

Super Smash Bros Melee Young Link FAQ

by Perfect Light

Updated to v0.15 on May 20, 2002

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          | | YOUNG LINK GUIDE
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Version 0.15
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          /\ /\  1) N E W S R O O M
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Third Version - Version 0.15

Completed: 5/20/02

Okay, since I updated my Mewtwo guide, I decided to stick the first Home-Run strategy I got for Young Link in this guide. I also added the last Trophy descriptions.

Second Version - Version 0.12

Completed: ?

Fixed some Mewtwo-related errors in the guide. I guess that's what I get

for copying over my Mewtwo guide. Oh, well.

First Version - Version 0.1

Completed: February 3, 2002

I decided to model this after my hit Mewtwo guide. Basically, I copied most things and tweaked it to fit Young Link. I know it will be boring to read the EXACT (well, not completely) same thing as my Mewtwo guide, but I guess that's life. If you HAVEN'T read my Mewtwo guide, this will be a real treat!

Also, once I finish all the Level Maps in my Mewtwo Guide, I'll add them here!

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      /\ /\ 2) THE KNIGHT OF HYRULE
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A long time ago...

Before life began, before the world had form, three golden goddesses descended upon the chaotic land of Hyrule. They were Din, the goddess of power, Nayru, the goddess of wisdom, and Farore, the goddess of courage.

Din, with her strong flaming arms, cultivated the land to create the Earth. Nayru poured her wisdom onto the Earth to give the spirit of law to the world. Farore's rich soul created all life forms who would uphold the law.

These three great goddesses returned to the heavens, leaving behind the golden sacred Triforce. Since then, the Triforce has become the basis for Hyrule's providence. Where the Triforce stood became sacred land.

In the vast, deep forest of Hyrule, the Great Deku Tree served as the guardian spirit. The children of the forest, the Kokiri, lived with the Great Deku Tree. Each Kokiri has his or her own guardian fairy, except one. His name was Link.

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      /\ /\ 3) LINK 'S PROS AND CONS
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+-----+
                    PROS
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- Young Link has excellent long-range power. His Boomerang and Fire Arrow make him able to hit players with no projectiles from safety, without risk of being damaged.
- Young Link's third jump catches multiple players and deals lots of damage.
- Young Link actually uses his Hookshot to save himself in the game. When falling near a ledge (say you just missed it), press Z. Link will fire out his Hookshot, and snag the ledge! (Link and Samus can do this, too.) Press Z again to flip up.

- Because Young Link has a shield, Sheik's needles bounce right off, vibrating as they do!

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                        CONS
+-----+
  
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- Although Young Link's jump has potential, it still does not propel him as high as I'd like it to.

- Young Link lacks speed. His attacks are slow to execute, leaving him open to faster characters, say Sheik.

- The Bomb can hurt you, which is annoying. And, it takes a while to pull out, so lots of times, before you have a chance to throw it, your enemy is breathing down your neck, and you have to dispose of it quickly, usually blowing yourself up, too.

- While the Hookshot can save you, it can also hurt you. If you try to grab, but miss, you're pen to a pounding for a few precious seconds.

- Young Link's sword has pathetic reach, and Link's is much more powerful. 'Nuff said!

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      /\ /\ 4) BASIC CONTROL SCHEME
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CONTROLS

First of all, we'll begin with controls. The basic ones. Here is my controller for your viweing pleasure!

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      /      \              / -Z- \
      \ ;;;;;;;;;; /
      ; ;;;;;;;;;; NINTENDO ;;;;;; ;
      / _____ ; GAMECUBE ; -Y- \
      / / ;;;; \ ; ; ---- | \
      / / ; oo ; \ ; ; ( A ) X \
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I hope you like my controller. Now that you know where everything is, I can list the basic controls!

A Button: Basic Attack, pick up items

B Button: Special Attack

C-Stick: N/A

Control Stick: move character, Up to jump

D-Pad: Up is Taunt

L Shoulder Button: Shield

R Shoulder Button: Shield

X Button: Alternate jump

Y Button: Alternate jump

Z Trigger: Drop item, grab nearby enemy

ADVANCED MOVES

Control Stick + R: Roll right

Control Stick + L: Roll left

R or L + Down on Control Stick: Dodge

Z + Direction on Control Stick: Throw any throwable item you have

MENUS

A Button: Accept

B Button: Back

C-Stick: Wobble some screens, change backgrounds in Trophy Gallery

Control Stick: navigate menu options

D-Pad: N/A

L Shoulder Button: scroll left at Trophy screen

R Shoulder Button: scroll right at Trophy screen

X Button: Change colors at Character select screen

Y Button: Change colors at Character select screen

Z Trigger: N/A

SUPER SMASH BROTHERS DICTIONARY

Coins: This is what you use in the Lottery to get Trophies. You can get

them many different ways. Some ways are: earning them in Coin mode, using Smash Attacks, etc.

Crowd: The crowd is very cool. They chant your name if you're a killing machine. If you come back from a big fall, they gasp.

Dodge: By dodging, you avoid attacks by leaning. That way, before the other player can retaliate, you can roll behind them and score a hit.

Grab: Grab someone to hold them still. This opens up combo options.

Juggling: This strategy is very useful. It involves knocking the opponent into the air repeatedly, then smashing them away when they come back down.

KO: It means knockout. This means you knocked your opponent out of the stage.

Meteor Attack: This is a very powerful attack, used to enhance smash attacks' power. Look in the "Falco's Moves" section to see how to do one.

Roll: An effective technique is to roll if you're about to be attacked. Then, you can retaliate with your own attack. Also, roll behind an attack opponent to surprise them. They are then open to attacks from behind!

Self-Destruct: This is just a fancy way of saying you died!

Shield: What you use to defend yourself. It diminishes after a time.

Smash Attack: A smash attack is using forward-A to deliver a powerful blow. A smash attack is not necessarily powerful, just hard-hitting.

Stage: The stage is the term that displays what you are playing on. There are 11 secret stages in the game, so keep looking if you don't have them all!

Throw: If you grab someone, use the control stick to throw him or her.

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      /\  /\  5) Y O U N G L I N K ' S M O V E S
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Before we start, there are a few things you MUST know.

STRONG ATTACK

To perform a strong attack, tilt the control stick in the direction you want, without making your character move. Now, hit A to make the character perform a strong attack.

SMASH ATTACK

Most people do smash attacks wrong. It gets its name from the game and what you do to the control stick. SMASH the control stick in the direction needed, then MASH A to perform a smash attack!

METEOR ATTACK

Although I did not list Meteor attacks in the Move List, it's good to know how to do one. When using A to do Smash attacks, if you hold A and the direction, your character will blink and charge up to move. When you release A or you get to full power, your charcater will release the attack, making it much more powerful than before!

>(button) = control stick right and button, strong attack
/\(button = control stick up and button, strong attack
\/(button) = control stick down and button, strong attack

>>(button) = control stick right and button, smash attack
//\ (button) = control stick up and button, smash attack
\\/(button) = control stick down and button, smash attack

GROUND MOVES

```
-----
MOVE.....BUTTONS.....DAMAGE
-----
Slash                A                3
Counter Slash       A, A                3, 2
Triple Stab Combo   A, A, A            3, 2, 5
Illusion Sword     A, A, A...          3, 4, 5, 1...
Sword Chop          >A                11
Half-Moon Swipe    /\A                8
Grass Cutter        \/A                10
Slice               >>A              Up to 13
Triple Sword Swipe //\A              Up to 15
Sword Sweep        \\/A              Up to 17
Drink Lon Lon Milk D-Up -
```

AERIAL MOVES

```
-----
MOVE.....BUTTONS.....DAMAGE
-----
Kick                 A                12
Spinning Sword      >A                12
Double Kick         <A                7, 6
Stab Up             /\A                15
Sword Plant         \/A                17
```

RUNNING MOVES

```
-----
MOVE.....BUTTONS.....DAMAGE
-----
Running Hack        A                10
```

GRAB MOVES

```
-----
MOVE.....BUTTONS.....DAMAGE
-----
Hilt Strike         A                3
Hylvian Kick        >                6
Reverse Hylvian Kick <                6
Sword Launch        /\                6
Flying Elbow        \/                6
```

SPECIAL MOVES

```
-----
MOVE.....BUTTONS.....DAMAGE
-----
```

Fire Arrow*	B	Up to 15
Boomerang	>B	7
Helicopter Blade	/\B	13
Bomb (A to throw)	\/B	11

UNIQUE MOVES

Hookshot Save** Z can latch onto ledges
 Wall Jump*** Control Stick allows you to bounce off ledges

* hold to adjust height

** must be in mid-air and close to ledge

*** Jump onto a wall. When you touch it, tap the Control Stick in the opposite direction. If you keep doing it, you can wall jump a few times. Use this to complete Young Link's Target Test.

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      /\ /\ 6) B A S I C L I N K T I P S
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These tips are ones that will help you in any situation. They are useful at all times of battle. If you have a situation you thought of and want a way to avoid it, please E-Mail me your situation and I'll try to find a solution. Also, if you have a situation you would like to solve, please send it to me. I'll add it to the "Readers' Strategies" section if I like the question!

BASIC TIPS

Peg 'Em From Afar:

Anytime a character is far from you, and no one else is near, fire your Fire Arrow at them. Keep firing until they come near you. One may not be that great, but if you do this all the time, it will rack up damage pretty quickly. It is also useful for annoying people.

Spin Off Your Troubles:

If you find yourself crowded into battle, execute the Helicopter Blade. It will clear things up and let you regroup, perhaps grab some health if you need it.

Keep Them At Bay:

As before, keep your opponents at bay with the arrows!

BOOM-erang!:

If someone is coming at you, throw a Boomerang. The player will definitely dodge it. Now, take out a bomb. As the Boomerang comes back, throw your Bomb. Can we say: double hitter?!

Edge-Guarder:

The Fire Arrow is a very useful edge-guarding tool. When someone tries to come back, launch a quick arrow. It will travel at a low arc and the fire will keep them from making it back.

Save Yourself:

Did you just miss the platform? Shoot out the Hookshot with Z! When/If

you latch on, press Z again to pop up!

Don't Overuse Attacks:

This one goes to all characters. If you repeatedly use Helicopter Blade or Fire Arrow, human and Level 5 and over AI players alike catch on to you. Try to vary your moves and keep the battle interesting!

Know The Stage:

When you go into battle, don't just go into a part of the stage you don't know. If you go into a stage, you should be familiar with the stage. Try it out in Training Mode first, to get the ropes. That way, you'll never be surprised.

Don't Jump Into The Fray:

If some characters are over pummeling each other, LET THEM! This way, you conserve percentage, and you have time to rest. Stay alert, though, because they could sneak over while you rest!

More to come...

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      /\  /\  7) C H A R A C T E R S T R A T E G I E S
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Here I will supply strategies in defeating every character in the game as Young Link. I thought I could supply pointers for each character to help out you newbies! ^_^

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Mashing Mario: Mario's Tornado poses a bit of a problem. Since Young Link is a mediumweight, he gets hit and thrown pretty far at higher damages. If you're around 100%, try to use the Slice to rack up the damage, then come in hard with a Helicopter Blade.

~~~~~

Plucking Pikachu: Not a hard adversary, but not too easy. Pika's electric attacks do lots of damage, and Young Link is easily knocked. The best thing to do is to get away whenever Pikachu gets near. Once you're behind Pikachu, you're free to do as you please. I recommend a Grass Cutter, then a throw to soften him up.

~~~~~

Bashing Bowser: This heavyweight is a huge challenge for Young Link. Bowser can knock you silly if you're not very good. I recommend using the Reverse Kick to knock him good. Then, while he's down, come in with a swift Running Hack attack. Above all, stay away from his nashing teeth!

~~~~~

Pummeling Peach: What a joke! This babe is so light, you can smack her around good! All you have to do is use the Bomb to get her damage high, but be wary of her Toad, then smash her away! Goodbye! Also, if she floats, use the Upward Stab attack to get her back down.


~~~~~  
Yo-yoing Yoshi: A dinosaur with annoying power. His Egg Lay is annoying, so stay at bay and out of his reach. Use your Hookshot to get him, and if he tries to Egg Roll at you, run away. When he comes leaping back up, Bomb him into oblivian! Remember, never get near his tongue. Use the Hookshot to grab him from afar, and the Fire Arrows to peg him.  
~~~~~

Deking Donkey Kong: This heavyweight is a huge challenge for Link. Donkey Kong can knock you silly if you're not very good. I recommend using the Reverse Kick to knock him good. Then, while he's down, come in with a swift Running Hack attack. Above all, stay away form his smashing head!
~~~~~

Crushing Captain Falcon: This guy is so fast. Although he would beat you in a footrace, your attacks execute faster. His attacks pack a wallop, so stay away and use projectiles. If you stay away, you can blast him, and since the good Captain has no projectiles, you're free to pound him, then come in with quick attacks, rolling to dodge his Falcon Punch and Kick. I like to Bomb him for all he's worth!  
~~~~~

Filleting Fox: Fox is also pretty fast. Make sure NOT to use your Boomerang or Fire Arrows, because humans and computers alike (yet more so humans than computers) bounce it back at you because it moves so slowly. Focus on those Kick attacks. Above all, refrain from your projectiles. If he DOES bounce an arrow or your Boomerang back, hop away quickly!
~~~~~

Nuking Ness: A lightweight with power. Watch out for that PK Flash. Avoid the PK Flash and keep your distance and don't take risks unless necessary. When he tries to come back with his PK Thunder, intercept him with your shield, then bash him with a smash attack.  
~~~~~

Incinerating the Ice Climbers: Seperate the two, kill Nana with Meteor attacks. Couldn't be any easier. Just watch for those hammers, and try to avoid the icings!
~~~~~

Kicking Kirby: Not too hard. Once he is at higher levels, though, he gets tougher. If he copies you, he'll use the Fire Arrow on you repeatedly. Try to rack up his damage with Bomb, keep your distance from that mouth (grabbing with the Hookshot), and then come in for a quick attack.  
~~~~~

Supressing Samus: Samus is powerful when the opponent knows how to use her. She's very aerial, so try the Helicopter Blade or a meteor Kick to keep her down. Also, watch for her Charge Shot. If she powers it up,

block it at the last second with your shield when its at full power. If you do it too early, she might break your shield.

~~~~~  
Zapping Zelda: She's medium, but has finesse. If she strikes with her Din's Fire, use the shield to block her, then send a Bomb. Also, her Spark attacks are killers, so keep away. When she vanishes with Farore's Wind, use your Fire Arrow to surprise her.

~~~~~  
Shredding Sheik: She's medium, but has finesse. If she strikes with her Needle Storm, your shield will block it, then send a Bomb. Also, her Chain attack is a killer, so keep away. When she teleports with Vanish, use your Fire Arrow to surprise her.

~~~~~  
Lollying Link: His sword attacks are more powerful than yours, with a longer reach, so keep him guessing at your every move. Make sure you keep him on the ground. If he does launch into the air, use the Flip Kick to hit him, or get away. When he throws his Boomerang or fires an Arrow, use the shield to stop them.

~~~~~  
Juggling Jigglypuff: The name says it all. Jiggly is very light, so try to get a good juggle going, then smack her away!

~~~~~  
Destroying Dr. Mario: Dr. Mario's Tornado poses a bit of a problem. Since Young Link is a mediumweight, he gets hit and thrown pretty far at higher damages. If you're around 100%, try to use the Slice to rack up the damage, then come in hard with a Helicopter Blade.

~~~~~  
Pounding Pichu: Pichu is the lightest character in the game, and therefore is kicked around easily. Use your Sword Launch on him to send him packing.

~~~~~  
Frying Falco: Remember that Falco falls really fast. One of the best strategies against Falco is to get his percentage up with meteors, then hang on the ledge with the Hookshot to keep him from making it back. Falco is also pretty fast. Make sure NOT to use your Boomerang or Fire Arrows, because humans and computers alike (yet more so humans than computers) bounce it back at you because it moves so slowly. Focus on those Kick attacks. Above all, refrain from your projectiles. If he DOES bounce an arrow or your Boomerang back, hop away quickly!

~~~~~  
Mangling Marth: Marth's Dolphin Slash is fast and hard to see coming. If you happen to see it, your shield is the answer. When he's on the ground, he's kind of slow. Keep this in mind and always be ready for his Shield Breaker.

~~~~~  
Yawning at Young Link: Yes, beating yourself will prove to be a challenge. His sword attacks need work, but his aerial attacks are very powerful. Make sure you keep him on the ground. If he does launch into the air, use the Bomb to hit him, or run away. When he throws his Boomerang or fires an Arrow, use the shield to stop them.

~~~~~  
Grinding Ganondorf: This heavyweight is so slow, but his attacks are some of the most powerful in the game. However, Young Link's speed easily lets him get around Ganondorf and deliver some blows. When he begins to power up his Warlock Punch (he'll scream), roll behind him and deliver a full-powered Meteor attack. Although it does not send him flying very far, it does do lots of damage. Since Ganondorf's attacks are slow, Young Link can get in lots of hits with the aerial attacks.

~~~~~  
Mutilating Mewtwo: If he has a charged Shadow Ball ready (smoke comes from his hand), make sure to be ready, with your finger hovering over R. If he flings his at you, block with your shield, then send a Fire Arrow. With any luck, it'll connect.

~~~~~  
Licking Luigi: Luigi's Cyclone poses a bit of a problem. Since Young Link is a mediumweight, he gets hit and thrown pretty far at higher damages. If you're around 100%, try to use the Slice to rack up the damage, then come in hard with a Helicopter Blade.

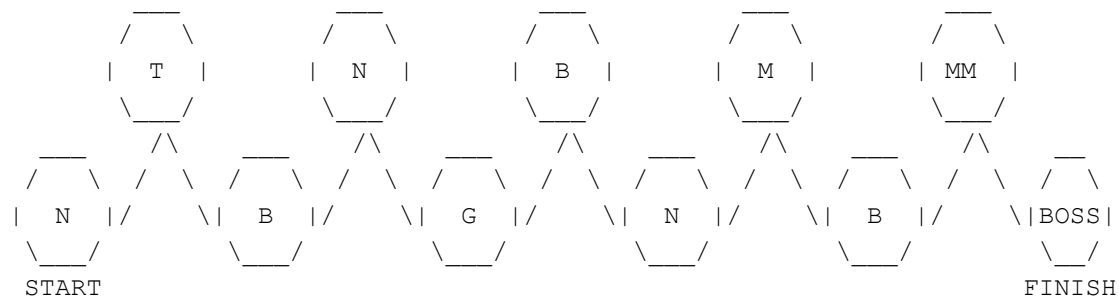
~~~~~  
Removing Roy: Roy is pretty fast, almost as fast as you. Watch out for his sword attacks, they are killers. If he fully charges his B attack, you're a goner. Try to use Boomerang to outwit him, then come in with an aerial forward-a attack.

~~~~~  
Munching Mr. Game & Watch: This guy is a pushover, but not completely helpless. Just repeatedly smash and meteor him, but don't go into a pattern. Make sure not to use your Bow, or he'll catch it and create an oil slick if he gets three shots in. Or, he'll catch your shot and then cast it back at you. Bad. If he does, pound him. Good.

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 /\ /\ 8) C L A S S I C M O D E G U I D E
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 /\ /\ 8) C L A S S I C M O D E G U I D E
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Not that hard early on, but not too easy in the later difficulties. Since battles are random, I will just provide a description of each type of level. If you are stuck on something in particular, and you can't find out about it here, please let me know. Tell me the situation and I'll try my best to help!

I even made a map, being the nice person that I am!



Legend

N = Normal Melee

T = Team Melee

G = Giant Melee

M = Multi-Man Melee

B = Bonus Stage

MM = Metal Melee

BOSS = Boss Level

DESCRIPTIONS

Normal Melee: A battle in this type of level pits you against one opponent in a level. You have many more lives than your opponent, so this one should be pretty easy.

Team Melee: A random AI-controlled teammate joins you in a battle against another team. Try to focus on one player and let the AI take the other one, as this will avoid confusion.

Giant Melee: One of the most fun levels is a Giant Melee battle. One random AI player is super-sized! You are teamed with two AI players to battle this foe. Try to use Young Link's speed, and get behind the big one, as the big one is VERY slow. Bear in mind, however, that the giant's moves are very powerful if they connect.

Multi-Man Melee: You will face 15 of any character. As you can probably guess, the lighter characters are easiest. Just keep moving, and try to use powerful attacks. Remember though that the multiples are easily defeated in the easier modes.

Bonus Stage: There are no opponents to speak of here. This is where you can earn points or trophies. There are three different bonus levels:

Break The Targets

You are set loose on a small area. Targets are all over. Use any means necessary to break them all. If you can do it within the allotted time, you get the points. To get a walkthrough of Young Link's Target Test, please see the "Target Test" section.

Snag Trophies

Three trophies come down, and you have to smack them into the center platform before they hit the ground. If you complete Classic Mode successfully, they are yours!

Race To The Finish

Run as fast as you can to the end. Keep going to get coins until you run out of time. Then, enter the nearest door, BEFORE TIME RUNS OUT. Give yourself five to seven seconds of leisure to find a door after you've got a fair amount of coins. Also, snag any trophies you see, but don't go out of your way if time is short!

Metal Melee: Dropped into the Metal Cavern, you must fight a permanently metal character. The character won't go far when hit, and won't move slow, like you would think. However, the character falls EXTREMELY fast! So, try to knock the character off the edge by building up its percentage with throws and meteor attacks.

Boss Level: The final boss! The showdown of the century! Here, you'll have to face the Master Hand. Depending on the difficulty, he'll have a different amount of HP. Use your Helicopter Blade and aerial attacks to wear him down. Then strike with a strong smash move. If you defeat him in a certain amount of time on Normal or higher difficulty, you'll fight the Master Hand's twin, Crazy Hand! Crazy Hand is a left hand, and he is a bit more powerful, yet just as fun.

CONGRATS!!! The Young Link Classic Trophy is yours!

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      /\ /\ 9) A D V E N T U R E   M O D E   G U I D E
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| Stage 1: Mushroom Kingdom |
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| Time to Finsh: 7 minutes |
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Stage 1-1: Super Mario Brothers Melee

Enemies:
Goombas
Koopas
Koopa Paratroopas
Yoshi (x15)

Start out by hopping off the green tube. Keep walking right and hop over the small brick wall. Jump over the large wall and kill the enemies you come across. Once you reach the docks, be careful, falling into the water counts as a KO. Once you reach a huge cliff, you'll have to leap up. When you get to the top, Yoshis will drop down and you'll have to KO them all. They're lightweights, so a Smash attack KO's them. Also, while battling, don't drop off the edge, that counts as a KO. Once you have defeated the Yoshis, keep going right and destroy the Koopa Paratroopas.

When you reach the long green tube with Goombas on it, you'll usually find a Trophy. Keep going until you come to the Flagpole!

Stage 1-2: Mario and Peach Battle

Enemies:

Peach

Mario

This place is simple, and you can clear it very easily. Just use Meteor attacks until they are defeated. Try to get all the items around. If you're having trouble, refer to the "Character Strategies" section for help on defeating Peach and Mario.

| Stage 2: DK Island |

| Time to Finish: 4 minutes |

Stage 2-1: Mini-DK Battle

Enemies:

Two tiny Donkey Kongs

It wouldn't seem like the two guys would be much of a problem. They inflict small amounts of damage, but with two of them, that damage adds up! Try to come in fast with Meteor attacks. Use some Bombs, also, to add damage.

Stage 2-2: Giant DK Battle

Enemies:

Giant Donkey Kong

This guy isn't too tough. In Jungle Japes, he usually hangs around the awning of the house, so use a charges Up-A attack to get him. When he comes back down, Triple Sword Swipe works well to begin a juggle.

| Stage 3: Hyrule |

| Time to Finish: 7 minutes |

Stage 3-1: Underground Maze

Enemies:

Like Likes

Octoroks

ReDeads

Link (x5)

Man...with Young Link, this looks like a Zelda game! When you are first dropped in, run forward until you come to the large chamber. In this chamber are ReDeads, and they'll come racing towards you if they spot you. If they catch you, wiggle the Control Stick to escape. To escape this maze, you must find the Triforce. Easier said than done. A few quick Bomb blasts to handle the ReDeads and other enemies. Enter the rooms around the center area. If you find a Master Sword, you'll have to

face Link. If you see the Triforce, you complete the stage!

Stage 3-2: Zelda Battle

Enemies:

Zelda/Sheik

A quick battle and you're off! Use the Sword Plant a few times with meteors to kill her. When she goes Sheik on you, keep your front to her (to block Needle Storms). Bombs works best.

| Stage 4: Brinstar |

| Time to Finish: 4 minutes |

Stage 4-1: Samus Battle

Enemies:

Samus

You must defeat Samus on Brinstar. I recommend the Stab Up. Try to bounce her shots back at her and throws work well, also. When the acid rises, knock her into it. Try to break platforms free and create the gap in the center if you have time, just to make it harder for her.

(W A R N I N G !)

Stage 4-2: Escape Brinstar

Enemies:

Maybe the exploding planet and the clock!

OK, the planet is going to explode. You have a limited time to escape. Jump from platform to platform to get back to your ship! If you see a Trophy, snag it, but don't go out of your way if you're struggling (which you should be). After you escape, you take the ship to Pop Star!

| Stage 5: Dream Land |

| Time to Finish: 4 minutes |

Stage 5-1: Kirby Battle

Enemies:

Kirby

This battle is a one-on-one match with Kirby. Use the Triple Sword Slice or Reverse Hylian Kick a few times, powered up, to send the puffball packing!

Stage 5-2: Kirby Team

Enemies:

Copy-Moved Kirbies (x15)

Fight and defeat the lightweight Kirbys that come to help the regular Kirby. All the Kirbys are dressed to look like any characters you have unlocked. A smash attack will kill them, so use the Sword Slice or the Triple Sword Swipe.

Stage 5-3: Giant Kirby Battle

Enemies:

Giant Kirby

If you defeated the other lightweight Kirbys in under thirty seconds, you are treated to another battle. Defeating this guy earns you 10,000 extra points, so it's worth a try!

Stage 6: Lylat System

Time to Finish: 4 minutes

Stage 6-1: Fox Battle

Enemies:

Fox

This is just a simple one-on-one fight with Fox on the Corneria level. It sounds simple, and it is. Ram Fox over and over with the Running Hack to kill him.

Stage 6-2: Reinforcements Have Arrived

Enemies:

Fox or Falco

The other Star Fox members in Arwings

If you've unlocked Falco, he might appear to take Fox's place, but sometimes Fox just comes to do it himself. If it's Falco, use his attacks against him as stated in the "Character Strategies" section.

Stage 7: Pokemon Stadium

Time to Finish: 4 minutes

Enemies:

Random playable pokemon (Pikachu, Pichu, Jigglypuff, or Mewtwo, x15)

This isn't too hard. You battle on the Pokemon Stadium level, and the pokemon are lightweight, so a quick smash attack will finish them off!

Stage 8: F-Zero X Grand Prix

Time to Finish: 4 minutes

Stage 8-1: F-Zero Race

Enemies:

The F-Zero X races that might accidentally mow you down

You now find yourself plopped onto Mute City. But you soon find out that a race is going on! Better run to the end and avoid the cars along the way! While running, you'll notice pink platforms floating above you. These aren't just decor. When you see a symbol like

this appear: \ ! / you'd better hop onto a platform quickly. As Young Link, you're _ / a pretty fast character with running speed. I suggest stopping on every other platform, every one if you want to play it safe, or every third if you're willing to risk it. When the racers come screaming by at just under the speed of sound, leap up and catch your breath. When you come to the gap with two platforms on it, go onto the higher one so the racers fly right over you, and then continue on! The track isn't long, and you should make it.

Stage 8-2: Captain Falcon Battle

Enemies:

Captain Falcon

You fight at Mute City, and the great captain now wants a piece of you. Try to jump over him and smack him away with the Sword Plant to get him. Stay near the middle of the platform and when it stops, don't step on the actual track! Once you beat Falcon, you'll move on!

| Stage 9: Onett |

| Time to Finish: 4 minutes |

Enemies:

Three Nesses

The Nesses don't pound on you much unless you're on Hard or over. Beat them with your Sword Slice and try to use the Spinning Sword to weaken them. The Sword Plant works well, so try to get above them. The Nesses are very aerial, so try to keep them on the ground with Helicopter Blade. If they unleash the PK Fire or PK Thunder, your shield is your ticket out.

| Stage 10: Icicle Mountain |

| Time to Finish: 4 minutes |

Enemies:

Topis

Polar Bears

Ice Climbers (x2)

When you begin, you'll notice little round white balls of fur as you start your descent. Those are Topis. Once smash hit takes care of them. The big bears with shorts and sun glasses are Polar Bears. They take a few hits to eliminate, but you get a few points for doing it. Once you get higher, the stage goes faster and faster. Once the stage begins to repeat, the Topis and Polar Bears disappear, and two pairs of Ice Climbers arrive. Eliminate them both with your throws to move on! Also,

don't get left behind, because the stage will keep moving!

Stage 11: Battlefield
Time to Finish: 4 minutes

Stage 11-1: Wire Frame Team Battle

Enemies:
Male Wireframes
Female Wireframes

There are males and females. The males come at you and the females usually stay put and hold their grounds. The wireframes are like the old polygons, but they are clear, and have primitive organs help together by wire frames. One smash hit KOs them, so keep using the smashers!

Stage 12-1: Metal Mario Bros. Battle

Enemies:
Metal Mario Brothers

These two drop in from above! You must defeat Mario and Luigi to win. (If you don't have Luigi yet, you only face Mario). Keep using your Meteor attacks, and the Hookshot. Your best bet is to use their weight against them. The Fire Arrow will help you edge-guard, which is the easiest way to defeat a Metal character.

Stage 12: Final Destination
Time to Finish: 4 minutes

Stage 12-1: Bowser Battle

Enemies:
Bowser

In this final battle of wits, you must face Bowser! Use your Fire Arrows to weaken him, then come in with a meteor attack to send him sky high!!

Stage 12-2: Giga Bowser

Enemies:
Giga Bowser

If you beat Adventure Mode at Normal difficulty or higher, without continuing, Giga Bowser appears. Giga Bowser is a monstrous version of Bowser. He has longer hair, two huge spikes on his head, and a bigger shell with larger spikes. Defeat him to get the Giga Bowser trophy!

CONGRATS!!! The Young Link Adventure Trophy is yours!

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In this section, not only will I include Juggling and Edge-Guarding, I will also supply Spiking. Many of you may not be familiar with spiking, so I have a definition, courtesy of smashbrosmelee.com.

"Spiking - this is one of the best techniques and a must for you to learn. Spiking takes tremendous timing. When you hit your opponent off the arena, jump over them and when they are still off the arena hit A + Down. If you time it right they will go straight down and die. It is only effective if you do it where there is no land below you. Samus is a good character to start learning this technique because of her jump. The easiest targets to spike are floaters, such as Kirby and Jigglypuff."

Spiking isn't that hard, and once you get the hang of it, you'll get better.

Suicide Spiking - if your percentage is really high, there are some suicide spikes you can do. Kirby is the only one with THE suicide spike! Donkey Kong also has one. To do a suicide spike, you spike someone and then you die in the process. They don't necessarily use Down + A, but they have the same effect.

Young has a suicide spike that might not be so suicidal. When the opponent comes back, pull out a bomb. As they reach the edge, jump over and let yourself fall into the player. You might be able to make it back.

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Edge Guarding - the prevention of letting another opponent back onto the stage/main platform.

This tactic is hard and easy at the same time. If the opponent you're trying to keep off is very skilled, you will have a tough time unless you're equally as skilled. When edge guarding, it is best to do it to someone less or equal in skill level to you.

To edge guard, stand next to the edge of the main platform, facing the direction of the opponent you are trying to guard. If he comes in low, be prepared to spike him or hit him when he gets back up. The Fire Arrows work wonders.

If he comes in in the air, jump up and use an air attack on him (i.e. the Spinning Sword).

The Home Run Bat, the Hammer, the Beam Sword, the Ray Gun, the Pokeball, and the Bob-Omb are the best items to have to aid you in edge guarding. I would say the overall best is the Bob-Omb or the Pokeball.

Remember, if you are edge guarding, to not become too arrogant and lose concentration. Your opponent could attack you back, or another opponent could come up behind you and smack you off. Just be careful!

TIP!: Use some of your character's special moves to help you. More than items are helpful here.

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Juggling - this is exactly what it sounds like. When you juggle, you use

your up-A move (but not all the time) to keep your opponent in the air. The idea is to rack up damage and then smack them off when they come down at a high percentage.

When an opponent comes down, and you want the kill (which you always should), get under the opponent and repeatedly use your Up-A attack as they come down. Once the damage is high enough, use any powerful attack to send them flying!

If you don't feel like bashing your opponent into oblivion, the Juggle Kill is recommended. I made this up myself (although I bet other people have the same idea), and the idea is to kill your opponent through juggling by knocking them up so high that they fly off the screen. Remember though that the higher percentage they have, the higher they go, and the more outside things can get in your way. Overall, though, it is a good technique if you can perform it well.

Warning, be weary of other players, as they might attack you while you're juggling.

Also bear in mind that some characters have moves that will help them break a juggle, so you must try to counter them. For example, Captain Falcon does a Falcon Dive to escape the juggle you have him locked in. Get ready, and move underneath him. Watch his movements and you'll be able to nail him when he comes down.

Remember that if you are caught in a juggle, use the Helicopter Spin or Bomb to escape! When breaking a juggle, try to get to a platform, not just away.

Also remember that players can escape. Certain moves slow descent, and if you get your timing off, the juggle can be wrecked!

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      /\  /\  11) T A R G E T T E S T
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This is just a quick guide to Young Link's Target Test. It displays the targets in the order that you should hit them to achieve maximum time.

Quick Move Reminder:

Fire Bow = B

Boomerang = >B

Helicopter Blade = /\B

Bomb = \B

Wall Jump = Control Stick in opposite direction of wall while touching wall

To begin with, notice the trap you're in. No way out, for a normal player. But you can wall jump! First of all, jump up and do a Helicopter Blade to nail the first target (Target 1). Now, wall jump up out of the trap. Drop off the right edge. When you reach the platform, notice the gap. Leap down and you'll land on a block. Hit the target (Target 2). Hop up and out and jump to the arrows. Look right. You'll see two Flipers with a Target between them. Ready the Fire Arrow, and release at full power (Target 3). The wooden platform is your next stop. Jump up to the platform, and hit the target on it (Target 4) and the one moving beside it (Target 5). Halfway there! Turn right, to find a sneaky Target

behind a moving barricade. When the wall is at its highest, jump over to it with the Helicopter Blade and nail the Target (Target 6). Jump to the right, off the platform. Double jump up to the ledge to hit the Target (Target 7). Return to the platform you began on, and head left. When you reach a box with a Target inside, throw your Boomerang left. Quickly jump the the wooden platform. When your Boomerang comes back, it should travel through the box and take the Target with it (Target 8). Two to go! Hop back onto the box, and jump left. Continue past the place you first started and you'll come to a platform. Pull out a Bomb and jump up. Throw the Bomb at the height of your jump. If done right, the Bomb should sail right over the Flipper and hit the Target (Target 9). Now, jump twice off to the downhill ledge, and smack the last Target as you fly by (Target 10)!

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      /\  /\  12) H O M E - R U N C O N T E S T
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Young Link has some great moves to use against the Sandbag. Namely, his Triple Sword Slice (/A on the ground). My strategy is to pick up the bat, hop over and use the Triple Sword Slice as many times as you can. I think I was able to squeeze in about five hits, but I came near getting in six. Each hit deals around 15% if each hit connects, so if you manage to nail the Sandbag five times, you get a total of 75% or so. If you can nail a sixth hit you can get around 90%. I was only able to hit the Sandbag around 900 some feet, but there are probably other, better ways. Young Link is my second favorite character (Mewtwo scores first), and I haven't really mastered him like I have Mewtwo. However, I am experimenting everyday.

If anyone can reach over 950 feet with Young Link, please contact me and tell me! I will be purely grateful!

Okay, I've gotten many E-Mails about Young Link, but the first one I received was as follows:

"Hi perfect light. You said in your guide that if someone could get more than 950 meters in the Home run contest, contact you. Anyway, I was able to do that after quite a while of experimenting, I found a way to get it all the way to 1018.6 meters. All you have to do is fire a boomerang first (which does about 16-19 damage), then a bomb (which can do about 8-10 damage, and making it flip back closer to you so it doesn't fall off). Repeat this process until the sandbag gets to about 80% damage, and then grab the bat and whack it all the way. With the bat's added damage, you can get about 95 to 100+% damage.

Your guide is really cool and creative; I really liked it, so thank you."

I thank you im_a_speck_of_a_bug@hotmail.com. I appreciate your commitment very much! You'll be added to the Credits and mentioned in the Newsroom! Thanks again!

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      /\  /\  13) Y O U N G L I N K ' S T R O P H I E S
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Classic Trophy: Link's younger incarnation is often considered to be the true Link; he was a young boy in the very first Legend of Zelda game, and he has appeared as a youth in most of his subsequent games. Since his debut on the original NES in 1987, Link's appearance has changed over and over again, each time adding to the mystique of his incomparable story.

Adventure Trophy: Young Link is lighter and faster than his older self, and his Kokiri sword packs less punch. Even though his Boomerang has a shorter range, he has greater control over it. He's a smaller target, and while his Hookshot has less reach than older Link's, you can still use it in midair as a last ditch attempt to grab a ledge.

All-Star Trophy: With a youthful spring in his step, Young Link can perform amazing wall-jumps. Once he hits a wall, tap the Control Stick in the opposite direction to send him leaping upward; you can practice to your heart's content in Target Test. His Spin Attack can strike multiple times even on the ground, and although it's hard to discern, so do his Bombs.

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      /\ /\ 14) R E A D E R S ' S T R A T E G I E S
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If you have any personal strategies that you would like to contribute, please send them to me at jetstorm777@aol.com. I'll look them over and post them if I think they are necessary! Thanks!

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      /\ /\ 15) C O M I N G S O O N . . .
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- Event Match Strategies
- Item Strategies
- Level Strategies

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      /\ /\ 16) A C K N O W L E D G M E N T S
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- * Nintendo, for making this GREAT game!!
- * CJayC, for running the best site on the Internet, and for posting my guide!
- * My dog, Madison, aka Maddy. I don't know why, but she sure is cute!
- * Young Link, for being the second best character in the game, IMO! (only beaten my Mewtwo!)
- * im_a_speck_of_a_bug@hotmail.com for submitting a Home-Run Contest strategy! Thanks!

* You, for reading the guide!

* Me, because I wrote the whole thing!

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      /\  /\  17) D I S C L A I M E R
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Also, certain e-mails I won't accept. If you scream and shout at me, writing something like: You (insert explicitive here), you said you can kill (insert enemy here) in (insert #) shots and it took me (insert another #) you little (insert various explicitives here)!!! You're not cute, no one's laughing, and you're obviously not very mature. And I don't have anything to say to you if you talk to me like that. However, if you have anything DECENT to contribute, feel free to drop me a line at Jetstorm777@aol.com anytime!

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You may not sell this FAQ, or in any other way shape or form make money off this FAQ at all. I believe that part is clear. Next!

If you see anything wrong in this FAQ, no matter how minute, e-mail me to correct it. I like being corrected, but DO NOT be nasty, or I'll just delete your message after having a few laughs about how dumb you are.

REMEMBER: IF YOU SEND ME AN E-MAIL WITH POOR GRAMMAR, YOU WILL *NOT* GET A RESPONSE FROM NOW ON! I'm sick of reading: "I need help but I'm not sure and by the way your guide is cool sweet and lke it do you know how to help me?" No, that's not going to cut it. I want neat, properly written letters so that I can actually READ and UNDERSTAND it! NO MORE GIBBERISH! Also, please put "Young Link Guide" in the title to help me. I get too many guide questions from my other guides to try to organize what question is for what game.

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      /\  /\  18) A F O N D F A R E W E L L !
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I thank everyone who has read my guides, and I thank you in particular. We made it to the end of my second Super Smash Brothers Melee character guide. You know, I've never said it before, but I wrote a regular guide, but it never got posted. So, I decided to write one on my favorite character, Mewtwo. Then, I realized I liked Young Link, so here is a guide for him! You know, this guide started out as a Link guide, but I realized I liked Young Link better! You guys all made it worth my while!

I recieved hundreds of E-Mails on my Mewtwo Guide, and I hope to get that many with this one. I go into great depth, and I thank you for reading my work! I'm eternally grateful!

To make this guide, I basically just tweaked my Mewtwo guide to fit Young Link! Pretty original, huh?

I give you the Kirby salute: (>-->)

This is Perfect Light, signing off!

This document was written by and is a property of, Perfect Light ;)

Thanx for reading my Young Link Guide, from:

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