

Super Smash Bros Melee Yoshi Character FAQ

by Cypher19

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Super Smash Brothers: Melee character FAQ

Yoshi

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I. Legalities and such

Don't reproduce this FAQ in any way without my consent. Should you ask for consent, I'll give you further details. Also, if you would like to submit something to this FAQ, make a correction, etc. I am open. For both scenarios, contact me at the methods above.

II. Version updates

Version 1.1 - 12/29/01

I created a section devoted to the Single Player mode, which currently consists of Classic mode, Target Test, Homerun Contest, Multi-Man Melee, and Events where Yoshi is the default character.

Version 1.0 - 12/24/01

Happy Christmas eve first of all. Today, I made this FAQ, which currently consists of the legalities, this update section, the intro to Yoshi, the move list, techniques and warnings, the homerun contest and the credits.

III. Introduction to Yoshi

Yoshi, since 1991, has been Mario's steed, from whence he was a baby (super

Mario World 2: Yoshi's Island) and even as an adult (Super Mario World).
However, it seems Mario has kind of left Yoshi, but I won't dwell on that much.

In my opinion, Yoshi is possibly the best character in SSBM (obviously, or else I would be doing someone else) and has possibly the most lethal techniques of any of the characters. Without further ado, let's start it up!

IV. Move List

A: Straight kick

Up, A: Upward tail whip

Down, A: Tail sweep

Forward, A: Strong straight kick

Up + A: Upward head butt

Down + A: Backwards tail whip/sweep

Forward + A: Straight head butt

Dash + A: Charging head butt

Jump, then A: Jump kick

Jump, then Up + A: Flip

Jump, then Down + A: Downward multi-kick

Jump, then Back + A: Backwards tail whip

Jump, then Forward + A: Straight head butt

B: Catch/swallow opponent, turn them into an egg vulnerable to attack for a limited time

Up + B: Egg bomb (hold the Control Stick in any direction to throw further; can be done in the air)

Down + B: Downward torpedo dive (can be done in the air)

Forward + B: Egg roll (turn into a giant egg and roll quickly in any direction in that state)

V. Techniques and warnings

Techniques

The move that I use the most with Yoshi is likely the butt-stomp (Down + B). Not only can it clear a fray quickly, but can send opponents flying and cause a fair amount of damage. *Recommended for virtually every fight, except against one opponent, covered under warnings*

Yoshi can juggle as well, and when used, is quite good at it. To execute it, use Up + A on the ground to send your opponent flying, and then catch up with him/her by jumping, and send him/her flying some more with another Up + A move. Rinse and repeat until the opponent gets so high that he/she recovers before you can make it up to them again. At that point, move out of the way. This, if executed well, can cause TONS of damage, and quite likely will send your opponent off of the stage. *Recommended for 2-player battles, unless you're skilled enough that you can keep two or three opponents in the air at the same time.*

Warnings

Do NOT use a repeated butt-stomp technique against a Pikachu, at least not a butt-stomp executed in the air. Instead, go close to the Pikachu and use a butt-stomp from the ground. That way, the Pikachu can't raise the thunder shock it has, plus you can still send it moving, and give it damage. Also, people

Be wary about using the Up + A juggling technique against opponents like Bowser or other Yoshis, because of their respective butt-stomps. Likely the second recover, they'll execute it, sending you out.

VI. Single Player Mode

Classic

This mode is similar to the single player mode on Super Smash Brothers, however there are a couple new bonus stages, and the characters you're with or fight against are randomized. So, here's a run-down of how the character setups work:

Round 1

Yoshi vs. (character)

Round 2

Yoshi and (character) vs. (character) and (character)

Round 3

Target test, more details below

Round 4

Yoshi vs. (character)

Round 5

Yoshi and (character) and (character) vs. GIANT (character)

Round 6

Get the trophies-Hit some falling trophies into a series of pink rings. It's best to use weak attacks like the mid-air kick.

Round 7

Yoshi vs. (character)

Round 8

Yoshi vs. Team (character)-This is you up against a bunch of easily killed characters.

Round 9

Race to the finish-For this one, you have to enter a door. While you might think on your first time through that you can enter any door, and everything is just tickety-boo. In reality, the farther you get, the more coins you get, and the door at the end awards you with 5 full coins. Anyways, with Yoshi, I find that if you take the bottom pathway, you can really take advantage of his jumping abilities, just make sure not to fall in.

Round 10

Yoshi vs. Metal (character)-The enemy has more mass now, so it's harder to knock him/her off. Once s/he's off though, it's much harder to get back on.

Round 11

Yoshi vs. Master Hand-Once you learn this guy's patterns, he'll be easy as pie. Even if you don't though, you're still pretty hard to knock off. Just hit him with things like the egg bomb, or a mid-air butt stomp when he's resting between attacks.

Adventure mode

coming soon

Target test

First, jump up to the platform with the standing target, and hit it.

Then, do a double jump and egg bomb the target in the U formation. (this requires lots of practice)

Jump up to the right and hit the target under the vertical bar.

You should land on a platform with a bouncing target. Hit it.

Jump to the right, and do an egg roll until you reach the wooden bridge.

Hit the target above you.

Jump across the chasm into the backwards C, and hit that target.

Jump down onto the moving cloud, and hit the target there.

For the last one, instead of jumping straight from the cloud, and try to get on the platform, do the following: do a single jump off of the cloud, and once you reach the height of the cloud, do the double jump and you'll land right next to the target.

Homerun Contest

Yoshi is possibly the best character for the homerun contest, and you'll want to use him anyways, because once you break 1315 using Yoshi, you're awarded with the Yoshi's Island level from the N64, ported directly. (little sidenote: Because it's a pixel-perfect port, you can see just how far the graphics have gone since the N64)

Here's how to do it:

First, grab the bat and hit the sandbag for 12% damage (using just the A button and the bat, there are three hit percentages you can get: 7, 12, and 16. Only 12 will do).

Secondly, use the air-borne Down + A move (Flutter-kick) on the sandbag as fast as you can until there's about 1-2 seconds left. You should be on the ground at the time, so just ****SMASH**** that bag into oblivion.

Thirdly, just watch the bag. A good way to tell how far it's going to go, is take the damage it has while airborne and multiply that by ten. You'd be surprised how close you get a lot of the time, but sometimes an extra 25-75 feet or so is added.

Now, this requires a lot of persistence and patience. If you don't have the latter, make sure you have a durable controller, and a durable wall. Probably

the single most frustrating thing about this is that you will often get the flying kick, or a tail whip by accident. If you do even one of those, reset. Every second counts.

Multi-Man Melee

10-Man Melee

Just smack up the ten wireframes that appear.

100-Man Melee

In my opinion, and contrary to popular belief, I think Yoshi is the best character for the 100-Man. Just use the butt stomp from the double jump on the top-most platform.

3-Minute Melee

If you can do the 100-Man, you can do this easily. Because the order the wireframes come in are not pre-generated, and their AI levels aren't either, this is done more simply than the 100-man.

15-Minute Melee

Before even touching this, turn the rumble off. Then, just fight it out for 15 grueling minutes.

Endless Melee

Just kill 100 guys here, and you're done. The only reward from this is a trophy, and you get it at 100 kills.

Cruel Melee

Don't use Yoshi here, just grab some other character. I here Roy is good for this one. Heck, with his Up+B attack, I got 8 KOs on my third try!

Events That Require Yoshi

Event 13

Just pick up the egg and don't die for a minute. All you have to do is run and jump.

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VII. Credits

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Thank you HAL Laboratories for making a great game.

Dmorgan, for the move list for Yoshi.

More to come as people submit their info