

# Super Smash Bros Melee Mario Character FAQ

by Atj61

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Atj61's Character Guide for Mario  
Version 1.1  
Super Smash Bros. Melee  
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\_=\_ Updates =\_  
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Version 1.0 (02-11-02)

Started the FAQ, added the move-list.

Version 1.1 (03-24-02)

Haven't updated in a while, I was frustrated because I couldn't get it hosted.  
Added defensive strategies.

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\_=\_=Movelist=\_=  
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A: Punch (after punching two times he'll kick)

A/over: Roundhouse Kick

A/down: Sweep kick

A/up: Uppercut

Forward + A: Fire Punch

Up + A: Head butt

Down + A: Double leg kick sweep

Dash, A: Sliding kick

Jump, A/back: Back kick

Jump, A/over: Strong punch. Takes time to execute but it knocks an opponent straight downwards so if you can time it right, you can KO an opponent that's making it's way back to the battlefield. Called a Meteor Attack my friends.

Jump, A/up: Back-flip kick

Jump, A/down: Drill kick

B: Fireball. If you never seen or heard of this, press you back button now.

B/over: Cape spin. Deflects projectile attacks. Also used to turn the opponent the other way.

B/up: Super Jump Punch, another nice juggler and used as a third jump.

B/down: Mario Tornado. It pulls in enemy's, spins them wildly, and then knocks them upward. A nice juggle starter.

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= Offensive Strategies =  
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Someone is running at you.

What to do: Toss a fireball at them to stop their run, do a dashing attack at them, throw them up, left, down, or right and begin your combo.

Someone is falling above you.

What to do: Get at an angle and do a Super Jump Punch, or jump up and do a back-flip kick.

Someone is on a platform above you.

What to do: See above.

Someone is coming behind you.

What to do: Roll backwards behind them, and choose between doing your Cape Spin or smash them either way.

When you are on a platform and someone is coming below you.

What to do: This is my favorite one because you can really look like a pro doing this. I'll show you my favorite one first. Drop through, making sure you are at an angle and do a Super Jump Punch. You should then land first, and begin you juggling series. Another one is just do your downward smash attack. Simple as that.

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= Defensive Strategies =  
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When someone has sent a projectile at you.

What to do: Cape Spin. Your reflexes have to be kind of quick for this.

When you are falling and someone is charging their smash attack.  
What to do: Unless you've done you /\ B attack or already done an air dodge, do an air dodge. You have to time it just right so you won't get hit.

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==Target Test==
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Hit the target directly to your right. (1)

Fall off the right side and take out the two targets together with jump attacks. (2,3)

Throw a Fireball at the target off to the lower right. (4)

For the target in the upper right, double jump as high as you can, then aim up and left and hit B to Coin Uppercut to the left (so that you land back on the platform). (5)

Once you land, toss a fireball to the left so you'll hit the target at end of the little tunnel (and save a second or three). (6)

Hop over to the left side (with the blue girders). Jump all the way up to the top hole and take out the target. (7)

Ride down and toss a Fireball in the tiny crack to hit the next target. (8)

Another Fireball once you get lower will hit the lower left one (9).

This one has to be the last one, since there's no coming back. Jump off the elevator, double jump as you start to fall, and Super Jump Punch the last target. (10)

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==Classic==
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Level 1 - Mario Vs. 1 Normal Character

-The opponent here will be random, and won't pose any threat, no matter the difficulty. Just in a few smash attacks it'll be gone.

Level 2 - Mario & 1 Ally Vs. 2 Normal Characters

-Here you'll have a random ally. Try to make it one on one and smash yours away while your ally, with a higher AI than your opponents, smashes them away.

Level 3 - Break the Targets

-See the "Break the Targets" section above.

Level 4 - Mario Vs. 1 Normal Character

-Same strategy as the first level, just use your best moves and take your opponent out.

Level 5 - Mario & 2 Allies Vs. Giant Character

-This one's usually easy, considering your opponent will be outnumbered 3-1. All you really have to do is sit there and watch your teammates beat the living crap out of the giant character. You should get Half A Minute Man on this

one.

#### Level 6 - Snag The Trophies!

-You don't have to get any trophies, but it's a nice bonus if you're a collect them. Just run in the direction the trophies drop from, and hit them towards the center. You can easily get one trophy here, and getting all 3 isn't too hard either.

#### Level 7 - Mario Vs. 1 Normal Character

-Same strategy as Levels 1 and 4 applies here. Just take out your enemy in a one-on-one match. This one will usually be a tad harder than the first two, but still shouldn't be much of a threat.

#### Level 8 - Mario Vs. Team of 10

-The damage ratio for your opponents is around 2.0 so a strong attack or a smash attack will knock them away.

#### Level 9 - Race to the Finish

-The farther door you go into, the more coins you get.

#### Level 10 - Mario Vs. Metal Character

-Go near the edge, grab your opponent and throw them back. After about two throws they won't be able to make it back.

#### Level 11 - Master Hand

-He's not too tough to take on. My strategy is to jump and keep using your forward/A attack on him since it does a handful of damage. You might not be able to get any smash attacks on him so stick to the forward/A attack. In Very Easy and Easy, he has 150 HP, and in normal on up, he has 300 HP.

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#### Level 1 - Mushroom Kingdom

-This level is a freebie. Just keep going left, passing all the enemies you see. When you get to a bunch of blocks, jump on the top of there, it might be a trophy there. Once you come to fighting a bunch of Yoshis you can take them out with simple strong attacks. Once you KO them all, keep going left and it'll be over.

-After finishing the level, you'll have to take on Peach and Mario at the same time. A very easy battle. Take out your counter-part first, then take care of Peach.

#### Level 2 - Kongo Jungle

-Your first match will be against two tiny DK's. Another freebie. Just do you down smash attacks and smash them away.

-Now you done done it. Big daddy Donkey wants to fight you for KO his kids. He's a push-over though. Use strong attacks against him to get his damage percent up, then smash him.

#### Level 3 - Underground Maze

-Wander around aimlessly until you find the Triforce. If you fight Link, use the items they give you to your advantage.

-Next, you'll be taking on Princess Zelda in Hyrule Castle. She's not too hard,

but Hyrule Castle is a large level, so it may take you a while to beat her. Just chase her around, raising her percentage with your attacks of choice, and using items on her, and she should go down with a good Smash or item-toss once she's over 100%.

#### Level 4 - Brinstar

-All these freebies... She's pretty slow compared to Mario, so you have speed over her. Use the items you get, and fight smart.

-Here's a good exercise in platform jumping. Just keep jumping up the platforms and try as hard as you can, not to miss any. His triple jump is a angel sent from heaven for you, as it goes pretty high.

#### Level 5 - Green Greens

-One Kirby, very easy here. Just keep nailing him until you've done a decent amount of damage, and then just smash him away. Look out for the bomb blocks on the left and right sides of the level as well.

-Okay, here's a team of Kirby's. This one isn't any harder than the first match here, just use the same strategy as the Yoshi's Team in Level 1. Super Jump Punch or smash attacks will take out a Kirby in most situations with 0%, so just let them have it as soon as they fall from the sky. Once again, avoid the bomb blocks.

#### Level 6 - Corneria

-You'll have to fight Fox here, and he'll be tough if you're not used to fighting him. He's one of the fastest characters in the whole game, so he has major speed over you. Again, use Warp Stars and Pokéballs to beat him

(SPOILER)

-After defeating Fox, he'll get some backup. Either you'll fight Fox in a different outfit, or you'll fight Falco. Get rid of him QUICK because Arwings will come in and blast you. And believe me, they have incredible aim.

#### Level 7 Pokéon Stadium

-Not hard at all here, I usually fight them with the plentiful of Pokéballs that come down.

#### Level 8 - F-Zero Grand Prix

-Okay, in this one you'll have to race along the F-Zero track, while a race is going on. Just keep running, and right before the crafts come speeding by, you'll hear a beeping noise, that's your cue to find shelter. At the start, smash the control stick to the right to run as fast as you can, and don't stop till you hear the beeping noise. There will be a platform above a small ledge. Hop up on the platform until the cars pass, then run again until you hear the beeping noise again. There should be a platform right in front of you, so hop up on there 'till it's safe, then hit the ground running again. After a few seconds of running, the track will end, and there will be a floating platform in front of you. Leap onto it, keep running, leap onto the next platform, then you'll see a ramp, and at the same time, you'll hear the beeping. Hop over the ramp, and onto the next platform. If you're quick enough, you'll be safe. Wait until the coast clears, hop onto the next tiny platform, then onto the edge of a track from there, and SMASH that stick to run as fast as your short plumber legs will carry you. If you were quick enough, you'll make it to the end of the Level in time.

-Not so easy this time. Watch out for his Falcon Punch, Raptor Boost, basically all his attacks! Fight him defensively, and you'll be the victor.

#### Level 9 - Onett

-Three Nesses, not too hard here. On Easier difficulties, they'll go down with a good throw. On tougher difficulties, just wear them down and smash away. Be sure to avoid the cars below, and stay in their faces as much as you can.

#### Level 10 - Icicle Mountain

-It should be easy if you past the Brinstar jumping level before. Just keep triple jumping up the center of the level, from platform to platform, and trying to avoid the enemies the best you can (seeing as how you can't see them until it's too late). Within a few moments, the level will start scrolling upwards very quickly, just keep triple jumping as fast as you can, and try to ignore everything else. In a little while, the screen will slow down and you'll encounter 2 pairs of Ice Climbers. This is pretty unfair, seeing as how it's 4-on-1, but they're pretty weak.

#### Level 11 - Battlefield

-Here you'll take on 15 Wire Frames, 4 at a time. The same strategy applies here as in the Pokemon, Yoshi, and Kirby battles, although the Wire Frames are easier to take down. Just use your Smash attacks and they'll all go down quickly.

(SPOILER)

-You'll be facing Metal Mario here, and if you unlocked Luigi already, Metal Luigi too. Go to the edge, and keep throwing off the side.

#### Level 12 - Final Destination

-Mario fighting Bowser? I never heard of that.. That has no sense whatsoever. Anyway, I didn't make the game. He's the boss, and a little hard because he's so freakin' heavy! Keep attacking him, and if a fire flower comes, use it nonstop to get his damage up. Don't worry about, it if he blocks, just keep going. Use the items to your advantage again, then smash him off once he gets 125% and up.

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