

Super Smash Bros Melee Link Character FAQ

by DarkKnight

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--Super Smash Bros. Melee--

Platform: Nintendo Game Cube

Character guide - Link

Started: 12/27/01

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M O R E C O M I N G L A T E R ! ! !

-Look at 'Coming Soon' section for more info.

I. Introduction

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I-A. Copyright

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I-B. Spoiler

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Do not continue to read this FAQ any further because I uncover some secrets that are in the game that you may want to find out on yourself.

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I-C. E-Mail Me

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Did you find anything wrong? Any mistakes at all? Did you find any spelling/grammar mistakes? Or Do you just want to add to some parts or comment on this FAQ? Please feel free to e-mail me with anything you want to say at the address at the top of this page. Be sure to include your name/Alias to the E-mail so I know who I'm crediting. Thanks!

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I-D. Version History

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1.0 - (12/27/01) Added I-A, B, C, D, and E
- (12/28/01) Added II-A, B, C
- Added Credits(III)

Done for now. Definitely going to give more.

1.5 - (12/29/01) Added Glossary
- (finished 12Added One-Player - Adventure
- Changed Credits to V

1.7 - (12/30/01) Fixed various mistakes
- (Finished to Event 9- 1/1/02) Added entries in Event Matches(V.)

- Changed Credits (VI.)

Misc. things: Finally got Pichu. I have been paying to much attention to this ^_^. Ive decided to take a day off to get some rest and play a little more Super Smash Bros. Melee with my friends. HAPPY NEW YEAR!! Finally 2002 I saw the ball drop and I partied. And boy am I stuffed.

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I-E. A Link from the Past
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Link has appeared in many games since 1981. He has appeared in Link (NES), Link2 (NES), Zelda: A Link to the Past (SNES), Zelda: Ocarina of Time (N64), Zelda: Majora's Mask (N64) and Super Smash Bros. (N64). Link is one of the many characters in Super Smash Bros. Melee (GCN). Link is the one that saves Zelda from evil. The one responsible for the kidnappings of Zelda and the chaos in Hyrule and in various other places is Gannon (or Ganon). Link is the one to save the princess and collect the Tri-force (picture at top)

Link is dressed in a funny green

II. Attacks

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II-A. Basic Attacks
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These attacks use the A button.

Link's basic attacks are:
(Up = /\ Down = \/
(There may be some words or symbols that I use that are unclear.
Resort to the glossary to find out what they mean)

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Ground attacks
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A - Link will use a basic stab with the sword. This attack is weak but fast. A can be pressed repeatedly to make multiple, very fast, but very weak, stabs. (A pressed once: 3-4% damage)

A + /\ - These buttons make Link stab three times upward at the opponent. This move is chargeable. (3-14%)

A + \/ - If you hit these buttons at the same time, Link would hit his opponent down at the legs and may send him/her upward. This attack is chargeable. (12-17%)

A + > - There are two ways to execute this move.

1. Tilt: Link will dash forward and push the sword in front of him. It may result into the opponent would go flying, depending on the damage ratio of the opponent.

2. Smash: Link will hold his sword back, then let go and force it through the opponent. This attack is chargeable.

A + < - Same thing as A + >

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Air Attacks
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A - While in the air, Link will kick the opponent by forcing himself through the air and using both feet in front of him. (5%)

A + /\ - Using these buttons, Link will jump up, and stick his sword above him and hurting the opponent and may throw the opponent off-ground. (10%)

A + \/ - (Coming soon)

A + > - There are 2 different ways of attacking this way.

1. Facing left - Link will turn around in the air, and double kick the opponent. (3%)

2. Facing right - Link will slash his sword at the opponent. (10-12%)

A + < - Same thing as A + > except vice-versa.

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II-B. Special attacks
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These attacks use the B button.

Link's special attacks are:

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Ground Attacks
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B - Pushing this button allows Link to shoot the bow and arrow. This attack is chargeable. (5-10%)

B + /\ - This makes Link spin a couple of times with his sword out. (13-16%)

B + \/ - When you do this, Link will pull out a bomb that you can throw. Press A again to throw and push the control stick the direction of your opponent. (4%)

B + > or < - This makes Link pull out his boomerang and throw it at his opponent. (5-15%)

=====
Air Attacks
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B - Link will pull out his bow and arrow and shoot it. This attack is chargeable (although not as much since you might not be high enough to charge up that much. (4-6%)

B + /\ - Link will stick out his sword and spin like the same ground attack but he's like a helicopter and he rises up while spinning. Good 3rd jump. (2-5%)

B + \ / - Same as the other ground attack. Link will pull out a bomb and you can throw it by pressing A.

B + > or < - This is also the same as the ground move. Link will pull out the boomerang and hurl it forward and it comes back to you.

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II-C. Other Attacks

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Ground Attacks

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L or R - Link will have a shield appear around his body. This subdues all attacks done to Link. The bad side of this tactic is that the shield will gradually weaken into a smaller shield. When it goes down all the way, the shield will break and it will leave Link stunned for a couple of moments.

L + \ / - Link will step back and turn a tinted color for a moment, and he will evade any attack done to him for that 1-2 seconds.

L + > - Link will dash right and evade any attack done to him in that 1-2 seconds.

L - < - Link will dash left and evade any attack done to him in that 1-2 seconds.

Z - Pushing this button will pull the enemy that is close to Link and he will have the ability to either punch the opponent or throw or both.

1. When you choose to punch your opponent while he/she is in your hold then you will punch him/her about 5 times. (each punch = 2%)

2. If you choose to throw the opponent in your control, then you push which way you want to throw him/her on the control stick.

- Z'A + > or < - Link will throw his opponent that is in his grab to the direction (< or >) you decide to push on the control stick. (2-3%)

- Z'A + / \ - When you do this, Link will throw the opponent up making him not get into control half-way through the flight. (3-5%)

- Z'A + \ / - When Link has an opponent in his hold, he would throw down the opponent, causing damage to him/her and may send him/her upward. (3-4%)

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Air Attacks

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L (or R) - Link will be suspended in one spot for a moment and evading all attacks attempted at him.

L + / \ - Link will jump in mid-air and be suspended in that spot for a moment and evade all attacks attempted at him at that moment.

L + \ / - Link will dash downward and evade all attacks attempted at him for that moment.

L + > - Link will dash right and suspend in mid-air for a moment and

evade all attacks attempted against him.

L + < - Same as L + > except Link will dash left.

Z - Link will shoot a chain link out and hurt the opponent in front of him. (6%)

Z + > or < or /\ or \/ - same thing as Z alone.

III. One-Player

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III-A. Adventure

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Mushroom Kingdom -Stage 1

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Enemy: 1 (level of this stage). Yoshi swarm (also various weaklings)
2. Peach and Mario/Luigi

The first stage of Adventure mode is toast (Well, maybe some margarine :)). All the enemies are: Goombas and Koopas. Just use the Tilt-A + > move when you encounter one of these weaklings. The Yoshi team battle is rather easy. The best way to defeat the Yoshi's easily is to use your B + /\ when the Yoshi's come near you. After that just swing through the rest until you come to the end. Easy right??

Even if Luigi isn't in the next battle, the Peach and Mario/Luigi is equivalent to the last stage. Make sure to focus one character. The best way to do this is to separate them both. The best way to K.O. a CPU is to get him/her to a high percentage, then use A + > and charge it up. That way the CPU goes flying away.

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Kongo Jungle -Stage 2

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Enemy: 1. 2 smaller D.K.'s
2. A bigger D.K.

Fighting two Donkey Kongs is a hard fight, but since they're smaller it's a little harder to hit them. I recommend hitting one D.K. with a couple of weak attacks then running to the other side then wait for another to come to your spot. Once one (or both) of the DK's has a high damage percent (70-80%), use then B + /\ to blow them away.

Giant DK is a baddy. He is huge, and strong. The only bad-side of him is, he's slow. That is what you're going to have to take advantage over. Since you're Link, you're pretty fast, and a little bit powerful. The strategy that I use is, to use the B + /\ or B + \/ move so you can get some damage done. If it looks like he's really getting a big piece of you, then double jump out of the spot and go to the other side. When it looks like you got a high percentage (100%+), then try a smash move.

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Underground Maze -Stage 3

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Enemy: 1. 3 Links
2. Peach/Sheik

This stage is very annoying to find the end because of fighting yourself (Link) 3 times trying to look for the end. Every time you come across a big room with a sword in the middle, you have to fight Link.

The best way to defeat the Links is to use your weak attacks a lot and/or use B + /\ and A < or >. To knock him out, use A + > < and charge it up when he's at a high percentage.

In the Temple, you face Zelda/Sheik. The Temple is a big level and Zelda/Sheik is pretty fast so you're probably going to be chasing her around. Get your attacks early so you can get a quick finish without an hour of battle. Use the most powerful attacks when you can, like charging up A + > or <.

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Brinstar -Stage 4

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Enemy: 1. Samus
2. Clock

This level is obviously smaller, so you can use any attack. Samus is fast and likes to jump around a lot. You want to take control of her and use fast/strong attacks. B + /\ is a good move because Samus doesn't have good air attacks. Then you could take care of the rest either in the air (A + /\), or on the ground (A + > or <, charging is preferred.

Code Red: Code Red is very easy with Link. All you have to do is know where the platforms are and double jump then use B + /\ (my 3rd jump) to get even higher. You should end up with 5-8 seconds with no mistakes.

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Green Greens -Stage 5

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Enemy: 1. Kirby
2. Kirbys

Kirby is slow at making decisions so your quickness will out run him. Otherwise, try and keep your distance because other than he is slow, inferior, and weak he as a few decent, fast attacks that can either hurt you or send you flying a bit. To win, just try to take control over Kirby attacking him with a bunch of attacks that would leave him with no recovery. My suggestion is to hit him with A(pressed repeatedly) or B (charge up and shoot at a distance). Otherwise, just got for A + > or <. You can blat him away at a low percentage (60%) so get him up there ASAP.

This level is easy, even on normal ;). The flock of Kirby's is no match for some of Link's power hits. With Link's B + /\ or A + < or > you can easily blast away those Kirby scum off the level. And if they start coming back when you hit them, just start attacking them with weak attacks to about 20-30%, use your B + /\ attacks, sit back, and watch the fireworks.

(I'm kidding about all the Kirby remarks ;)...Kirby = Best!! Well not

quite but you get the point. Why would you read this FAQ anyway?...hmm another wonder of the world...)

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Corneria -Stage 6
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Enemy: 1. Fox
2. Fox or Falco

This stage I think is really good. It doesn't have too many platforms, it's very wide. I like it(I also like the Temple and Great bay). Fox is a problem though. HE is pretty fast, so you have to make quick decisions. Although he's fast, he usually waits for you to make the move. What I found is he is powerless if you are relentless on attacks (esp. fast ones). So try getting him up to a decent percentage and use (this one is a new one...what can it be???) B + /\ . Since it IS a pretty big level, it would be stupid to do a powerful side attack when it's easier to hit up. Although, if you are at the edge, just keep trying to hit him off the sides, whether it be regular, weak, or A + > or <.

After that is the same exact battle except at the beginning there is a cut scene of Fox McCloud's Star Fox team comes and saves the day! Well almost. Fox is easier when you face him this time. The only bad thing is that the Star Fox team is firing at you (and Fox, hehe :). Use the same strategy as before and kick his butt again.

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Pokemon Stadium -Stage 7
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Enemy: 12 Pokemon (Mainly Pikachu)

These Pokemon are easy. If you unlocked the other Pokemon, then you'll be facing some of them. Just use the same tactic as the other ones, B + /\ primarily, but use A + > or < if you need to. If they aren't flying away (like in normal-very hard mode), thenb attack them with some weak attacks before using those moves above.

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F-Zero: Grand Prix -Stage 8
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Enemy: 1. The F-Zero cars
2. Captain Falcon

This is a pretty cool variation from just regular battling. Since Link is pretty fast he can skip every other one. It's ok if you get hit by the group once. At the end you have to get careful, especially on the 2nd jump. Otherwise, Good Luck!

This battle against Captain Falcon is relatively easy if you know what to do. Since C.P. is fast, the easiest way to win is to hitting him with a whole bunch of powerful attacks. Preferably not far away attacks(Bow and Arrow, bomb throw, etc.) because C.P. can easily defend/evade them. Also, C.P. would just jump and then come at you. A good tactic would be to stall him far away from the hovering pad so he would get hurt by the ground by not getting on it quick enough and maybe fall off the edge or if he's already at a high percentage, fly all the way up. Otherwise, if he's getting out of control, then use your chain link to control him. Then, let him go and he is yours to deal with. Try to hit him upward with either A +

/\ or B + /\, because he can easily recover from falling down, especially a ledge.

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Onett -Stage 9

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Enemy: 3 Ness's

This is pretty basic once you know the idea. A good strategy would be to keep the Ness's in one spot and attack them all together. The only problem with that is they can all assault you and hurt you badly. Another strategy would be to separate them because it seems like they like to run away so if you concentrate on one you could easily take him out. Then after that, take out 1 Ness at a time.

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Icicle Mountain -Stage 10

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Enemy: 2 (groups of) Ice Climbers

This is all around easy. The first part is to jump up and up and up. Once you reach the Ice Climbers you gradually go up. To easily defeat them, use the A + < or > because that's the easiest way to K.O. (to the side). If it doesn't work, try and weakening them before trying A + < or >.

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Battlefield -Stage 11

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Enemy: 1. Wire-Frame (15)

2. Metal Mario or Mario and Luigi(1)

To beat this WFteam, is an easy task to accomplish. You need to do the same with every one of those 'swarm of weaklings'. Just use B + /\ attack constantly and you're guaranteed to win (not guaranteed 'not a scratch on you' but...there's a pretty good chance). For this team, it would be pretty hard to weaken them before knocking them away because they are so annoying and fast. The best way to see whether you should use B + /\ or A + </> is if you're on a ledge, then the A + </> would be best (depending on which side of the platform you are on). Or if you are in the middle, then B + /\ would be best since there's a chance they would come back from the sides and the top isn't far.

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Final Destination -Stage 12 (Final)

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Enemy: Bowser (I think it varies depending on the difficulty level but I don't know yet.)

Bowser in this is slow but powerful (DUH!). So the only way to get out of this adventure is to quickly attack to make him unable to attack. Then, hit him with either A + </> or B + /\ to get his percentage up. If you need to run away, but otherwise hit him as much as you can. After awhile, lure him to an edge then use a A + </> and boot him out of here!

CONGRATULATIONS! You finished Adventure mode with Link!

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III-B. Event Mode

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This part of my FAQ will tell you about the strategies of winning the events mode and the difficulty of each. Each of the 'Your choice' for your character, I'm doing the strategy for Link.

Level: 1

Event name: Trouble King

Map: Princess Peach's Castle

Your Character: Mario (2 lives)

Enemy: Bowser (2 lives)

Difficulty: Easy

The best way I use is to do A + /\ (Use in Air or Ground) and charge it when necessary. If he gets up too close on you, use either A or A + < or >. Just keep using this until he flies outta here!

Level: 2

Event Name: King of the Jungle

Map: Kongo Jungle

Your Character: Big D.K (2 lives)

Enemy: Small D.K. (2 lives)

Difficulty: Medium

This battle is a big disadvantage for you. You're big and he is really small. He is as powerful as you and he's hard to hit. The easiest way to K.O. him, is to use A/B + /\ s lot. And if you think he's at a high percentage, then use A + < or >.

Level: 3

Event Name: Bomb Fest

Map: Princess Peach's Castle

Your character: Your choice

Enemy: Samus and Link (1 life each)

Difficulty: Easy

This is easier than you think. Just try to get all the poke'balls you can before Samus and Link gets them and throw it at them, or you can throw it near yourself, lure them over and jump away from the explosion of Electrode.

Level: 4

Event Name: Dino Wrangling

Map: Yoshi's Story

Your character: Your choice (3 lives)

Enemy: Big Yoshi (1 life)

Difficulty: Medium

This is more difficult than you think, especially when the level is small and you could get sucked right in and popped back outas an egg and you die. What you have to do to win, is use the A + /\ or, if he's next to you, use A + > or <. IF he sucks you in, and poops you out as an egg, don't worry. You have 2 (or 1) lives left.

Level: 5

Event Name: Spare Change

Map: Onett

Your character: Ness (Infinite)

Enemy: Captain Falcon (Infinite)

Difficulty: Easy

The easiest way is to either let him knock the crap out of you and get the coins, or (recommended) Hit him with only powerful attacks. K.O.s don't matter so you don't have to worry about that, except that you get a whole lot of coins when you K.O a person. This is really easy since Captain Falcon doesn't go for coins (he goes for the kill).

Gold coins = 10

Silver coins = 5

Bronze coins = 1

Level: 6

Event Name: Kirbys on Parade

Map: Fountain of Dreams

Your character: Your choice (1)

Enemy: 3 Kirbys (2)

Difficulty: Easy

This level seems hard from the Kirbys on you with 2 lives each, but it's not. The Kirbys like to bunch up at the other side of you. If you get to close, then they come at you all at once. The best thing to do is to go to the opposite side of the Kirbys and all the way in that direction. Once they are all there, keep taking out bombs and trying to fire them at them. It should hurt them a bunch and they won't hurt at all if you're lucky.

Level: 7

Event Name: Poke'mon Battle

Map: Poke'mon Stadium

Your character: Choose (2)

Enemy: Pikachu (2)

Difficulty: Easy

In this level, all you have to is get all the poke'balls before Pikachu and then kill him using poke'balls and the poke'mon inside. Link is fast so this should be cake.

Level: 8

Event Name: Hot date on Brinstar

Map: Brinstar

Your character: Your choice (3) (start out with: 102%(every life))

Enemy: Samus (3) (Starts out with: 130%(every life))

Difficulty: Easy

Your mission is to KO Samus, with each character starting at about 100% done to them. The best way to beat her, is to keep knocking her off by using A + < or > moves. Since her percentage is already high, it should be a breeze to knock her away.

Level: 9

Event Name: Hide and Sheik

Map: Great Bay

Your character: Your choice

Enemy: 2 Zeldas

Difficulty: Easy

This level is actually easy. The 2 Zeldas are careless and like to change into Sheik. The only possible way to beat them is to keep hitting them with A or A + (tilt) < or > to weaken them when they are

Princess mode. When they change back into Sheik, use A + > or < to knock them out of the stage.

IV. Glossary

(#%) - When you see that next to an attack, that means how much damage it may cause to the opponent.

A (or B or L/R) - This is the button that you push on the controller to attack.

Chargeable - This means that you can charge the attack by holding the button (A or B).

'(Apostrophe) - This tells to execute the command ordered after the command before the '(apostrophe).

> - Right on the Joy Stick

< - Left on the Joy Stick

/\ - Up on the Joy Stick

\/ - Down on the Joy Stick

AoG - Air or Ground

V. Coming Soon

This section is obviously about what is coming soon. Here is what is going to be in the next update (hopefully):

- Secrets
- Stadium entries (Not all at one time)
- More Event matches

Coming Soon!

VI. Credits

Thanks go out to:

- Dark_iviarine@msn.com- For pointing out my mistake in the II-A: Air Attacks, A + \/
- Atom Edge - For letting me use his copyright info.
- Chris W. - Pointed out to me that in Stage 6 of Adventure mode, you can sometimes fight Falco instead of Fox.
- Nintendo - For making GameCube
- Hal Laboratory - For creating an awesome game (Super Smash Bros. Melee)
- GameFAQs <www.GameFAQs.com> - For hosting my character Guide.
- Special Thanks: To you the reader

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