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Hi, everybody! For those of you who don't know us, our names are Brian Cirnitski and Michael Conklin. But you can refer to us simply by Elemental Emeralds and Mikey812.

Almost anyone that has played it would agree that Super Smash Bros. Melee is one of, if not, the best game for the Nintendo Gamecube. It is very entertaining and fun to play, usually very addicting. This game is loaded with endless hours of potential playtime (personal of over 227 hours, 37 minutes for Elemental Emeralds) due to countless incredible features and unlockables that keep you coming back for more! It is not the type of game of which upon completion, it loses its luster and is not as much fun to play anymore, and it would be absurd to think otherwise.

This guide of course has the purpose of providing you with tips and strategies on how to bring out your full potential as Samus, including how to use the numerous items and battle on the many stages with her, as well as the other characters. There is just one thing I would like to say to you all before we start, and that is this: Without speed and agility, you have nothing!

Yes, no matter how much offensive power you may have at your disposal, nothing can compare to how important a good defense is. If you keep getting smacked around, not only will you not be able to use your attacks, but also, the match will be over before it has even started. Shields, shield dodges, air dodges, special attacks, and even good ol' classic running are all necessary in the fight for survival!

So, let me briefly introduce Samus. She has been the star of the Metroid saga for quite some time now, since 1986. However, the only places she has been seen after Super Metroid - Metroid III - has been SSB and SSBM. That is, until Metroid Prime and Metroid Fusion, eight years after Super Metroid. Its been a long time, and we've graciously welcomed her back with open arms in her two most recent games.

Throughout her adventures, we have seen her combating evil Space Pirates and their plots to use the newly discovered Metroids as Biological weapons - they have the ability to absorb all types of energy and a small army of them could easily knock out a small Galactic Federation infantry. First, it was stopping the Space Pirates' plans and preserving galactic peace. After she had destroyed the Metroid they were planning to duplicate, she was sent to destroy all of the existing Metroids on their home planet or SR388. However, at the end and after she thought she had wasted them all, a Metroid hatched at her feet - the last Metroid. Although, it seemed different. It saw Samus as a mother figure. It looked as harmless as could be, so she took it back to be studied. Misfortune

() : Means attack may have same or similar form by pressing buttons within parenthesis instead of the buttons next to them or in addition to.

Also, from worst to best, this is what I'll be using for the Rate and Range columns:

- Poor
- Moderate
- Fair
- Good
- Great
- Excellent

Note - As you use an attack over and over again, the damage that it causes tends to decrease.

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\\ | | \ III. a. Ground Attacks \\ | | \
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Ground Attacks are fairly basic attacks performed while on solid ground. You do not smash the control stick, but because this is so, these attacks are quicker than Smash Attacks. This will allow you to respond faster to your opponents' actions and block more effectively. So, the advantage is that Ground Attacks are quicker than most all other attacks. The disadvantage is that they do less damage than most all other attacks.

Players tend to use Smash Attacks more often, as they are more powerful and quick enough for them. However, keep in mind that by setting up Ground Attacks in combo fashion, your attacks are swift and powerful. Unless you use them too often, as the damage will start to decrease. Try to alternate ? another helpful hint of mine. Alternating between attacks will not only keep your onslaughts at maximum power, but it should also keep your opponents confused and therefore, open for the taking.

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=====
Name: Jab Chop Combo          Rate: Fair
Controls: A, A                Range: Moderate
Damage: 3%, 5-7%

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Description: First, Samus throws a swift punch. Then, with the other hand, she brings her heavy and thick arm cannon crashing down.

Strategies: You do not have to press both buttons to execute this attack, but since the second hit does more damage, you might as well go for it when you can. The Jab Chop Combo clearly isn't the strongest; it wouldn't be in your best interest to use this attack too often. Not only does it do poor damage, but it possesses only a Fair Attack Rate and a Moderate Range.

Strategies: The A DASH attacks are very convenient. While running, all you have to do to attack is press the A Button to attack swiftly and strongly. All of Samus's Ground Attacks are rather powerful, and this is no exception to that. 13% percent isn't bad for such a fairly repetitive attack, but trying to stop and opponent in mid-attack may not be the greatest of ideas, as I may have given the idea of with the others. In the time it would take to ram into them, they could probably already have pulled off an attack - and you would have jumped right into it!

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III. b. Smash Attacks

Smash Attacks are by far the most commonly used of all attacks, especially by me. One reason for this is that they not only do greater damage than almost all other attacks, but because they send your opponents sailing at great distances and at great speeds too. That is, besides the Flame Arc attack that Samus possesses. However, to KO an opponent effectively with a Smash Attack requires an expectionally high damage counter attached to the opponents? character symbols. This is true for all characters, not just Samus.

For quicker damage, use Ground and Aerial Attacks. Also, bring your opponent?s into position by using the Grab and weave in and out by using Shield Dodges. Then come in for the kill with a slower, but stronger Smash Attack, such as the Super Punch.

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=====
Name: Flame Arc                      Rate: Moderate
Controls: A + UP + SMASM              Range: Great
Damage: 21% (29%)

```

Description: Samus will point her arm cannon close to a 77.5 degree angle in the air to your left. Then, she will drag her arm cannon through the air to the same angle on your right, releasing numerous bursts of flames as she goes.

Strategies: Samus?s Flame Arc does cause great damage, and usually, all of the hits will connect as your opponent is drawn in and kept in as the attack continues.

However, the disadvantage of the Flame Arc is greater than any other and can put you in great risk when using it in any battle. This is the type of attack in which it does not matter how much damage your opponent has; he/she is knocked at almost always the same distance. Unfortunately, that isn?t a lot at all for the flame based attacks of Samus. And if your opponent is quick-witted, he/she will swiftly connect with an Aerial Attack. If that is as strong as Link?s A + DOWN or Ganondorf?s A + DOWN, you may be in serious trouble.

If you still insist on using this attack, please, make sure you are able to dodge any chances of potential attacks! Like with almost all else, a Shield or

Controls: Y, A + DOWN

Range: Great

Damage: 16%

Description: Samus will cut through the air with her gun below her as she spins upside down.

Strategies: One of her most powerful Aerial Attacks, the Smack Down will down just as the name describes ? it will hurl decently damaged fighters to the ground and damage them and others severely. Being a good and usually reliable attack to string into combos, it will obviously work best when there is no solid ground below an opponent.



III. d. Special Attacks

The Special Attacks are very unique to each character. For example ? Samus?s B attack is her powerful Charge Beam, but Link?s is his Swift Bow. So Samus?s B attack focuses on her amazing power suit and Link?s is based on his middle age type life and fighting styles. Obviously, one does not have anything in common with the other in terms of these unique differences.

However, these Special Attacks are usually very usefull ? some to the extent where it is absolutely vital to know how to use them and actually using them. This is in part because of your B + UP move. This is your recovery move, and without this, racking up your number of KO?s would be a lot easier...

Samus?s Special Attacks have great potential when you want to interrupt an opponent. All of them are either fast, large in terms of size, or both. Experiment with them, as you should with any other attack!

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=====
Name: Charge Beam                                Rate: Poor - Fair
Controls: B                                       Range: Excellent
Damage: 0-25%

```

Description: Samus will stand rooted to the spot as she points her gun out in front of her, clutching it with her hand to keep it steady. Her arm cannon will glow with a brilliant blue light, this light growing in size from the eand of her gun. She will stop when it is fully charged.

Strategies: For those who like a faster paced battle, this attack may not be for you. It does take time to charge if you want it too, but it is powerful, her most powerful of attacks. If you want to use it, though, you should try powering up whenever your opponent is not beating you senseless or vice-versa.

Also, if you are hit a few times while possessing a charged up power beam, that charge will be knocked from you and you will have resort to either charging up again or something else. One of Samus?s clear cut weaknesses, however, is the

fact that this move can also be deflected back at you. Watch out for that pesky Fox McCloud and his B + DOWN move; be prepared to dodge!

=====

Name: Screw Attack	Rate: Poor
Controls: B + UP, ...	Range: Excellent
Damage: 0-16%	

Description: Our fair heroine will rapidly spin through the air, glowing with electricity that will ensnare any close adversary.

Strategies: A most valuable move, the Screw Attack is your recovery move. Use it to get back to the stage or really ground into your opponent's nerves. The Screw Attack is also quite pesky and does damage, unlike several recovery moves of the other characters.

Although it does damage, your ensnared opponent is not always guaranteed to be kept in for the full damage percent and if you miss entirely, you may be left open.

Also, one cool effect on the weaker enemies (fighting wire frames as an example) you can practically automatically KO them if you clip them from the sides. Useful if any Multi-Man Melee fights but difficult to master.

=====

Name: Missiles	Rate: Excellent
Controls: B + FORWARDS/BACKWARDS (+ SMASH), ...	Range: Excellent
Damage: 5% (12%)	

Description: Depending on whether or not you smash the control stick, the missiles path will either be slow but homing in on an opponent or fast and on a strictly straight path. Of course, it always comes from the end of Samus's gun.

Strategies: As said above, the speed and path of your missiles depends on whether or not you Smash the control stick. If not, the missile is slow and only does about 5% damage. However, it will home in on your opponents, though not always effectively when possessing almost no speed. It will also begin to slow down until it comes to a dead stop in the air and explodes if not hitting a target.

If you choose to Smash the control stick, then the missile will be very swift and do about 12% damage. I prefer this over the lather, because you could easily bombard your opponent with missiles if on flat areas such as Final Destination and then unload a fully charged beam attack when they least expect it.

=====

Name: Bombs	Rate: Great
Controls: B + DOWN, ...	Range: Poor
Damage: 7%	

Description: Samus will momentarily curl into her morph ball form and release bombs shaped spherically. They will flash in the middle with reds, oranges, and yellows, acting like a counter ticking down to explosion. They will produce a small explosion after time or on contact.

Strategies: Like missiles, bombardments with bombs are easy and effective - if you do it right. If you keep connecting with your bombs, you get to release more and faster; try it.

The bombs will also be enough to slightly propel Samus into the air. She will curl back into morph ball for this. Use it too weave in and out of the crowd and unload more bombs.

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III. e. Grab Attacks

Many don't realize one of the simple keys to SSBM success. That is combos. However, this may not always be so easy to do, especially if your opponent is a virtual grasshopper or something like that. To slow them down and give them a reduced chance of being able to dodge, hurl them in any direction and then connect with one or several swift and/or powerful attacks. And for simply grabbing, there are a lot of ways to do this, and many different attacks to connect with. But whichever way you choose to look at it, keep in mind that Samus is one of the three characters that possesses a long type grab. This can mean trouble when you miss and your opponent starts baring down on you, so be a little bit more careful with her than with those possessing shorter grabs.

Also, in a last ditch attempt to grab a ledge, Samus's longer grapple beam Grab may be used to latch on to walls. This is highly useful when you do not have enough jumps to get back to the stage, but it is also dangerous. Sometimes the connection will break, so it is best to press A right after latching on to your target to jump up quickly using the grapple beam and then press B + UP, to use your Screw Attack and hopefully return to the stage.

```

=====
Name: Grab                               Rate: Poor
Controls: Z                               Range: Excellent
Damage: 0%

```

Description: Samus's grapple beam will extend from the end of her arm cannon, ensnaring her victims in a sky-blue colored light.

Strategies: Combos are more easily accessible if you string them together using grabs and throws, as your opponent is either smacked silly into a floor, wall, ceiling, or simply thrown into the air, where they can't dodge so well.

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=====
Name: Running Grab                       Rate: Moderate
Controls: Z, FORWARDS/BACKWARDS         Range: Great
Damage: 0%

```

Description: Samus will again use her grapple beam once again, but while running.

Strategies: Using the grapple beam this way simply makes it easier to withdraw it if you happen to miss. This does not allow opponents to beat you up as much as the regular grab if you don't hit your mark. However, it is shorter and is exposed for less time.

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=====
Name: Grab Smack                         Rate: Great
Controls: Z, A, A, A, ...                Range: Poor

```


Strategies: Primarily the same as the Upwards Throw, but focus on the attacks applying to when the opponent falls back to the floor. However, if the opponent has enough damage and is knocked upwards, you can use the Aerial and Smash Attacks applying to that.

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\\ | | \ III. f. Dodging \\ | | \
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I have not seen many who are truly all that great at the wondrous technique of dodging. What I have seen is a lot of heads cracking open on the ground, however. This doesn't have to be you, and I know it isn't me. Use dodging to escape from high-pressure situations and to weave easily and gracefully in and out of large or small crowds.

Although many may see dodging as just means of escape, Shield Dodges and the like can greatly enhance your speed by several times, making you a difficult target to strike. And then you can swiftly come in like lightning and pick off your opponents one by one or many by many. Truly, knowledge of these techniques is vital to be a great SSBM player, and here is all I have to offer:

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=====
Name: Shield                               Rate: Excellent
Controls: R/L, ...                          Range: /
Damage: 0%

```

Description: Your character, whoever it may be, will quickly put up a shield of some material that seems to resemble glass or something similar to it. The color depends on what player you are ? computer players are gray.

Strategies: Use this to prevent an opponent from damaging you. Although it is highly useful, as time passes and/or you get hit, your shield will weaken. Eventually, it will break if you do not stop holding down either or both of the two dodge buttons. If that does happen, you just stand there, dazed and are wide open. Don't just throw caution to the wind. Also, a shield will not stand up to a Grab Attack, so take that into consideration as well.

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=====
Name: Shield Dodge                           Rate: Excellent
Controls: R/L + FORWARDS/BACKWARDS/DOWN, ... Range: /
Damage: 0%

```

Description: With your shield on, your character will dodge by rolling or sidestepping to the left or the right on the screen. Pressing DOWN will make your character perform a kind of ducking maneuver.

Strategies: Use this to surround the opponent and/or increase your speed. Try this more often than letting your shield get hit, so as not to deplete your shield's energy. Pressing DOWN also allows you to duck and dodge an attack this way, but it will most likely take a while to finally get the timing down.

lettering them from top to bottom, left to right.

Section One - F - This should be taken care of first, as you start off right besides it. Use either a Flame Blaster attack or a Roundhouse Kick to destroy this target.

Section Two - B - To smash this target, use any aerial attack before you land on the platform it rests above. Or, use any Ground Attack or Smash Attack after landing. Don't forget, if it's speed you're after, use quick ground and aerial attacks with exceptional range to ensure you hit.

A - Obviously, this will require some sort of Aerial Attack or Special Attack. A Drill Kick or a Screw Attack will work nicely.

Section Three - D - What you want to do is jump from the lower platform just to the left and perform an Aerial Attack, such as Blaze or a Flying Kick, before you land on the platform below the target. You will most likely need to use both of your normal jumps, or you will most likely miss this target. Don't fumble and fall, especially to the right, the moving platform does not go out too far.

C - From the platform just below the previous target, jump and use a Screw Attack for a quick and successful hit.

I - After performing the Screw Attack on the previous target, you will be able to maneuver yourself around the edge of the platform it rests above. Don't land on it and waste any time. Land on the moving platform far below and jump back up, using an Aerial Attack such as the Flying Kick or a Drill Kick, to destroy this target. Use your second normal jump and your Screw Attack to get back up and proceed with the challenge.

Section Four - E - Depending on where and when you would land, use either a Flying Kick if you are in the air or, if you land on the ground before the target, use a Jab Chop Combo, a Kick, or something similar.

G - From the end of the platform above, jump over the left edge and press and hold right on the control stick. Use your second normal jump and perform a Flying Kick, a Back Kick, or a Screw Attack. Be careful with using a Screw Attack, as you may not be able to land yourself on the platform moving below.

H - Land on the moving platform below the previous target and wait for it to line closest to the above tunnel on the right or until you are satisfied. Jump both times and then perform a Screw Attack so that you not only hit the target, but land to the right afterwards. It may look small, but you can walk through the small passageway, although a shield dodge would give you more control.

Section Five - J - No matter what order you follow, this should be the final target you attempt to destroy. This way, you can fall down without worry of not being able to make it back up and use any Aerial Attack or Special Attack to complete the Target Test.

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Before, we had a rather long list of contents. Although, most of the this had little ?} Coming Soon!? signs next to them. Unfortunately, they most likely will not be coming soon, as we don?t have much time at all to continue with our guide. Here are the items we would like to add, if and when we get around to it:

IV. Battle Strategies & Combos

V. Item Strategies

- a. Battering Items
- b. Containers
- c. Performance Items
- d. Projectile Items
- e. Recovery Items
- f. Shooting Items

VI. Stage Strategies

- a. Standard Stages
- b. Unlockable Stages
- c. Special Stages
- d. Past Stages

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- Nintendo, for yet another great game. Thank you!
- You, the reader!
- GameWinners and neoseeker, for hosting this FAQ.

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- - - - , , _____ \| / _____ , ,          VIII. Version History          , , _____ \| / _____ , , -
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Version 0.2 - 11/15/03 - Started the guide. Finished Contents and introduction sections. Just barely began on Moves section.

Version 0.5 - 11/16/03 - Corrected numerous minor spelling errors. Filled out summary, name, controls, and damage columns to each Attack section.

Version 1.0 - 11/17/03 - Corrected minor spelling and grammar errors. Finished description and strategies columns of each Attack section. Also added Credits, Contact Information, and Copyright information. Updates (there will be many) will have to take a while (8th Grade stinks).

Version 1.01 - 11/18/03 - Changed and added some ASCII art.

Version 1.1 - 11/20/03 - Made the section breaks more noticeable, as well as most everything else.

Version 1.2 - 11/22/03 - Added Rate and Range columns to all of the attack sections. Started and finished Target Test.

Version 1.25 - 11/26/03 - Created a new image using ASCII art, an image of Samus running. Also, a friend of mine, Michael Conklin, is going to be doing some work on several things, including some items and stages. Happy Thanksgiving tomorrow!

Version 1.3 - 12/6/03 - Replaced section break images with new, better ones - Samus using boost ball in morph ball mode. Also revised many sections and reduced them in size; I was talking to much, and probably still am;)

Version 2.0 ? 12/23/03 - All day; I've worked tirelessly to submit this before the holidays and hopefully get it checked and posted so that all of you getting the game for Christmas can have several great guides to look at. I've revised everything ? from the Introduction to Attack Sections and the Target Test. I hope you all like it and Happy Holidays!

Version 2.1 ? 12/29/03 - Unfortunately, I have had to condense half of my once lengthy contents into a ?Want To Add? section. You see, we realized that we simply don't have a lot of time to continue with this guide, but we'll try if we can. Sorry to anyone that thought they would get more than the attacks out of this guide soon.

Version 2.15 ? 1/4/04 - Corrected minor spelling and grammar errors.

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If you would like to send in any comments or suggestions to us via e-mail, then our addresses are spykid1@optonline.net(Elemental Emeralds) and michael@conklin.net (Mikey812). Sorry, but there's a good chance that we won't respond. However, if you help us out in any way, such as pointing out any mistakes, providing us with suggestions that we decide to add, or submitting any tips or hints that we end up displaying, we'll add your name or your alias (please include one of the either) to the credits, as well as your contribution to our guide. All contributions remain in their original form, unless you request for it to otherwise be edited and/or improved in any way. Thank you!

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Until next time, Samus...