserved for the so-called special moves. Kirby has more B moves than the other characters, because he can absorb the B-move of an opponent. Pay attention to the following.

Name: Suck and Spit

Control: B, then A

Range: Good

Rate: Terrible

Explanation: Kirby sucks in his opponent and spits him/her out with about 10% more on their meter. If playing against a player with a bad jump and you are next to the edge, push B, jump off, and push A after a little less than a second. Just make sure Kirby can make it back to the edge. Do not use this move against Falco or Fox; they will make it back 99.9% of the time, putting the pressure on Kirby. If they grab the edge, you are in serious trouble because you might not make it back to the platform.

Usage: Not very often

Damage: 10% when you spit them out

Recommended Characters: DK, Bowser? Pretty much anyone with bad jumping skills. As, afore-mentioned, do not use this on Falco or Fox.

Name: Kirby Absorb

Control: B, B

Range: Good

Rate: Poor

Explanation: Kirby does his thing and sucks in an opponent. After this, he obtains their B-move. This is the long list of B- moves in the game:

Dr. Mario Megavitamins: 8%

Type: Projectile

The good doctor Kirby doles out a large pill that damages the enemy.

Mario Fireball 6%

Type: Projectile

Kirby simply throws a ball of fire at his enemy.

Luigi Fireball: 6%

Type: Projectile

Identical to the Mario Fireball, only Kirby has a spiffy green hat.

Peach Toad: Deflector

Type: Deflector

Kirby holds out Toad to take any pain from projectiles or attacks that might come his way.

Bowser Fire: 2-37%

Type: Combat

Kirby spits out an inferno that does more damage in the middle than the edge.

Yoshi Egg Hatch: 8%

Type: Combat

What goes up must come down, what goes in must go? out. Kirby eats his opponent and sends him out the other end as an egg. While in this egg, your opponent is completely helpless until they hatch/die, whichever comes first. If on the edge, this will always kill an opponent.

DK Punch: 18%

Type: Charged Combat

By pushing B with this power, Kirby will start an enormous wind-up that goes for a few seconds. You do not have to charge it all at once, however. You can roll while charging in case someone tries to attack you or you can punch with what you have charged already. An incredible edge-guarding move, charge this whenever you have some time. This does not do an exceptional amount of damage, but it has a lot of knockback, making it a viable KO move.

Falcon Punch: 27%

Type: Combat

Again, a good edgeguarding move, but not much more. This attack does a good amount of damage, but is very slow and can be seen from a mile away. This attack is decent in team battles, though.

Ganondorf Punch: 30%

Type: Combat

A near twin of the Falcon Punch, only it is slower and does more damage.

Ness PK Flash: 36%

Type: Charged Ranged

By holding down B, you will see a green firecracker over your incredibly nerdy outfit. Using the control stick, you can maneuver it toward your opponent. This attack does not work well in two player games, because it takes forever, but in 3-4 player (preferably 3), if you find yourself away from the action, send one of these toward your opponents.

Falco Ray gun: 3%

Type: Projectile

A very irritating attack, Kirby shoots a laser beam at his opponent. This one stuns your opponent slightly, but cannot be used very quickly. Use it rapidly to force your opponent to do something.

Fox Ray gun: 3%

Type: Projectile

In my opinion the better of the two rayguns, this has no effect at all on your opponent in terms of stunning them but can be used very quickly. Use in the same manner as the Falco raygun.

Ice Shot: 6-13%

Type: Projectile

An overall bad attack, Kirby throws a block of ice at his opponent. This can be used fairly quickly, but doesn't have much range at all.

Samus Blaster: 2-25%

Type: Charged Projectile

Personally, my favorite B attack with Kirby is the Samus blaster. This can deal heavy damage, though easy to dodge in most cases. One of the main drawbacks of this move is that it can be reflected right back at you. Be careful of characters like Fox with their reflectors.

Zelda Naryu's Love Spell: 3% (Deflector)

Type: Deflector

An interesting attack, this, like Peach's Toad, can be used as a deflector. The difference is it can also deal damage at the same time. You won't see Zelda too often, though; she is almost always kept as Sheik for the entire battle.

Sheik Darts: 2-16%

Type: Projectile

Zelda's superior form has a relatively good B attack. Kirby/Sheik fires darts at his opponent, and the more that hit, the more damage the opponent receives.

Link Arrow: 5-18%

Type: Projectile

Not one of my favorites, because it is too easy to see if you are going for the upper end in damage, and is terribly inaccurate. Also, unlike most projectiles, this has poor edgeguarding ability, because there is very little knockback.

Young Link Fire Arrow: 8-15%

Type: Projectile

This is basically the same as Link's arrow, only faster to charge, and does less damage. Still, it has all the disadvantages said for the Link arrow above.

Pikachu Thunder Jolt: 6-10%

Type: Ranged

Pikachu/Kirby sends a jolt of electricity that bounces along the ground, and follows the curves of the landscape. This is an overall bad move that should not be used often at all.

Pichu Thunder Jolt: 6-10% (1% Damage to Kirby)

Type: Ranged

This is the exact same as the Pikachu thunder jolt, but does 1% damage to Kirby for each time he uses it. For this reason, it should be used even less than the Pikachu jolt.

Jigglypuff Rollout: 10-18%

Type: Um? Charged, ranged, and combat

This is a very strange move that takes a while to power up, and sets Jigglypuff/Kirby spinning. You hold B to charge it, and continue to hold it until you are ready to attack with it. This attack doesn't do formidable damage, but has an obscene amount of knockback, making it a great KO move, but if you miss and get sent over the edge, you have yourself a certain death.

Mewtwo Shadow ball: 25%

Type: Charged Projectile

Much like the Samus Blaster, only it loses charge the longer it is held. When charging this, turn away from your opponent, because this actually charges from behind Mewtwo/Kirby. This attack actually does more damage right before it is fully charged. It also has an unorthodox pattern of movement when launched through the air.

Mr. Game & Watch Chef: 3-9%

Type: Combat

This attack does 6% for hitting with the frying pan, 3% for every sausage that hits your opponent. This attack is much the same as the Kirby Hammer, however, so I elect to use that instead because it does more damage.

Marth Shield Breaker: 7-28%

Type: Charged Combat

This attack has great edgeguarding ability, but again, it is not ideal for combat. When you send your opponent over the edge, get to the appropriate edge and hold down B to charge it, and let it go when your opponent is almost back.

Roy Fire Blade: 5-50%

This attack is a near twin of his brother Marth's, but the difference is that the Fire Blade is a one-Hit kill when fully-charged and also does 10% damage to Roy/Kirby. This should be used in the same manner as the Shield Breaker.

Usage: Often

Damage: 8%

Recommended Characters: From the above list you should be able to make your own choices.

Name: Final Cutter

Control: Up +B

Range: Very Good

Rate: Poor

Explanation: Kirby jumps quickly up and down and sends a wave of air at his opponent. This attack is mainly a recovery move, but if you are feeling confident in your ability you may want to use this as a combat attack. In some situations, this can throw your opponent straight down for either a KO or simply to shock them. I use this attack fairly often, but many players elect to use this only as a recovery move. Both choices are fine provided that you don't use it so often that your opponent knows it's coming every single time you use it, because it's fairly easy to dodge and freezes Kirby for a few frames.

Usage: As I said before, use as much as you feel is necessary and still unpredictable. Moderately-Often in my case.

Damage: 2-15% depending on how quickly it reaches your opponent.

Recommended Characters: This attack is best used on characters who don't recover very quickly, and in saying this I mean both the character your opponent is playing as and your opponent themselves.

Name: Kirby Hammer

Controls: Forward +B

Range: Good- V. Good

Rate: Fair

Explanation: Kirby takes a mighty swing at his opponent with a hammer. This hammer does more damage if you hit right with the mallet, as if you hit with the stick it will do less damage. This is actually Kirby's most powerful non-smash, but it takes some time to master its usage.

Usage: Not very often- Moderately

Damage: 13-23%

Recommended Characters: This attack is best used against light characters because of the knockback this attack potentially has. This attack is one of the

most important attacks to master, even if you rarely use it, because it has a great potential to reward its user.

Name: Kirby Stone

Controls: Down +B

Range: Terrible

Rate: Poor

Explanation: When this attack is used, Kirby morphs into one of three different rocks. It does not matter which rock it is because they all hit the same amount of space and do the same damage. Kirby's signature move, it is not as useful in 2P as it is in 3 or 4P, because it's easier for your opponent to get out of the way. There are a few tricks associated with this move, and this includes falling as a rock, and when your opponent tries to punish you for your seemingly amateurish mistake, immediately return to rock form and kill them. If you miss but land right next to them, then you are in trouble, but it is still possible to air dodge directly out of the rock and evade their attack. You'd better hold down the R/L button, because your opponent will follow you and slaughter you. There is speculation over the strategy I mentioned earlier for this reason. Sometimes you can't air dodge quickly enough and if you're high in damage, you'll die. Another good use for this move is for when you know you are about to be juggled, this attack can get you to the ground. This strategy should be adopted when playing against someone good at juggling but not very powerful, so you won't get killed the second you come out of your rock, as opposed to someone powerful with little juggling ability.

Usage: Moderately

Damage: 18%

Recommended Characters: Someone who is weak is preferable, and because this move has little knockback, weight has little influence on your decision. The main factor in your decision is whether or not you can escape from your opponent before they land a significant hit.

Dash Attack

Name: Running Fireball

Controls: Dash on the control stick +A

Range: V. Good

Rate: Fair

Explanation: Though this move looks great, it is actually very slow and easy to dodge. You light on fire, and throw caution (and hopefully your opponent) to the wind in an all out charge.

Usage: Not very often

Damage: 8%

Recommended Characters: All characters are about the same to this attack, but slow and bad jumpers have a harder time dodging or counterattacking it.

Grabs

Grabs are perhaps the defining feature of SSBM combat, and most good players can perform them well. Push Z to grab an opponent, whack them a few times, and throw them. You can also shield-grab an opponent with the same result, and this is covered in the advanced maneuvers section.

Name: Slam Dunk

Controls: Z +Forward

Range: Fair

Rate: Fair

Explanation: An interesting move that can be used as a kamikaze if you are right next to an edge. This is effective either when you have a large amount of damage when compared to your opponent, or when you both have one stock, because your opponent dies first, and therefore you win. This is a risky move because sometimes your opponent will escape the grab before they die. To prevent this from happening, use this immediately after you grab.

Usage: Moderately

Damage: 8%

Recommended Characters: This move, because it's a kamikaze move, works well on any character.

Name: German Suplex

Controls: Z +Back

Range: Fair

Rate: Fair

Explanation: This attack is a distance throw, so it is bad for combos. However, on places with a close blast line, this can be a great KO move.

Usage: Moderately

Damage: 8%

Recommended Characters: Light characters are best for this move, because they can be thrown farther and there is a better chance of them dying.

Name: Piledriver

Controls: Z +Up

Range: Fair

Rate: Fair

Explanation: This throws your opponent straight up in the air, setting them up for a strong aerial attack or Flip Kick.

Usage: Moderately

Damage: 10%

Recommended Characters: Middleweight characters are best to use this move on, because they are easier to juggle.

Name: Multi-Stomp

Controls: Z +Down

Range: Fair

Rate: Fair

Explanation: Anyone who has seen this move will agree with me that this is an incredibly fun move to watch. That aside, it is actually a useful move. Kirby throws his opponent to the ground and repeatedly tap dances on top of them.

Usage: Moderately

Damage: 7%

Recommended Characters: Again, with most grabs it doesn't make a difference who you use it on, and with this one it's equally amusing whoever you are destroying.

Aerial Attacks

Aerial attacks are really what Kirby was made for. Kirby has a quintuple jump, and this helps fortify Kirby's aerial superiority over other characters.

Therefore these should be used as often as possible.

Name: Cartwheel

Controls: A

Range: Fair

Rate: Good

Explanation: While Kirby is in the air, he does a single cartwheel that looks cool, but isn't Kirby's best.

Usage: Not Very Often- Moderately

Damage: 10%

Recommended Characters: Characters that fall slowly are best for this attack, but only because they are easier to hit with an aerial attack. You can use this on any character if you are confident enough in your ability.

Name: Somersault Kick

Controls: Up +A

Range: Fair

Rate: Poor

Explanation: While in the air, Kirby does a flip and performs a kick with a large amount of knockback. This attack does not do an incredible amount of damage, but sends opponents a long way off the stage if they have enough damage, often for a KO. This attack is best used in places such as Dreamland, as you can jump through the platform your opponent is standing or falling on

Usage: Often

Damage: 15%

Recommended Characters: Again, this works best on light characters with high damage counts, but it's a KO move, so works well on any character, provided they have enough damage.

Name: Drill Kick

Controls: Down +A

Range: Fair

Rate: Good

Explanation: A very useful attack, Kirby rapidly kicks his opponent down. This can be used as a spike when your opponent is over the edge. It is also useful because Kirby spends most of his time in the air, and so naturally his down attack would be the most useful because in most cases his opponents spend most of the time on the ground.

Usage: Very Often

Damage: 1-15%

Recommended Characters: Heavy characters with slow reaction times are most vulnerable to this, and also any follow-up attack you have in mind, because this will usually land you right next to them.

Name: Multi- Kick

Controls: Forward +A

Range: Good

Rate: Good

Explanation: While Kirby is falling through the air, he kicks his opponent and then kicks him/her again. This attack is one of my personal favourites, and is very useful. This is especially true if your opponent is charging an up smash, because it knocks them off. Usually, this will hit before they get the chance to release their attack. You may just want to air dodge away and avoid the attack, but I tend to prefer this method, because it gives you the initiative. This is especially good if you and your opponent are high in damage.

Usage: Often

Damage: 4-12%

Recommended Characters: This attack is best used against opponents who are idle a lot of the time. In saying this, I mean your actual human opponent, not necessarily their character.

Name: Back Dropkick

Controls: Back +A

Range: Good

Rate: Fair

Explanation: This is one of Kirby's easiest-to-use aerial attacks. On top of this, it does decent damage and has a good amount of knockback. My only recommendation with this attack is you should make your fast-fall as fast as possible afterwards, so you can recover without your opponent attacking you.

Usage: Often

Damage: 14%

Recommended Characters: This attack, when used to start/continue a combo, should be used when you are fighting a middleweight or heavier character. It can be used as a finishing move on lightweights.

Name: Aerial Hammer

Controls: Forward +B

Range: V. Good

Rate: Terrible

Explanation: This attack is in my opinion one of Kirby?s worst. It does a decent amount of damage, but only if you hit your opponent properly (which is often hard to do). Kirby does a cartwheel in midair, dragging his hammer behind him. This is a hard to use attack with little potential benefit. I limit the usage of this move to 0-2 times per match.

Usage: Almost never.

Damage: 1-18%

Recommended Characters: Anyone who is not very good in the air is probably your safest bet. Someone like Bowser or Roy or sometimes DK (without a charged punch) is vulnerable to this attack.

Name: Taunt

Controls: Up on D-Pad

Range: N/A

Rate: Fair

Explanation: Kirby looks straight into the camera and yells HiiiiiiIIIIIIiiiiii! This is not a battle move; it is simply used to get more points. It is to be used whenever someone dies and/or when you send someone flying from the platform. Aside from that, it is useless and makes you stand in one place for a period. Kirby has a shorter taunt than most other characters, but it still makes you stagnate for a second.

Usage: See Above.

Damage: 0%

Recommended Characters: The ones that you kill.

Section IV: Advanced Tactics

This section is for use after you have learned the basics of the game. It includes both necessities and novelties that will almost certainly help your game to a certain extent. You will find a list of maneuvers, what they are how to do them, and how they could be used.

Maneuver #1- L- Canceling

This is one of the biggest differences between advanced and beginner players. L- Canceling is an absolute necessity for high-level play. L- Canceling is cutting short the recovery animation of your character. In other words, when you have performed an aerial attack, your character does not experience the lag, and you can go straight into another attack.

To L- cancel, push either the L, R, or Z button when you see dust at your character's feet. You can then do another attack immediately, while your opponent is recovering from your aerial attack. Since he is vulnerable, you can use an attack with a large amount of lag, maybe a slide kick. You could also up smash/vertical kick him/her, or maybe even grab them, to start another combo. I feel the latter should be used when your opponent is low in damage or is a fast faller, because the smash won't kill them, and so you want to get as much damage as possible. I have been working on an up throw into a down-air, and then repeating the process. This has proved difficult, and I have never gotten more than two in a row. However, it got some major damage done, so then I just smash them.

Maneuver #2- Wavedashing

Wavedashing is a strange feature in the game, to say the least. It is a peculiar method of movement, when you seem to move smoothly across the ground. While moving in this way, you are free to use all of your attacks, not just your dash move.

You wavedash by jumping in the air and immediately air dodging diagonally into the ground. The game changes this to horizontal motion and this results in a glide across the platform, in which you can perform all of your attacks. This is hard to pull off with Kirby, because he jumps quickly (in fact, the same speed as Fox). Actually, the first character I mastered this with was Samus. I recommend you learn with either her or Luigi in training mode, just to ensure that you have the technique right.

This is mainly used to psych out your opponent, but does have offensive qualities as well. For example, you are invincible for some of the time you are gliding, a definite plus. You also have options other than your dash attack, which is very good for Kirby, because his dash is quite easy to dodge.

Maneuver #3- Shield- Grabbing

As you may have guessed, this is grabbing straight out of your shield. This is an easy maneuver, and it is also very useful.

When in your shield, simply press A. This causes your character to lower their shield and immediately phase into a grab, and you can go into your combos from there.

This is a good tactic to know, especially lovers of the down-airs, especially, though not limited to, Link. Link's down thrust is quite a pain to get hit with, but he does have a huge lag after it. This is the way to take advantage of that lag. By shielding the attack, you can grab him and start a combo of your choice.

Maneuver #4- Short Hopping

This is exactly what its name says it is; it is jumping a short distance above the ground. There is little practical use for this maneuver; it is more of a psych-out than anything. Also, this can be used to reduce the amount of time that you are doing little, and keep your opponent wary of what you are doing. You never want to allow them to think.

You can short hop with either the control stick or the X/Y buttons. I suggest you use the latter; it is needlessly harder to use the control stick. Basically, you strike the button extremely lightly and quickly. Don't think of it as a press, or you will not be able to do it. You have to basically slide your thumb across the button, in fact, barely touch it. You will know when you've done it correctly when you see your character jump about half as high as normal.

Maneuver #5- Dash-Canceling

Dash-Canceling is essentially that; canceling your dash. While running, this allows you to stop running right away, hopefully confusing your opponent long enough to land an attack other than your dash attack.

This is relatively simple to do. While running, tilt the control stick down, resulting in a partial crouch, stopping your run.

Sometimes, this can confuse your opponent, allowing you to land a hit, but I find that the hit is not quite as important as the confusion. Often, when your opponent is confused, they will do one of two things: they will either

1) Go straight after you

or

2) Retreat/shield

Obviously, both of these will help you in some way, if you know they are coming. This will be covered in Section V.

Maneuver #6- Dash-Dancing

Dash-Dancing is when you turn around repeatedly in your dash animation, allowing you to go in any direction you want at any given time.

Dash-Dancing is not only fun to do, but also keeps your opponent guessing. He has no idea where you are going to go, and so, obviously, he doesn't know what to do. You can even "fox trot" out of it, forcing your opponent to react quickly. "Fox trotting", named after the character that does it best, is when you smash the control stick in the direction you want to go, and then quickly smashing it again, making your run take on the speed of your dash animation. You can dash-dance by smashing the control stick back and forth very quickly. It can take some practice to do, but is really fairly easy. It takes very little time to master. You will see your character turn 180° very quickly, in a cloud of dust.

Maneuver #7- Standing Grab

The standing grab is grabbing from an upright position, as opposed to the lowered one.

This is performed by, while running, phasing into a jump and immediately pressing Z. You will see your character grab as though they were standing, without lowering themselves.

The reason this maneuver is useful is that some characters have a long lag after a failed grab. Also, this could have better range than the normal grab. For some characters, however, their lowered grab is better.

Maneuver #8-Edge-hogging

Edge-hogging is simply grabbing onto an edge so a recovering opponent can't. It is easily performed, and is a great way to kill opponents. It also comes with a 2500x bonus at the end of the battle.

Edge-hogging is easily done, but if you do mess it up, you are likely in serious trouble. To edge-hog, orient your character so that it is facing away from the edge. After this is done, jump and tilt your control stick slightly towards the edge. Your character will grab the edge if you touched the stick with the right

amount of force. You can also edge-hog by wavedashing over the edge.

Section V: Psychology with Kirby

As most of you know by now, Kirby can be a very irritating character to play against. Nothing irritates my friends more than seeing that taunt or Kirby dash-dance whenever I kill them. This is simply a short section on how to push your opponent's buttons. I do not pretend to be an expert psychologist, I will just put a few of my ideas, and any ideas sent me, in this section.

A few general ideas/tips with this part of the game are:

1) Rush your opponent

This is extremely important. You never, under any circumstances, want to give your opponent time to think. You want to make his attack as irrational as possible, so it is as easy as possible for you to deal with.

2) Use Kirby's tilts.

This is also an important part of play with Kirby. My personal favorite is the down-tilt on recovering characters. I have noticed with great amusement the look on my opponents face when their recovery move has just been demolished, the look on their face when they see Kirby's taunt firing up?

3) Frustrate your opponent.

Obviously, it is key to frustrate your opponent when playing; they must focus to have a good shot at winning. Kirby's suck and spit kill is a good way to do this; just don't abuse it. You want to be irritating, not predictable.

4) Trash talk.

This is completely optional, but some find it helps to trash talk while playing. It is sometimes considered a cheap shot. In fact? My friends and I recorded just the audio of our games, available from Airball or Unknown Forecast on DC++. These are perfect examples.

I am looking for anyone with anything to share for this section; I will accept any intelligent entries, and will give full credit of the unedited entry to the person who sent it to me.

Section VI: The Legal Stuff

That does it for the first version of this FAQ. In the future, I intend to add:

1) A new Section on arenas. This will include brief analysis on each level, and will grow more complete as the version number climbs.

2) Any intelligent remarks (not smart remarks) that people would like to post.

3) A character match-up page.

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I thank you if you have actually read every word so far. Goodbye and Good Luck is your Smash Quest.

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