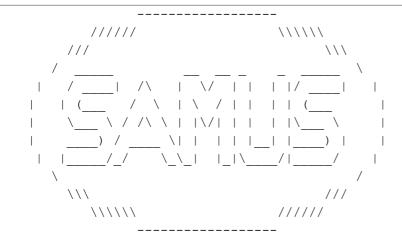
Super Smash Bros Melee Samus Character FAQ

by Dark Kloud

Updated to v0.99 on Jan 26, 2002



Samus Character FAQ for Super Smash Brothers Melee Current Version: 0.99 Last Update: 1/26/02 Created: 12/15/01 AUTHOR: DARK CLOUD/ALEX PAGLIARO E MAIL: dark_cloud@mac.com AKA- dark kloud, dark cloud

This FAQ is written to give you information on the Super Smash Brothers Melee(SSBM) character Samus. This FAQ assumes the reader has basic knowledge of the game. I hope this FAQ helps you to harness the full power that is Samus.

LEGAL INFO >>

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2) Basic Controls

3) Basic Attacks

4) Basic Strategy

5) Power Combos and Special Techniques

a) Combos <-- UPDATED -->

b) Miscellaneous Techniques <-- UPDATED -->

c) Bonus Section <-- UPDATED -->

6) Specific Strategies

_____ i >> VERSION LOG _____ Updates to Come : Going to reformat the guide to make it easier to read a navigate May make a easy TOC locating system More strats and an All Star strat a strength weakness section Version 0.99 - 1/26/02 - Fixed some easter egg errors added many credits Added a new combo Added some misc strats Version 0.98 - 1/18/02 - Added some new combos and some new tips and strats the guide is almost 100% complete Version 0.97 - 1/13/02 - Added some new contributed combos Added the new Bonus Section with some "easter eggs" Added the Miscellaneous Section Added the "Updates To Come" Version 0.95 - 1/9/02 - Added a new Cruel Melee strategy. Version 0.94 - 1/8/02 - Added a new combo that was contributed. Added a Homerun strat that was contributed. Version 0.92 - 1/5/02 - Added some Multiman Melee Strategies. Added a new combo. Version 0.9 - 1/4/02 - Amazing! Two updates in the same day. And finally, my guide has been placed on GameFaqs. I feel inspired to update. Added some more "Specific Strategy". Guide is almost complete. Version 0.85 - 1/4/02 - Reformated the guide. Version 0.8 - 1/3/02 - Added a new combo and added Target Test, Classic, and Homerun Stadium. Version 0.7 - 12/29/01 - Changed the guide set-up. Added some more combos. Version 0.6 - 12/28/01 - Added some power combos and special techniques. A few more updates until completetion. Version 0.5 - 12/27/01 - Sent guide to GameFAQs. Also added Basic Strategy. Version 0.4 - 12/26/01 - A whole day of SSBM to my self. Added some ASCII art. Next update will be sent to GameFAQs.

Version 0.3 - 12/20/01 - My rental has to go back. Updates will stop until x-mas. Added the legal stuff. Version 0.2 - 12/16/01 - Added Basic Attack and controls. Version 0.1 - 12/15/01 - Started Character Guide. Added character overview. Started an outline of the basic FAQ. _____ ii >> Contacts _____ You can contact me at dark cloud@mac.com Send me comments or strategies that you have that you would like to contribute. If you see a mistake please e-mail me. I am often on the SSBM Message Boards(at GameFAQs) so you can also contact me there, Dark Kloud. _____ _____ iii >> Credits _____ Thanks to: << CjayC - Person in charge of GameFAQs >> Thanks for putting my guide on the site and for running one of the best gaming sites on the net. The "ULTIMATE CONTRIBUTOR" Award goes to: +-----+ |<< Joshua Trbovich - ice knight777@hotmail.com >> |1) Credit for sending in the "Gravity Grapple" Combo. | |Thanks for the great combo. [2] More Credit for sending in two new combos and other |strategies. |3) Credit for inspiring me to add a whole new section | +-------+ << Sean "Theman101" O'Reilly - nintendo101@lycos.com >> Credit for sending in the Homerun Contest Strategy. Thanks for helping me get over 1000 ft with Samus. << Chard - rwhites6@orion.naz.edu >> Credit for sending in the Cruel Melee Strategy Thanks for the strategy. << Manuel R. Duran - Leevmealone305@aol.com >> Credit for sending in some misc strategies. Credit for sending in a combo. These people are credited for correcting an error in the Easter Eggs Section: +----+

|<< Michael Kolesar - mjm nsider@hotmail.com >> |

<< The many people at the SSBM Message Boards at GameFAQs >> Credit for dicovering many of Samus's "easter eggs".

Please contribute any tips/strategies/ combos you may have. You will get full credit for them.

ONE >> CHARACTER OVERVIEW

Samus is defintely one of the best if not THE BEST character in the game. She has a wide range of attacks, very good combos all which deal tons of damage, and she also has good speed, agility, and recovery from attacks. It might just be me, but I use Samus twenty times better than any other character. I can easily(well, not that easily) beat HARD and VERY HARD with Samus when I cannot with other characters. I am writing this character FAQ to provide you with all the combos and techniques that can be unleashed with Samus.

The good thing about using Samus is that she is one of the original characters so you could use her when playing any SSBM game. If your playing a game that doesn't have all the secret characters you will be glad that you use Samus. I once beat a friend in SSB(n64) and he made the excuse of not having Ness, that's why he lost. Now if he didn't use a secret character, maybe he would have put up more of a challenge (of course, I still would have won).

TWO >> Basic Controls

Samus is one of the easiest characters to use and to learn with. Here is the legend that I will use to describe controls:

Terminology: Smash attack = a very powerful punch, kick, etc. performed by smashing the control stick and pressing A

Meteor Attack = a charged Smash attack; performed by doing a Smash attack then holding A before releasing; Also an attack that smashes an opponent into the ground(ex. A + V || J).

Launcher = an attack that will knock your oppenent into the air

Long Range = an attack that can be performed far away from the

oppenent

Button Key: > = right on control stick A = A button B = B button < = left on control stick ^ = up on control stick V = down on control stick * = smash >> = dash right (<< means left)</pre> + = combine $(ex - A + ^)$ J = jump, JJ = double jump / = then (see below) || = while (see below) R = R button L = L button Z = Z Trigger GRAB = Grab Opponent I will use the above keys to show attacks and combos ex) A + $*^{+}$ = attack, that means you press A and smash up on the control stick A / A = attack, that means you press A THEN press A again A || J = attack, that means you press A WHILE jumping (in the air), this may sometimes replace "+" _____ THREE >> BASIC ATTACKS _____ A = Weak Punch A / A = ONE-TWO Punch (punch then a stronger punch) A + > = Fast Kick A + *> = Smash Punch, can also be performed by Smashing left *<, (hold A to charge then release to perform meteor smash) A + *^ = Flame Launcher, can be used to launch opponent into air A + ^, A || ^ = High Kick aka Axe Kick, can counter air attacks if timed correctly A || J = Forward Kick, press A twice to kick twice if you are high enough in the air A + > || J = Flame Thrower (very useful) A + < || J = Backward kickA + V = Ground Flame, very useful, can knock opponent high into the air A + *V = Round House Sweeper Kick, can be used to knock away multiple oppenents and knock opponents into the air $A + ^{(1)} | J = Upper Drill Kick, very useful when performing combos$ $A + V \mid \mid J = Smash Down, very useful when opponent is in the air$ (see Part FOUR) A + >> OR << = Tackle, knocks opponent into air

R, L = Shield

Z = Power Shield, can also be used to throw R + A, L + A = GrabR + A / A / A / etc, L + A / A / A / etc = Grab your opponent and punch them Z / Z / Z / etc = Grab you opponent and punch themGRAB + ^ = Throw Up, personally my favorite throw GRAB + ^ = Throw Down GRAB + < OR > = Throw B = Charge Up Shot, the longer you charge it the more powerful it becomes B + ^ = Screw Attack, oppoent is hit with a 12-hit combo, useful for combos B + V = Morph Ball Bomb B + > OR < = Homing Missile, missile will follow opponent B + *> OR *< = Rocket Missile, powerful missile that travels in a straight line _____ FOUR >> BASIC STRATEGY _____ NOTE : THIS PART OF THE GUIDE IS MOSTLY FOR BEGINNERS, SEE PART FIVE FOR MORE ADVANCED TECHNIQUES AND COMBOS Samus is a very agile, quick, and powerful character and this part of the guide is designed to teach you how to use Samus's most basic combos and attacks as fast as possible so you can start beating up your friends. Here are some useful strategies you can use during most battles: - When you first start out in a battle, charge your charge-up shot. - You should also fire a few missiles to confuse your opponents - Let your opponent come to you, it will be easier to attack because while they are coming towards you, you can prepare a battle strategy - Use Meteor Attacks when you have the chance to. Timed correctly, a well timed meteor smash could put you in the lead of a battle. - Learn how to dodge and roll well, it can really help you out - Samus's Gorund Flame is very useful when your stuck in a difficult situation - Use Samus's Screw Attack to end a combo, but be careful, it will leave you open to attack. - Samus's Tackle attack is very useful, you can often tackle opponents time after time by running back and forth (see below) - Use the charge-up shot when the opponent least expects it, you will have a

greater chance of hitting them. NOT COMPLETE

FIVE >> POWER COMBOS AND SPECIAL TECHNIQUES

<< Section A --> Combos >>

NOTE: I suggest reading the below. It will give you some tips and strategies on how to use the combos and when to use the combos.

This part of the guide will show you all of the combos that I know. If you have a good combo, please send it to me. I will give the basic combo, then maybe some optional attacks to add, and then the most powerful and best version of the combo. I wrote these combos so that you can make your own variations of them. For example, taking part of the Dashing Fiend and stringing it together wit parts of the Flying Crane and ONE-TWO-THREE. Experiment and find the best combos for you. Have fun with stringing the combos together. Most of these combos are most effective when the opponent has a bit of damage (around 20%). The Projectile Fury can easily put 40% damage on an opponent if you time it right. I suggest you use it before using the other combos. The only time I don't suggest using the Projectile Fury i when you are fighting in a small area. Fighting in a tight area, I suggest that you use some tackles, puches, sweep kicks, and some flamethrowers to put damage on the opponent, then use the combos.

And remember, pratice makes perfect, practice these combos over and over and eventually you will master them, but not after a lot of practice.

Projectile Fury - (B) / (B + *>) / (B + *>) / etc. This is an easy combo to perform. You charge your charge-up shot as much as possible before using it. The charge-up shot is meant to distract the opponent so then you can hit them with some missiles. You can also throw in some charge-up shots in between the missiles.

Dashing Fiend - (A || >>) / (A || >>) \ (A || >>) / etc. This is a very annoying combo for the opponent because Samus's tackle attack is very quick and powerful. Most of the time, your opponent will be knocked in the same direction you are traveling but sometimes the opponent will go in the opposite direction which means you will have to turn around to continue the combo.

Thrower of Flames - (A + > || J) / (A + < || J) / etc. Like the Dashing Fiend, this combo can also be annoying and repetetive(don't worry the more complex combos are coming up). This combo works best when your opponent is on a platform above you. Make sure you attack with

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a flame thrower instead of a backwards kick. You must
                 quickly change your direction before you
                 perform another flame thrower.
Quick 'n' Easy - (A + *V) OR (A + V) / (A + > || J).
                 Optional: 1) You may add a (A + *V || J) at the end.
                           2) You could also add (A || J) if you
                              are still in
                              the air.
                 The first part of this combo launches your opponent
                 into the air and the second part is to deal out some
                 damage. If you use the first optional attack it will
                 smash your opponent to the ground. If you use the
                 second, it will knock your opponent away from you.
                 The second option disallows any counter attack from
                 the opponent. The Quick 'n' Easy is most powerful
                 when both optionals are combined.
                 Power Version:
                 (A + *V) OR (A + V) / (A || J) / (A || J) / (A + *V || J)
Hit and Run - (A + *>) / (A + >>).
              Optional: 1) Add a (A + ^ || J) at the end
                        2) Add another (A + *>)
                        3) see below
              This combo starts off with a smash punch to knock your
              opponent away and then a dash tackle to hit them
              again before they even hit the ground. You need to be
              quick with the tackle because if they hit the ground
              you will not be able to hit them. Adding option 1 will
              deal out more damage and opens your opponent
              to other combo possibilities (see below). Adding option
              2 could extend the combo further or end the combo all
              together.
              Power Version:
              (A + *>) / (A + >>) / (A + ^ || J) / (A + V || J)
              Getting the timing right is key to using this combo.
              But if you manage to get the timing right, this will
              be one of your most
              powerful and damaging combos.
Flying Crane - NOTE: This combo is best performed while the
                     opponent is in the air
               (A || J) / (A || J) / (A || J) / etc.
               Optional: 1) Use (A + V OR *V) to launch your
                            opponent into the air before using
                            the Flying Crane.
                         2) Add (A + ^ || J) at the end
                         3) Add (B + ^) at the end
               This combo is really useful for dishing out damage
               to you opponent. You may need to dash alittle to
               keep up with your opponent who is flying thorugh
               the air. Just keep kicking. If you add option 1
               in the beginning, you can start the combo on the
               ground. Adding option 2 (a drill kick) can
               add some more damage to the opponent. Adding
               option 3 is like adding option 2. Becareful because
               you will be vulerable after performing your special.
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Power Version: I will write it beginning on the ground. $(A + V) OR (A + *V) / (A || J) / (A || J) / (A + ^ || J)$ / (B + ^) ONE-TWO-THREE - (A / A) / (A + >) / (A + >>) Optional: 1) (A || J) at the end while the opponent is still in the air. 2) (A + > || J) at the end This combo starts off with a One-Two Punch, then a fast kick, then a dash tackle to finish. When you get good enough with this combo you will be able to hit your opponent without ever letting them touch the ground. Power Version: (A / A) / (A + >) / (A + >>) / (A $\mid\mid$ J)/ Flying Crane Ram and Slam - This combo is still being developed. (A + >>) / (A + *V) / (A || J) OR a Flying Crane This combo starts off with a dash tackle, which should knock your opponent into air. Quickly use the sweeper kick to knock your opponent into the air again(you must use the sweeper kick right when your opponent is about to hit the ground). Then use the aerial kick to knock them away. <<<<<<< See credits for more details. Gravity Grapple - (R + A) / (^) / (A + V || J) / (V) / (A + *V) Optional: 1) Use the Flying Crane at the end This combo starts off my grabbing the opponent and then using the UP throw. While the opponent is still in the air, jump above them and use your smash down attack(A + V || J) to knock your opponent into the floor. Press down on the control stick to get to the floor fast, then use the sweeper kick to knock your opponent back into the air. Power Version: $(R + A) / (^) / (A + V || J) / (V) / (A + *V) /$ Flying Crane <<<<<<< See credits for more details. Gun/Flame Combo: $(A + *^) / (A + ^ || J)$ Optional: 1) Use (A || J) instead of (A + ^ || J) This combo starts off with the flame launcher to knock your opponent into the air. This is followed by the upper drill kick. You could also use a regular aerial kick instead of the drill kick. <<<<<<< See credits for more details. Grapple Multi-Air Combo: (R + A) / (^) / (A + ^ || J) / (B + ^) Optional: 1) Use another aerial attack

This combo starts off by grabbing the opponent and them throwing them up into the air. This is followed by the upper drill kick and then a Corkscrew attack. Becareful because you will be vulnerable after (B + ^).

Personally, I would rather leave out the Corkscrew and instead follow up with a Flying Crane or a smash down attack (A + V || J).

Power Version: $(R + A) / (^) / (A + ^ || J) / See optional$ Optional --> 1) Flying Crane 2) $(B + ^)$ 3) (A + V || J)

Triple Drill Kick: This combo allows you to upper drill kick an opponent three times. It may take a while to learn how to efficiently use the combo.

(^) / (A + ^ || J) (^ + A || J) / (^ + A || J)

This combo starts off with a jumping drill kick. You must hit the control stick and press A at the same time so that you jump in the air while doing a drill kick at the same time. Then when you hit up again, do another drill kick. This will send you a little higher and you will be able to perform another drill kick. This combo take a little practice to get the timing of the jumps and drill kicks correct.

Grapple Bash - (GRAB) / (V) / (A + > || J) OR (A + ^ || J) / (A + *V) Optional: 1) End with a screw attack

This combo starts off by grabing your opponent, then performing the down throw. When they bounce up from the ground, use an aerial attack such as (A + > || J) or $(A + ^ || J)$. When your oppnent falls to the ground, you should be pretty close to them. Use a sweeping roundhouse kick to end. If you are close enough, you can also add a screw attack.

MORE TO COME SOON

NOTE: This part of the guide was inspired by Joshua Trbovich and his contributions to the guide.

i) Recovery Strategiesii) Shielding Strategiesiii) Jumping Strategies

<< i --> Recovery Strategies >>

There are multiple ways to return to a level once you are knocked off.

- Bomb Recovery -> When returning back to the stage, use a bomb (B + V) and you will jump closer to the level each time you use a bomb. Very effective.
- Grapple Recovery -> If you are not going to make it back to the level, you can use the grapple hook (Z or R + A) as a last resort. Try to aim the grappling hook so it will hit the edge of the stage. Then press A (if using R + A) or Z (if using Z) quickly to pull yourself back up. Also useful not only for recovering but evading the opponent as well. It may take a little practice to get the timing right.
- Conventional Methods -> Of course, there is always air evade and triple jump.

"But why use moves everyone can use when you can get back to the level in style!" - Joshua

Edge Recovery Notes -> While hanging on the edge, you can recover many ways too. Pressing (X) or (Y) will allow you to let go and jump back on to the stage. Pressing (A) or (B) will allow you to attack as you get back on the level. Or there is always pressing down so you let go, and then triple jumping back up. Keep in mind you are invincible for a few seconds after you grap the ledge.

- Recovering -> When you get sent flying and you're are going to hit the ground, press the z button and you'll do what i call an "insta-recovery" and get immediatly back up. I find this great for throwing off my friends. You can also press the l or r button to roll a certain direction.

Bomb Tactics -> For some of the slower characters in the game, Samus can completely maul them. The tactic is to wait for them to jump over you, probably to unleash a down smash attack. When they do this, Samus is to go into that little ball and constantly blow up those roller ball bombs. Samus bounces up, and if timed right, so does your opponent. I've seen that you can keep this up until doing an insanely cheap amount of damage. Against a computer opponent, I launched both him, in this case Bowser and Samus, off the sceen, so that you I could only see those little screenshots of them both and little Samus blowing the hell out of Bowser. I'm not sure how effective this is against a trained human opponent, since when I tried it on a friend, they were obviously a noob. But Bowser was a level 9 difficulty character, so with this cheap tactic, it's no problem to take 'em out. Just this tactic, and when they fall, one smash attack is usually enough to launch their asses away.

MORE TO COME SOON

<< Section C --> Bonus Section >> <-- UPDATED -->

This section will give the little bonuses, secrets, and "easter eggs" that Samus has. Credit for these goes to the many people on the SSBM message board at GameFAQs.

EASTER EGGS -->

This is one of the most interesting secret attack in the whole game. This proves that the Nintendo and HAL added some extra things for us to find and discover.

<-- Extra Long Homing Grapple Hook --> <-- UPDATED -->

This grappling hook can be activated in any level.

First, pick Samus and go to any level.

Then, press Z while pressing on the D-pad in a 360 degree motion (clockwise or counter-clockwise. It might take a few tries but eventually you will see an extra long (about twice the normal length) grappling hook come from Samus. If at first you don't succeed, try,try and try again.

Once the extra long grappling hook is activated, everytime you grab it will be extra long.

To use the homing fuction, hold L after you use the grappling hook to home in on the nearest target. Then, when the tip of the hook hits the opponent, hit Z again to pull them in.

It may take a while to get the timing of the buttons right, but it is one of the most useful attacks in the game.

<-- UPDATE --> <-- NEW STRATEGY FOR EXTRA LONG GRAPPLE --> I developed an easier way to do the secret grappling hook. First go to one of samus's home levels. Then take your controller, and rotate it so that it is vertical instead of horizontal. Place your right hand thumb on the d-pad. Place you left hand index finger on the R button and the left thumb on the A button. While holding R, keep tapping A and rotating the d-pad in a 360 direction. Once the extra long grappling hook is activated, follow the above directions to use homing. MORE TO COME SOON _____ SIX >> SPECIFIC STRATEGIES _____ This section is divided up into 6 parts: a) Classic Mode Strategy b) Adventure Mode Strategy c) All Star Mode Strategy d) Target Test e) Homerun Contest f) Multiman Melee i) 10 Man Melee ii) 100 Man Melee iii) 3 Minute Melee iv) 15 Minute Melee v) Endless Melee vi) Cruel Melee Each section will give specific help/walkthrough on the topic. NOTE: A,B, and C were tested on Normal 5 stock. -----A >> CLASSIC MODE STRATEGY -----NOTE: because you fight random characters, I will list each character and my strategy to beat them. FOX - Fox is pretty easy to beat. Its best to keep using the Flying Crane combo. You really don't need to try and combo him he is so easy. Unless you are trying to beat him on Very Hard, then use some Strategy. TEAM BATTLE - Whoever you are fighting with and against are random so check below for strategies on the specific characters you are fighting.

- PIKACHU Like Kirby, Pikachu is also very light. Use the same strategy as you used with Kirby.
- FALCO Like Fox, you can beat him by using a few good smash attacks and by following a strategy like fox.
- GIANT BATTLE The character chosen is random. Use attacks that will hit with a lot of damage like (A + > || J), the flame thrower. Then use the Flying Crane or some smash attacks to knock the character out.
- SNAG THE TROPHIES Use a well-timed (A || J) to knock the trophies.
- LUIGI Fairly easy to beat. Use your kicking aerial attack to beat him. Can be juggle fairly easy. I suggest using (A + < || J), backwards aerial kick.
- RACE TO THE FINISH Just keep dashing and use Samus's ability to jump off wall effectivley. You should be able to finish the track.
- METAL BATTLE Random character. Use meteor attacks and dash tackle. When the character has enough damage, he/she will be easy to knock off.
- MASTER HAND Very easy to beat with Samus. Keep using the Thrower of Flames combo to win. When the other hand comes, keep using the same combo. The flame thrower is VERY EFFECTIVE. Concentrate your attacks on one hand at a time. You can dodge most of their attacks by jumping. Once one hand is gone, the other hand is easy. Concentrate on dodging attacks and only attack when it is safe.

MORE CHARACTERS TO COME

B >> ADVENTURE MODE STRATEGY ------NOTE: The strategy here is not totally developed, better strategy will soon be posted.

<< Stage 1 --> Mushroom Kingdom >>

AREA ONE: Side Scroll >> Getting through this part is fairly easy. You can just run by most of the enemies or just KO them with any attack. Kill the Goombas and Koopas to get the Koopa and Goomba KO bonus. When you reach the area with the Yoshi Team, use (A + *V) or (A + V) to kill the Yoshis easily. At the end of the level, depending on the time left on the clock, you will have to fight a Peach+Mario Team or a Peach+Luigi Team.

AREA TWO: The Battle >> You will be fighting a team of Peach and Mario or Peach and Luigi. This battle is not too hard. Focus your attacks on one person at a time. When surrounded, use your (A + *V) or (A + V) to knock them away. Then use the Flying Crane to tack on damage. Eventually they will be very easy to Smash hit. If you take to long, becareful of the large Bullet Bill.

<< Stage 2 --> Kongo Jungle >>

AREA ONE: The Battle >> This battle against a pair of mini Donkey Kongs is fairly easy to win. When they get close, use (A + *V), sweeper kick, to knock the DKs into the air. Then follow up with some aerial attack such as $(A \mid \mid J)$.

AREA TWO: Giant DK Battle >> You can most easily kill the Giant DK by fighting on the left most platform. DK has a greater chance of falling into the water. Use attacks and combos that will give DK alot of damage like the ONE-TWO-THREE. This combo is quick and will dish out alot of damage. You can also use (A + V) or (A + *V).

<< Stage 3 --> Underground Maze >>

AREA ONE: The Maze >> Your mission: Find the Triforce. It is randomly placed in one of the rooms located in the maze. If you walk into the wrong room you will have to battle a Link. Navigating the maze is fairly simple. Just keep looking for the Triforce. When you encounter link, you may want to start off with an aerial attack (I recommend the (A + > || J), flamethrower) while Link is still coming onto the stage. Because you have to fight more than one Link, you will want to fight quickly and effectivley. When Link is above you, he will most likely use his Down+A Sword Drop thing that is very annoying. Just dodge or roll away and attack. You may be able to get Link in a Dashing Fiend combo. When he has enough damage he will be easily killed. If you have alot of damage and do not want to fight another Link, you can easily skip the battle by jumping around the sword in the middle of the room.

AREA TWO: Hyrule Battle >> Here you fight Zelda. An extremely easy battle. Charge you charge-up shot at the beginning and while Zelda is trying to reach you use Missiles and the charge-up shot. Aerial attacks are key here. I would start off with a Projectile Fury, then some Flying Crane, a Dashing Fiend, then finish off with a Flying Crane. Mix it up alittle. You can easily win this battle without getting hit once.

<< Stage 4 --> Brinstar >>

AREA ONE: Battle Against... Yourself? >> A battle against Samus. Use dash tackles, (A + *V), and quick One-Two punches to get this battle over with. Samus will also use quick attacks. The Flying Crance is also an effective combo here.

AREA TWO: Escape Brinstar >> Easy to complete. Just keep jumping from one platform to the next. If you want to get a good time, use Samus's ability to jump off walls at the right time.

<< Stage 5 --> Green Greens >>

AREA ONE: The Battle >> A battle against Kirby. Kirby is very easy to defeat because of his weight. Using the Power Version of the Flying Crane should easily efeat him. Keep him in the air and keep attacking with either (A + < || J), the backward kick, or (A || J).

AREA TWO: Multi-Kirby >> Easy to beat. Just keep using (A + *V) to kill the Kirbys. Sometimes you won't hit them all and they will attack you. I like to stay to one side and use (A + V) to flame them as they come, faster and safer. Depending on how fast you beat this area, you will fight Giant Kirby or go to the next stage.

AREA THREE: Giant Kirby >> Use the same strategy you use against regular Kirby. It will be alittle harder to knock Kirby into the air at first, but soon be will be juggled very easily.

<< Stage 6 --> Corneria >>

AREA ONE: The Battle >> This battle against Fox can be easily one using the Dashing Fiend combo and/or the Flying Crane. Using them both is most effective using the Dashing Fiend to get him in the air then using the Flying Crane to kill.

AREA TWO: Fox Gets Help >> Another battle with Fox(sometimes Falco). But this time, Slippy, Peppy, and Falco come by and shoot at you. Use the same strategy as AREA ONE.

<< Stage 7 --> Pokemon Stadium >>

AREA ONE: Pokemon Battle >> I suggest grabbing as many Pokeballs as possible here. Use only (A + *V) or (A + *>) to kill the Pikachu, Pichu, and Jigglypuff. The Pokeballs are also very effective.

<< Stage 8 --> F-Zero Grand Prix >>

AREA ONE: The Race >> Just keep running and jump onto the nearest platform when the alert come on.

AREA TWO: Captain Falcon >> I'll post a good strategy next update.

<< Stage 9 --> Onett >>

AREA ONE: Triple Ness >> Attack one Ness at a time. Fight close to the edges and use strong smash attacks.

<< Stage 10 --> Icicle Mountain >>

AREA ONE: Travel and Battle: Jump up the mountain until you reach the Ice Climbers. Not too hard. When you reach them, keep using (A + *V) to easily kill them.

<< Stage 11 --> Battle Field >>

AREA ONE: Wire Frames: Keep using (A + *V) and (A + V) to kill the wire frames easily.

AREA TWO: Metal Bros.: Strategy next update.

<< Stage 12 --> Final Destination >>

AREA ONE: Dark Bowser: Use combo just as the Dashing Fiend, ONE-TWO-THREE, the Flying Crane and other high damage combos to quickly put damage on bowser. When Bowser has about 50%, he become very vulerable to the Dashing Fiend + Flying Crane Combo. If you beat Bowser quickly, you get to fight Giga Bowser.

AREA TWO: Giga Bowser: Strategy coming next update.

C >> ALL STAR MODE STRATEGY COMING SOON....

D >> TARGET TEST

- 1- Hit the target to your right with a aerial kick.
- 2- Jump over to the right most platform and use an aerial kick hit this target.
- 3- Use your Screw Attack(B + ^) to hit the target on the platform above you.
- 4- Drop down and hit the target in the lower right corner.
- 5- Use a bomb(B + V) to hit this target and then use your double and triple jump to get back to the stage.
- 6- Jump across the gap then use a charge-up shot to hit the next target.
- 7- Jump up the the highest platform and hit this target with an aerial kick.
- 8- Then use your Screw Attack to hit the highest target.
- 9- Drop down and go to the left. Hit the target on the edge of the stage.
- 10- Then jump and hit the target underneath the left platform.

You can easily complete this target test in under 30 seconds.

E >> HOME-RUN CONTEST

<<<< This strategy was contributed by Sean "Theman101" O'Reilly. >>>>

See credits for more details.

First get the bat, then walk up to the bag and use two Axe kicks $(A + ^)$. When he bag hits the ground, do another Axe kick, then wait until the bag hits the ground again, then use another axe kick. Repeat this process until the bag has about 100% damage, then smash it with the bat. with a little practice, you should be able to get around

1000 ft. NOTE: If you hit the bag before it hits the ground, it will get knocked off the platform. _____ OLD STRATEGY _____ I am posting the old strategy for reference purposes. I suggest you use the above strategy. First I used the $(A + *^)$ then while the bag was still in the air, I used another (A + $*^{}$), then I moved under it again they did it a third time. Then I grabbed the bat and smashed it. I did about 50-60 damage before I hit it. ------F >> MULTI-MAN MELEE ------Samus is okay at the Multi-Man Melees. But she is not the greatest character to use for all of them. She has a good knock away attack, the sweeper kick or the groud flamer, (A + *V) or (A + V). If you have a better strategy for any of the Multi-Man Melees posted here, plase send it to me and I will give you full credit for it. << i --> 10 Man Melee >> Not very difficult. Keep using (A + *V) or (A + V) to keep KOing them as they come close. You should be able to defeat them very quickly. << ii --> 100 Man Melee >> A little harder than the 10 Man Melee. This time you must try avoid taking too much damage or ele you might die near the end. Keep using (A + *V) or (A + V). Timing is important here. Try to time them when alot of wire frames are next to you. Another strategy you may try is staying on one side of the stage and keep using (A + V). The ground flamer is very quick and most of the wire frames won't even be able to touch you. You can also use Smash attacks and dash tackles to take them out. << iii --> 3 Minute Melee >> Like the 100 Man Melee, you must also becareful of taking too much damage. Use pretty much the same strategy you used on the 100 Man Melee. Grab as many items as possible, they should be able to help you out (especially pokeballs and ray guns). << iv --> 15 Minute Melee >> Coming Next Update... << v --> Endless Melee >> Use a strategy similar to the 3 Minute Melee and 10 Man Melee. << vi --> Cruel Melee >> <<<<<< See credits for more details.

This strategy was taken straight from the email chard sent to me: Chardthis was my stratagy: with the frame that starts out next to you do the ground flame attack to pop her in the air then alternate between that and the screw attack to keep the frames in the air. if they hit you out but you can manage to come back make the think your going to the one of the elevated platforms, the quikly drop the hang on the edge, get back up with the b button this should pop them up in the air then us the screw attack. needless to say dodge like mad and use the occaisonal missle. _____ Old Strat --> I keep this here for reference purposes One of the hardest Melees. I don't know if Samus can even get one KO, maybe by luck but I haven't been able to. If you have a strategy for this Melee, please send it in. I wll give you credit for it. Maybe in a few days I will have developed a strategy. _____

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