

Super Smash Bros Melee Young Link FAQ

by disturbedpersonguy

Updated to v1.6 on Dec 12, 2004

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Section I

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Legal Info

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Section II

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Intro to Young Link

Young Link, the "Kokiri" of Hyrule, is finally in his first fighting game,
Super Smash Bros. Melee. If you have no idea who Young Link is, you
should probably play The Legend of Zelda: Ocarina of Time, or The
Legend of Zelda: Majora's Mask to find out just who he is. In Melee,
he is a quicker, smaller, lighter, and slightly less powerful version of
Link, who many prefer just because he is strong. In this FAQ, you will
find a comparison between Link and Young Link by me, showing that

| Young Link is slightly better than his older, stronger counterpart. Let's
get on to the FAQ, shall we?

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|\ Section III \\
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o | \ | Link vs Young Link |\
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Young Link

| Advantages:

- | > Faster overall
- | > More powerful boomerang and arrows (plus teh phlr3!)
- | > More damaging bomb
- | > His Cyclone sucks enemies in and the last hit has great knockback,
| especially when in the air
- | > Less lag time
- | > Can walljump (more effective than you think!)
- | > Better combo ability
- | > More effective spikes

| Disadvantages:

- | > Smaller range
- | > Less power (except for B attacks)
- | > Throws are weaker by a small margin
- | > Less grab range.

Link

| Advantages:

- | > Longer range
- | > More attack power and knockback
- | > More priority (probably due to longer range) but it isn't all that great

| Disadvantages:

- | > Less powerful B moves
- | > More lag
- | > Less speed
- | > Worse combo ability, since most attacks send opponent flying
- | > Has only one spike as compared to Young Link's two
- | > Heavier
- | > Easier to hit due to his slow speed and being bigger
- | > Jumping is slightly worse
- | > Pretty weak attacks in terms of lag.

| Now, let's see:

| Young Link: 12 advantages over Link; 4 disadvantages over Link

| Link: 5 advantages over Young Link; 10 disadvantages over Young Link |

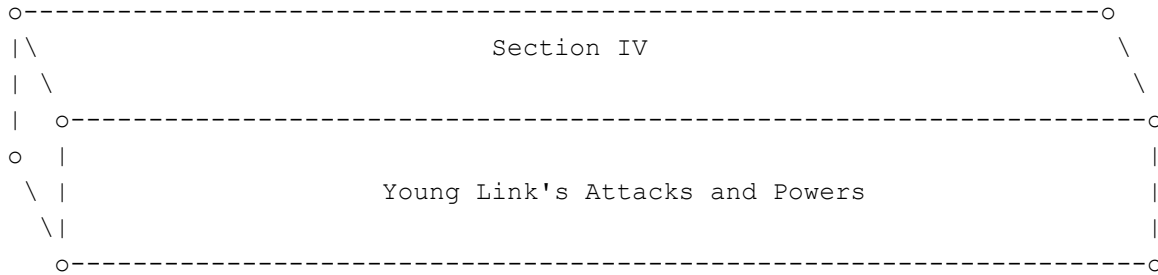
| These may not be completely accurate, but I say Young Link is better overall |
| than Link, but not over every character. All comparisons were between Link |
| and Young Link. |

| My favourite combo:

- | 1. NON-smash throw boomerang at opponent
- | 2. Cyclone Spin (or whatever you want to call it)
- | 3. Pull bomb, throw it up
- | 4. Aerial down+A, assuming opponent is still above you
- | 5. If it was a spike, hit them again with down+A. If it wasn't, oh well.

| I find it pretty effective if they can't see it coming.

| Note: This comparison may seem Biased, and it just might be. Don't hold me |
| accountable for any mistakes... wait, you probably should>_> |



Young Link, to me, is a step above Link in the tier list, though the Back Room of Smash Boards says they are more equal than anything. Young Link has great knockback, power, speed, a nice even weight, small frame, and average range. He also has two spikes (without a Warp Star or Star Rod), good air game, sub-par recovery (unless you're using hookshot, which could be better or worse), and a humiliating taunt, especially if you aren't able to come back in time to hit him in the middle of it (that has nothing to do with him, but oh well). Now, let's get on to his smash attacks.

=====Smash A attacks=====

Forward Smash, Hit One:
> Uncharged: 10%, sub-par knockback
> Charged: 12-13%, sub-par knockback.
> Range is average. Lag is low.

Forward Smash, Hit Two:
> Uncharged: 10%, great knockback
> Charged: 10-11%, great knockback.
Range is excellent. Lag is low.

Down Smash:
> Uncharged: 12%, average range and knockback.
> Charged: 14%, average range and knockback.
Sideswipe hit. Lag is low.

Up Smash:
> Uncharged:

Hit 1: 2%
Hit 2: 2%
Hit 3: 6%

Average knockback on first two hits, 3rd hit is average knockback.

> Charged:

Hit 1: 3%
Hit 2: 2%
Hit 3: 7%

Average knockback on first two hits, 3rd hit has good knockback.

Lag is low. Average range.

=====Tilt A moves=====

Tilt forward A: 12%
Tilt down A: 9%
Tilt up A: 8%

=====Neutral A=====

Hit 1: 3%
Hit 2: 2%
Hit 3: 5%

Each additional hit does 1%.

=====Aerial A moves=====

Aerial up+A: 15%
Aerial down+A:
 Nonspike: 17%
 Spike: 11%

L Cancel is almost a must with this attack.

Aerial forward+A: 12%
Aerial back A:
 Hit 1: 7%
 Hit 2: 6%

=====B attacks=====

Neutral B:
 Uncharged: 8%
 Charged: 13%

Forward B:
 Close Throw:
 Smash: 16%
 Tilt: 11%
 Far Throw: 3% (smash & tilt)

Up B:
 Ground: 1-13%
 Air: 7-15%
 Last hits have great knockback.

Down B:
 Smash throw: 12%
 Non-smash throw: 11%
 Dash throw: 12%
 Backwards down throw: 14% (smash and non)
 Smash up throw: 8%
 Forward down throw: 2% (smash and non)
 Air drop: 8%
 Tilt up throw: 8%
 If the explosion hits you, you are damaged 6%.

=====Grab/Throws=====

Grab attack: 3% each time
Up throw: 6%
Down throw: 6%
Forward throw: 6%
Back throw: 6%
Grab range: Long. 3rd best in the game.
Chain Grab: Not tested.

=====Miscellaneous=====

Taunt Length: About 3.5 seconds

Single jump height: average
Second jump height: low
Third jump height: average

Speed: High
Attack power: Average
Attack range: Low to High
Dodge length: Low
Wall Jump: Yes
Weight: Average
Frame Size: Small
Wavedash: Bad
Traction: Good
Sweet Spot: Unknown
Glitches: (Listed in Section VIII)
Shield Size: Small
Shield duration: 4 seconds
ZShield size: Large
ZShield duration: 21 seconds
Vulnerability after
broken shield* at
0% damage: 7.5 seconds

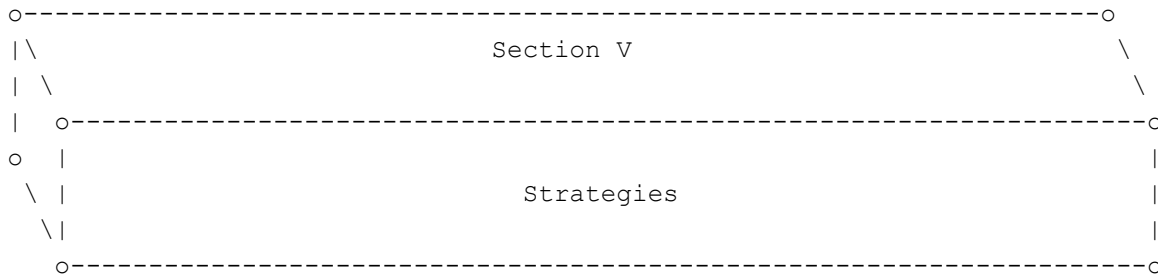
*: Vulnerability changes as damage increases. This is true with every character.

=====Character compatability=====

A=Great match
B=Good fight
C=Average fight
D=Tough fight
E=Are you nuts???

Dr. Mario: C
Mario: C
Luigi: C
Bowser: A
Peach: D
Yoshi: C
DK: B
C.Falcon: D
Ganondorf: C
Falco: D
Fox: D
Ness: C
I.Climbers: C

Kirby: C
 Samus: D
 Zelda: C
 Sheik: E
 Link: C
 Y.Link: Not applicable (even match)
 Pichu: A
 Pikachu: C
 Jigglypuff: C
 Mewtwo: B
 Mr. G&W: A
 Marth: D
 Roy: B



Since Young Link isn't all that popular, there aren't all that many strats for him. I find that he can be really good in the right hands, but he will probably never be the best. Anyway, here goes:

1. Rolling helps. He has a pretty good roll, so use it to your advantage, but try not to use it too much.
2. Wavedashing isn't great, but don't think that's a bad thing. He has pretty high traction, but wavedashing is still usable. Use it as you see fit because it's always helpful. Except with people like Bowser who have huge traction.
3. Hookshotting for recovery is good. You don't always land it, but when you do, it's a good recovery. Just don't use it against Mario or Doctor Mario. Check the glitches section for why. Also, you can air dodge and still use your Hookshot for recovery immediately after, but not if you start to fall.
4. Arrows help. Just don't spam them. Fully charged has good range and is pretty powerful.
5. STAND STILL! But only against projectile spamming opponents like Samus. Your Deku Sheild will block just about all projectiles, but items still hurt you, so watch out.
6. Do the double Smash. Smash A, then hit A again. Just be careful. Missing that second hit leaves you open to a smash or something.
7. Wall Jump. This can confuse your opponents sometimes, and computers. Even though we don't care about computers if you want to reach tournament play. Example:

Fourside. Fight a level 9 Dr. Mario, jump in a pit, and wall jump. He will follow you, think he's got Mario's spike, miss (or hit) and fall to his death. Some spiking players may follow you also, but just remember the 8 characters that can wall jump:

 1. Samus
 2. Fox
 3. Falco
 4. Young Link

- 5. Sheik
- 6. Captain Falcon.
- 7. Mario
- 8. Pichu

8. Watch your opponents. Don't use Young Link against anyone listed as D or E in my table above unless you are suicidal. Learn their strats first with a character you can use moderately well, then take them down.

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| Sub-section V1 |
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| How to beat each |
|   character   |
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This sub-section is going to touch a little on what to do against each character in the game. Obviously this is not going to help much since people have different strategies, but it's mainly to help decide what to do to counter attacks that you may see coming.

*****DISCLAIMER ON FOLLOWING SUBSECTION*****

The following section DOES include tips on each character. However, some characters will more than likely slaughter Young Link no matter how good you are and what kinds of strategies you use. Also, I am by no means an expert and I only know some OK strategies with Young Link. I have no idea what the advanced strategies are for other characters like Fox and Falco, mainly the ones who slaughter Young Link. Therefore, most strategies are kind of tossups against the other character on whether they can be counteracted by the opponent. With the list of terms and a few of my strategies typed up here, you may be able to create your own counterattack strategies vs these characters if mine happen not to work. Honestly, if they don't work, I am sorry. I have not been to any tournaments and I don't know any advanced strategies for the other characters, so some of these are bound not to work or not work very well; as well as I would like them to anyway, so don't go to a tournament without first testing any and all strategies against your friends and such, just to see if it will possibly work. I'm not saying that your friends are the best and that if something works on them it works on everyone, but it's nice to know what kind of situation different strategies will work in. If you have trouble understanding or getting any of these strategies to work, let me know what's wrong and I'll try to help out. If I find that you are in a situation where a strategy will not work, I will add it to my guide and think of a counter strategy for said situation. Thank you for reading this long and rambling paragraph.

Or you can read this summary:

I don't know the advanced strategies for any of the following characters, therefore I cannot provide high-quality anti-strategies. I'm learning slowly, so eventually they will increase in quality and helpfulness.

*****END DISCLAIMER*****

/_\/__\/__\/__\/__\/__\/__\/__\/__\/__\/__\/__\/__\/__\/__\/____ Doctor Mario /_\/__\/__\/__\/__\/__\/__\/__\/__\/__\/__\/__\/__\/__\/__\/____

This guy has a cape and a projectile. Know what to do? Avoid your projectiles

if your opponent likes the cape and stand still if they like projectiles. Only stand still however if you know that the pill is going to hit the shield and only stand still to avoid getting hit by the pill. Otherwise, keep moving. Beware a dash short-hop ANA as it has some knockback and keeps a good damage potential even as the attack is ending. Watch the cape since it can turn any attack around. He has the second-worst recovery in the game (Falco has the worst) so if you can hit him far enough out you'll do fine. Most players don't use the down+b except for recovery(which doesn't help much IMO) and the last hit is the only thing you need to worry about. His Up+B has low horizontal range so they'll only use it if they're close and it's not very hard hitting until REALLY high %'s. Also, since you have longer range, the only smash attack you have to worry about is his down smash. Also, his forward tilt has about as much range as one of your forward smashes, and it can be a damage racker if you keep moving into him. Another thing you should worry about is a short hopped AFA. It has a bit of a wind up, but it packs a punch (no pun intended) especially at the higher %'s. Good thing is, it isn't a spike and you can see it coming. Watch out for chain-throws from the down throw.

Summary: Avoid using projectiles, avoid his projectiles, and use your range to your advantage. Also avoid the AFA. This character is one that falls to waveshielding and waveshielding, but has equal or superior of those skills when compared to you.

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Mario

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Plays ALMOST the same as Doc, but not exactly. The Cape works the same except for damage amount, his fireballs are weaker, his ANA isn't as good as Docs and his AFA is a spike. I personally think he's SLIGHTLY slower. But just so slightly you can't tell. His forward smash doesn't seem to have as much knockback and is weaker, but it has the same range. Just try to play it the same as Doc but avoid that AFA when over edges, though that would be kind of hard since you should be focusing on recovery.

Summary: Play close to the same as Doc, the AFA is a spike so remember that, and the ANA isn't as evil as Doc's can be. IIRC, he can't chain-throw you like Doc can.

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Luigi

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Plays SOOOOO much different from Mario or Doc. At first glance you would think he's just another clone, but that's not even close. His AFA is different, his fireballs aren't affected by gravity, his Up+B goes straight up and can deal extra damage and knockback if you are right next to the opponent. His forward B isn't a cape, rather a missile attack. This has the most range and is his main recovery. A misfire can do some damage to you, so watch that. It shouldn't be too hard to avoid since you can see the attack coming. The only problem is the misfire, that is much faster and is the same distance no matter how long the attack has been charged. His ADA is a spike, his forward smash is non-elemental (deals no special effects) and he jumps much higher with super low traction, making him a character that wavedashes, so his range is up. Basically, you can use projectiles now. Utilize the arrows, bombs, and boomerangs and keep your distance. Use tilts if he wavedashes towards you because he's probably charging a smash on the way over, and one of your smashes isn't going to help much since his are less laggy and quicker to hit. This guy is gonna be tough. You would know if you saw videos of great Luigi's (they are out there. DC++ is a good resource. You'll find instructions on how to get it later).

Summary: Much different from Mario and Doc. The AFA can still kill, the Green Missile (forward B) isn't great, but a misfire is something that can kill, and with low traction attacks coming from halfway across a stage like Final Destination is quite possible.

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Bowser

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Big, slow, and stupid (unless you play Decadent One), this guy oughtta be a pushover. He's slow, heavy, and an easy target. He's powerful, and the only attacks that have a chance of you not being able to stop are is Up+B (a very good horizontal recovery), his AFA, his down smash, and his forward tilt. Basically, you can get right in and strike. You're much faster in all aspects, and you also have a better wavedash. KOing him could be tough just because of his weight, but if you watch out for that forward smash he shouldn't be able to get you.

Summary: Get in there and strike. Learn when your opponent may use a down smash, learn how to detect a forward smash, watch the AFA and the Up+B, and just melee him.

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Peach

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Fear the down smash. Seriously. It can do up to 70%+ in damage in ONE USE. If they know how to short-hop-float, keep 'em down with a down tilt if you can manage it, though an ABA or ADA could prevent you from doing it. If they are at a high % and short-hop-floating, they're morons. They can only use the float technique for recovery once each time they are in the air, so the only thing they have going for them is the up+B, which is still a great recovery. Hit her from below if she likes to float around, avoid the turnips which can be spammed and even reveal a Mr. Saturn, Beam Sword, or Bomb which all could end a match, and also a turnip with huge knockback that does about 36% damage. And watch that Down Smash. The Forward smash has 3 different knockback ranges based on what is pulled out (that can't be controlled, thank heavens) so, if you see a golf club, it shouldn't be too bad (but don't go walking into it anyway); the Pan will hit you upwards; and the Tennis Racket will simply send you flying.

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Yoshi

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Wow, a Dinosaur. Medium traction (but lower than yours), range, and some power, but it shouldn't be too bad. His Eggs can go high or far, so if they are smart they'll hit you right out of the air with it. Yoshi doesn't have a third jump, only a forward B or an air dodge to help with recovery, even though that second jump is really hated. He's immune to practically everything during that second jump, but I'm pretty sure spiking still works. The Egg Roll has quite some distance, but isn't that great. You can hit him out of it with a bomb, boomerang, or arrow. Hell, you can grab him out of it. His AFA is a spike, so watch that, and his ADA can deal quite some damage if you don't get out of it, and that's about it. As always, watch out for everything, because nothing is useless, but most are pretty bad.

Summary: Watch the second jump, the Eggs, the AFA, and the ADA. The Egg Roll isn't bad.

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Donkey Kong

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Big, Medium speed and smarter than Bowser, this guy is a tough one. Don't play him like you do Bowser. DK has less lag and quicker attacks. Longer range too. All his smashes except the up smash have better range than you. Don't expect a good player to up smash when you're right next to them, cause a down smash or forward smash is much smarter since the up smash does crap to things next to it. His tilts are pretty fast (his forward tilt is his slowest) and his aerial attacks are pretty lag-less except the forward and down (down only when he lands without an l-cancel). If he starts charging his Donkey Punch, go at him from ABOVE or BEHIND. Behind isn't quite easy since he's not gonna turn around and wind it when he isn't facing you. If you rush in from in front while he's charging it you're just gonna get a face full of fist (oooo, alliteration!) and that's not what you need in this game. Come at him from above and hope he is dumb enough to sit there rather than roll and strike. Or you could just let him charge it. Either way, you need to get in, whether you risk damage or not, cause he's just gonna keep it until he can hit you which is just about any time. His down+B isn't trouble at all if you come in from above since it's gonna take him some time to stop the attack and get out of the way, you are bound to hit him. His forward B could be used as a spike, but not normally. His up B is almost as good as Bowser's, but not too good. Basically to beat him, use your ranged attacks to move in. If he's charging something and you don't want to approach him, hit him with a bomb or something to stop it. If he's recovering, a down tilt probably will be useless, but you can try it.

Summary: Keep your distance, avoid as many attacks as possible since they are pretty lag-less and hard hitting, and do your best. His speed is almost equal to yours if not faster but that shouldn't be too much of a problem. Once again, keep your distance and use your projectiles to slowly move toward him. Usually the boomerang or the bombs would be good for moving in (the boomerang and higher %'s and the bombs at lower)

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Captain Falcon

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The fastest character in the game, and I think he's the fastest faller. A nice, well-rounded character (at least he was in the original SSB), he's actually tougher than he seems. That AFA is strong, the forward smash can do some damage, the forward tilt is annoying as is the up tilt, and the short hopped ADA is just evil if you miss something. It sets up for chain throws for him. Though close range may not be the best because of his chain throw and those quick attacks that hit hard, he's really fast too so projectile fighting is almost practically nulled. You should have about equal range, though his is most likely better. Basically, use the projectiles to get in as close as you can. He'll move in himself so you might be able to start a combo of your own with some projectiles. Forward tilt to dash attack to forward tilt is ok, but teching prevents that, so really, this is gonna be hard. Do the best you can and work him off. He's a fast faller, but his Falcon Kick gives him another second jump so... get him off the edge far enough to make him do that (he can't do it twice unless hit, nor should he ever have to) then down tilt him.

Summary: Keep your distance; he'll move in himself. Watch a shield grab chain combo. Use low-lag attacks and l-cancel. You have to do all you can to match his speed. He will probably chain grab you even if you use l-cancels so avoid those high-lag attacks at all costs. Projectiles can set up combos so work those in and get him off the edge as soon as

possible and you'll be fine(Hopefully^_^)

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G-Dog(Ganondorf)

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Not as fast as Falcon in running speed or his up tilt, but powerful nonetheless. His AFA is different but I'm almost positive it's as bad as Falcon's. His Wizard's Foot is a spike if he hits you while you are hanging on an edge(and you are vulnerable). His ADA is VERY powerful whether off an edge or on ground at high %'s. You can go into training mode as Ganondorf against Young Link with the comp(Young Link) at about 100%. Use Ganondorf's ADA while the comp is on the ground and see if it kills. Keep going up a few %'s(5% increments should work) making sure to reset the comp's % after each hit. Eventually you'll find the % at which Young Link is killed by the ADA on the ground. I will add that exact % later. If you can see the ADA coming jump so that you are spiked to the ground rather than shot up as that can lead into a chain grab or a combo. His Warlock Punch is VERY easily seen and you should NEVER be hit by it. Ever. If for some reason you are, be warned that it does 30% and has serious knockback. Also don't let him hit you with it from behind(You behind him, about on his head when he throws the attack) or you will be sent up very high(possibly ko'd) and be given about 32%. But you shouldnt have to worry about that. All the rest of his attacks are the same as Falcon's and about the same speed and priority(with different %, his up smash is an example) so watch it. Go about him close to the same as Falcon but keep all the differences in mind because they play a big part in the way you should deal with things. He has a short jump but can still come back with the Wizard's Foot dealy when off the edge. A well placed spike should do well. You have about the same range if not less without your projectiles(which you should work into every chance you get), though even with your projectiles you still have about the same range due to his wizards foot and raptor-boost-imitation.

Summary: Plays(like most clones) ALMOST the same as Falcon. He is slower and his AFA is different yet as bad as Falcons, Wizards Foot is a spike if you are hanging on an edge, his ADA is his most evil move IMO a killer at around 100%, his Warlock Punch is easily avoided, the rest of his attacks are pretty much the same as Falcon except for the up tilt, the neutral A, and the up/down smashes. They all have the same priority and speed so keep that in mind, and keep hitting him as much as you can.

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Falco(I hate him)

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A clone. Slower than Fox. Blaster is more powerful but not rapid fire. Reflector sends opponent upward. Forward smash is better than up smash. Down Tilt is a killer. Phantasm is a spike. Fire Bird can kill but doesn't hit during charge. Fire Bird and Phantasm are shorter than Fox's. That's about it. If you've got a reflector-happy Falco, avoid projectiles. If they never shine cancel(though that is a big part of playing as Falco) then great. You can get in very easy if they are reflector happy and don't shine cancel. He has range and though his blaster isn't rapid fire, he can short hop fast fall(Short Hop Blaster/Laser, known on the message board as SHL) it to make it faster with less lag. Come in from above if you can or from behind. You can try and trick them into phantasming off the edge but that usually doesn't happen. You have better chances of them doing it on accident and that is rare anyway. Your speed is pretty much matched here, and strength probably exceeded. This will be hard, but not as hard as Fox is gonna be.

Summary: Slower, laggier blaster, different reflector, Phantasm, Fire Bird,

forward smash, up smash and down tilt, he's hard. He's about as fast as you and probably stronger. Watch your projectile use due to the reflector and coming in from above or behind may be your best bet.

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Fox McCloud

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At first glance it may appear that Fox and Falco are the same character. But that is so totally wrong you would get flamed beyond death at the Super Smash Bros. Melee forum at gamefaqs.com(of course you should know about it... YOU'RE THERE!) Some basic differences that change their playing styles: Fox's reflector shoots you downward at an angle instead of upward. His ADA is not a spike but a multi hit attack. His Up smash is better for KO as compared to Falco who's f smash is better for KO. Fox's Illusion and Fire Fox are longer and his Fire Fox can do damage during the charge period. Fox falls slower very slightly but can't jump as high, his blaster is rapidfire, Fox is overall faster. All of these vast changes their playing styles, so they are NOT the same, and NEVER think they are or assume that someone who plays Falco and Fox play them the same way. On the subject of strategies, the reflector problem still poses a threat. Come in from ahead or behind but not from above due to that KO up smash. Watch the laser-spammers, and try not to get caught in the Infinite Combo*(There are a few characters that cannot be IC'd but I'm not sure if Young Link is one of them) otherwise it's probably over for one of your stock/points(whichever mode you play). But if they start an infinite, keep your eye on it and always try moving around. Eventually they are bound to mess up. When recovering, watch out for a Shine-Spike. That's using the reflector as an edge guard off the edge. It can and will kill you so if they start coming off the stage when you're recovering, use your air dodge toward the stage and let out your hookshot.

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* The infinite combo is as follows: It starts with a short-hop ADA, l-cancelled. It goes to a reflector from there and into a wave-shine(wavedashing out of a reflector) towards the opponent and repeats the process. You can usually see it coming when they go for an ADA so everytime they attempt that try and get out of there as soon as you can if at all possible.

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Ness

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This guy shouldn't be TOO much of a problem. His forward smash may look lethal due to him having a bat, but it's not the homerun bat(thank the good lord) so it is nothing to worry about... until higher %'s. His down and up smashes aren't too great in power, his tilts however are what you should worry about. His up and down tilts are fast. His forward tilt is OK in power and knockback. He can wavedash pretty well so watch forward wavesmashes. If you have really crappy sight, he'll hit you with a PK fire into a wavesmash, or into a PK Flash, though the Flash is rare and shouldn't be hitting you. His PK Thunder is nothing to worry about, and believe it or not, you can stop his recovery by throwing yourself in front of his PK Thunder. This may result in a death for you however so if you find it hard to edgeguard the kid and he's on his last life and you aren't, you can try to get in the way of the attack. This however is not recommended. Watch the aerials, his foward and back aerials are quite powerful. Nothing else should be a real problem.

Summary: You dont need a summary. But whatever. Watch forward wavesmashes, forward and back aerials, and his tilts. Anything else shouldnt be a problem. You can stophis recovery dead in it's tracks by throwing yourself into the PK Thunder, thought his may result in you dying too and is not recommended unless you practice itfor a long time and learn how far from the stage is too far.

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The Climbers of Ice

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**** on shinola these guys are gonna be tough believe it or not. They out wavedash you, out prioritize you, and combo you with ease, not to mention the Freeze Glitch which is banned in any major tournament you go to. Their wavesmash is killer, upsmash is evil as is forward smash. Forward B isn't all that bad, as well as any of their B moves other than the neutral B, the ice shot. They can wavedash circles around you with ease, combo you effectively, and many of their attacks seem to out prioritize you. I guess having a Hammer outweighs having a tiny, plastic-like sword... Basically, come in with projectiles, something you have more of than them. Your projectile arsenal and range of each comes in VERY handy when dealing with these two weirdos. Wavearrows or boomerangs work very well. Come in using a projectile setup, wavedash in and smash them. Worry about which Climber your opponent controls (the costumes change who they control but everything else is the same) not the computer controlled one. That computer controlled one is only important when you get the main one off the stage. You can let them try to recover as long as you have the computer controlled character in your grasp. Kill the computer controlled or at least keep them from the edge as it provides a better chance of the main to come back to the stage. Proper de-synching is a very good idea, as it gives them much less power, and you have a chance at eliminating the computer controlled, which helps a lot. But only go after the computer controlled if they are de-synched. It's a waste of time to fight an opponent who has the mind of a lvl 1 computer when you have a human opponent to deal with.

Summary: They can wavesmash and wave-anything basically better than you can, by far. Their hammers seem to out prioritize the sword. If you come in with your wide range of projectiles, you can move in with a wavesmash or a wavetilt, or move in using projectiles to use even more projectiles which give you setups into big combos. Melt these guys and move on with your quest to the top with Young Link.

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Kirby

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Oooohhh... A little pink ball of fluff. How cute. Aww... looks like he wants to pla... AHH! The little guy tried to eat me! Well, he'll try that to you too, if you happen to own a neutral B move that he likes. But that particular attack is laggy, so they'll probably avoid it if possible. Most of his attacks don't do TOO much, but then again I've never played as or against Kirby, and I also haven't heard any of the good strats for him. However, he CAN and probably WILL crouch to avoid attacks, and tilt attack you. This can be annoying but countered by a bomb or a tilt down A. That's really all I know about the little guy, so I can update it later when I learn more, but this oughtta get you through until then.

Summary: Wow, I didn't write much. Basically use attacks that'll hit him whether he crouches or not, and work on racking him to about 90% for the kill. Work your wavedashes around his and try to edgeguard as much as you can, and you should be fine.

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Samus

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Oh boy, this is gonna be ugly. Missile cancels, beam cancels, missiles, bomb jumps... very evil against the kid. Very good wavedash. If you see a Samus that rolls more than wavedashes, you're probably in for a VERY easy fight. But just in case, take into consideration these points: Superior wavedash, Forward smash, Up smash, Down smash, Aerials far superior, projectiles can put a hurt on your long game and

powerful melee attacks put a hurt on your close game. Take my advice and work your wavedashes and try and change up your projectile game to play hit and run, and try to stay as far away as possible so that the range of her projectiles runs out. With luck and skill in the wavedash and forward smash, you can overcome this behemoth of a woman and win the fight.

Summary: Work the wavedash, forward smash, Down smash, projectiles, and if you feel up to it, try using your Deku shield to block some projectiles, though that's not 100% recommended.

/_\/_/_\/_/_\/_/_\/_/_\/_/_\/_/__ Zelda/Sheik /_\/_/_\/_/_\/_/_\/_/_\/_/_\/_/__

Not good. Not good at all. I have very low confidence of winning this fight. Any player who is good enough will probably avoid Zelda, but I've gotta cover her anyway.

Zelda: Hmm... not as bad as Sheik is gonna be, but watch out for that Foot. Her aerial forward/back A is evil as it deals about 20% and great knockback if sweetspotted. Nothing else should really be a problem except the long-range down tilt. Now, if the player happens to hit Down+B, you get to fight a completely different character known as Sheik.

Sheik: Fear the chain throws, tilts, needles, chain, dash attack, down smash, up smash, and just about anything else I didn't mention. Work the projectiles as best you can and play your best keep-away game you've ever played or your likely to get smashed(no pun intended). Take advantage of your projectile range and forward smash range(though I'm not 100% sure if you actually have a range advantage there) and pray to whatever entity/deity you worship that you win.

Summary 1: Use your superior range to win. 'Nuff said.

Summary 2: She'll use her superior tilts and aerials to win. I honestly don't think too many Young Link players stand a chance against a good and possibly even moderate level Sheik, however, use your range advantage and forward smash to take her down. I hope you win.^_^

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Okie Dokie. Your clone. Plays different. Longer range, more powerful, slower, shorter wavedash, much more lag. Take his advantages and turn them into disadvantages. What that means is move in to his range, get out as he attacks, get back in because of his lag and take him down. His longer range is defeated by his lag, his power is also defeated by his lag, and even if he wavedashes he has a bad way of getting around you, so use your speed to your advantage, play a projectile game AND a melee game to win this fight.

Summary: Shouldn't be too hard. Use your superior speed to rack up damage. Start with a hit and run game, then when the % looks good, move in for the kill by using his lag and range to your advantage.

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Heheheheh, look what we have here. If you've been reading this Faq closely, you should have a GREAT advantage over another Young Link player. Know your disadvantages and turn them around against your opponent. Expose your own weaknesses on them and take advantage. It's hard to give good strategies for this because just about everything you do can be countered by another player, so this is where your own personal strategies come into play. Good Luck.

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Pichu

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Little yellow rat, what do you think you're doing? Awww, how cute. He wants to throw some static at me. What a pushover. This shouldn't be too hard, though his biggest asset is his size, coupled with speed and surprisingly moderate attack power and knockback. Don't worry too much about this little guy. Play your best hit and run game to avoid his forward smash, then come in for the kill around 70-80%.

Summary: Don't worry too much, but keep on your toes, cause one slip up and he can actually do a combo or two on you and finish you off. He's not that bad if you play at your best and pay attention.

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Pikachu

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Bigger, stronger, slightly slower. Plays ...kinda... the same, but that's nothing to worry about. Just watch the longer range, different knockback setups, and play about the same way and you should be just fine.

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Jiggles

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Another ball of fluff? Is she gonna try and eat me too? No? Good. Watch the Wall of Pain, which is multiple back/forward aerials in a row, usually fast falled and l-cancelled. That's an evil combo. Also the Drill Kick-l-cancel-Rest attack hurts, but can be avoided. Easy to kill, easy to combo on the ground, hard to hit in the air. If they miss a rest(though a higher-level player probably won't) then take advantage of it simply by fully charging a down smash right next to her. Knowing they have a superior air game, that's what they're gonna try and use most often. Bombs are your friend if that happens. Keep a good moving game on her, don't let her get away.

Summary: Keep attacking, don't stop. Bombs help against her air game and her combos I mentioned earlier are bad when the player had nearly perfected them.

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Mew2

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Big, moderate speed, slow, range on some attacks sucks, shouldn't be too hard. Superior wavedash compensates for the lack of range, but if you play a hard hit and run game, you should be fine the entire match. Move in for the kill around 90%.

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G&W

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Small, slow, laggy, the only things you need to worry about are the Judgement Hammer 9, down tilt, forward smash, and aerial neutral A. Everything else should be cake to avoid or counter, so don't lose sleep if you miss something. Keep your hit and run game up and you'll be fine.

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Marth

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Great, another swordsman to contend with, and he's got one big sword with lots of nasty moves. His forward smash is his biggest asset along with his range and wavedash. He can get near you in an instant and have you off the stage even faster. NEVER, EVER try falling directly on him with an ADA, because a perfectly timed, sweetspotted up smash will make you cry, although they don't use it much. Counter is really bad, and so is his shield breaker. Use your projectiles to your advantage by using your boomerang into a bomb (pull the bomb first Einstein) assuming he uses counter you should be fine. But a smart Marth isn't going to do that. They're gonna avoid both somehow, some way. Keep up your hit and run game as best you can cause chances are when he gets up in your face, you're ready to lose. Especially with that chain throw he's got :/

Summary: Everything is superior except his hit and run game. You can play a long game much better than he can so work that. Avoid letting him in close or you can say goodbye to a stock.

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Roy

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OK, we've reached the end of the section, Roy. Don't forget to use him if you get bored with Young link:). Anyway, he plays sort of similar to Marth, but the only advantage he has over Marth is the damage he does in his throws, which is 1% better. Anyway, don't be stupid by walking into his Flare blade. If you do that, you should probably just quit the game, because you're about as good as a computer player. His counter time doesn't last as long (his stance is about the same amount of time, but the time frame in which he can actually counter is smaller) but if they place it just right (which personally I tend to be able to) they can get back at any attack you throw. Just remember, he's worse than Marth, but you are going to play the same way against Roy as you would Marth.

Summary: Use Roy! Oh, wait... this isn't the message board. Play against him like you would Marth and you should be fine.



Drunkensideabeef is going to (hopefully) give me some more advanced combos so until then, here are some basic ones that should get you through.

PLEASE NOTE!!!!

I am a player who just rushes in and does what seems fit at the time. My combos will not be as great as Drunkensideabeef's, and I WILL keep my combos and his combos separate assuming that he sends me some of his. Basically I am a random fighter.

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Key to combos section
Effectiveness: Based on how much damage is dealt.
Workability: Based on how easy the opponent can break it.
Difficulty: How hard it is to pull off

1. Wavedash forward, up tilt a few times, short hop AUA, short hop Up+B OR short hop ADA and hope for a spike*.

*After that, rush in with a dash+a, then run in and forward tilt A assuming this person doesn't tech at all and will only get up, not do a rising strike. Continue this, smash them off, then tilt down+a as they return.

Effectiveness: ***/*****
 Workability: **/*****
 Difficulty: **/*****

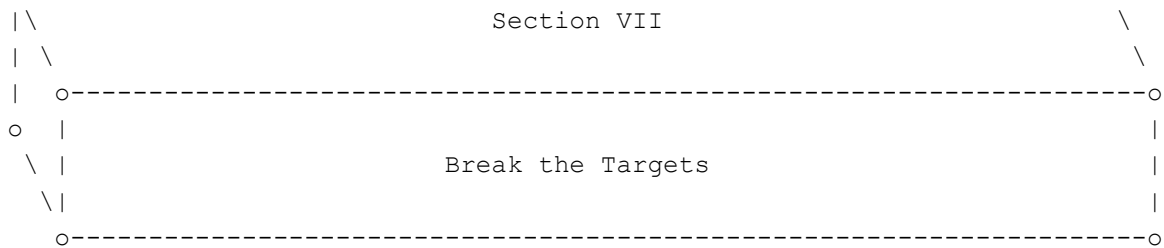
2. Pull out a bomb, Smash throw a boomerang, run in and Up+B on the GROUND, then throw your bomb up. Short hop AUA, double jump AFA, smash throw a boomerang in their direction, run in and ANA. This should have gotten them off the edge so get ready to tilt down+a to finish them.

Effectiveness: **/*****
 Workability: ***/*****
 Difficulty: ****/*****

Basically, the above combo is tough to find the opening in order to pull the bomb. Usually you only have a chance to get one if they are far away from you or if they are already off the stage, in which case a tilt down+a is better than getting ready to set up the combo. Please take that into consideration.

Basically that's it. I'm not big on combos, but more will be added, and those should suffice.

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Both strategies can be seen in a video at:

<http://members.lycos.co.uk/begandinterbtt/>

There are many strategiss for this. Here is one that gets you about 10 seconds.

1. Roll or walk right as soon as you see "Go", then smash throw a boomerang down and right. Quickly wall jump out of the |_|.
- 2,3,4. When you get out, air dodge downward and pull out a bomb. Now smash throw a boomerang right, wait, and jump to the right just as it is about to hit you. Then throw your bomb into the pit, continuing right.
5. Mid-air jump and hit your head on the box, fall left a bit, charge an arrow, and land on the right side of the left > shape, and release at full charge.
- 6,7,8,9,10. Smash throw a boomerang right, wait a little bit, then double jump and up+B the targets that are moving next to each other, landing on the platform. Hope that you hit the target in the box, and if you missed targets 2,3, hope that it hits those too.

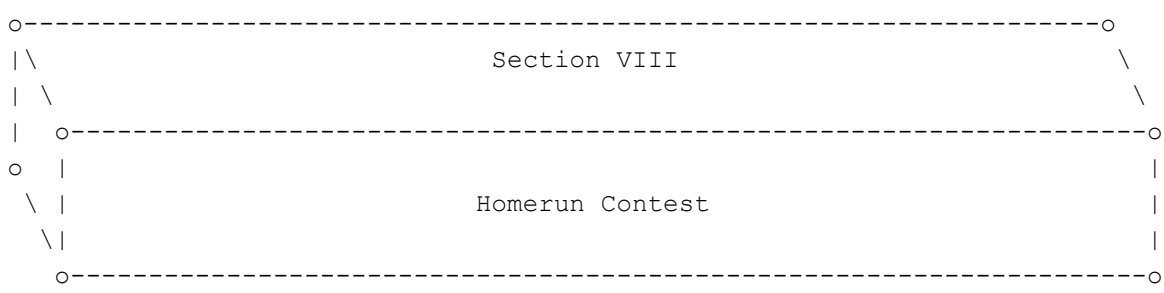
Target time: 10 seconds or less.
 Difficulty: *** out of *****

Alternative:

- 1,2,3. Hold right as the stage loads, smash throw a boomerang down and to the left to hit the 3 targets. Wait a little bit and max out your second jump, but not your first jump and get out of the pit.
- 4,5,6. When you get out, you shouldn't have to air dodge, just pull out a bomb and smash throw a boomerang right, wait a bit, dash jump right, throwing your bomb down in the pit.
7. Mid-air jump and hit your head on the box, charging an arrow in mid-air and releasing at full charge.
- 8,9,10. Smash throw a boomerang right, wait a bit then dash double jump and up+B the targets.

Target time: 9 to sub9

More strats to come in later versions.



Strategy: Hit the bag really far and junk >_>

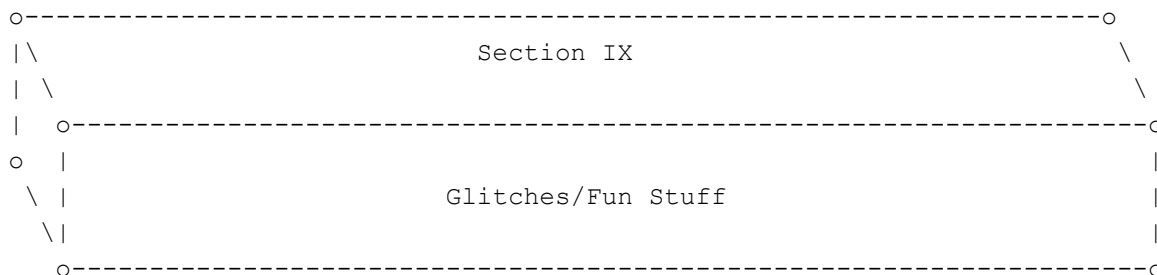
Down+A Bat drops don't work with Young Link, so here are 2 different strats, one better than the other:

1. Grab bat, walk over, start a bat drop but use Up+A instead to keep it in relatively the same place. Make sure you drop the bat on the side that he is closest to falling off on so you hit the bag the other way.

Target distance: 1200+. Difficulty: *** out of *****

2. Take out bomb, smash throw boomerang, throw bomb, repeat as many times as possible. When you start to run out of time (about 2 seconds left) grab the bat and waste the bag. (That means hit it.)

Difficulty: **** out of *****



1. Throw your boomerang any direction, then pause as you are about to release it. Look at Young Link's back. His head is where it should be but his back is just... ouch. That would hurt(Not to mention probably kill you IRL)
2. Hookshot on to a surface, take Mario or Dr. Mario, and cape Young Link. Link/Y.Link will go flying up in the air.
3. This one is known as Bomb Rolling. Pulling a bomb, jumping and dropping it just as you land. This places the bomb on the ground without an explosion (Takes a few tries). Now, hit it quickly with an attack(No smashes I believe) and it should roll. Usually a neutral A, forward tilt or a boomerang thrown behind and up from the bomb then run in front of the bomb and jump should make it roll. An example of bomb rolling can be found at http://hp742.hp.infoseek.co.jp/smax/play/collect_younglink2.html I don't know who is playing in those vids, but it is not me and I take no credit for the video. Please remember that.
4. Throw a boomerange in any direction, jump off an edge, hookshot to the edge, and let the boomerang hit you. You should go flying. You can actually carpet bomb(bomb the entire stage) by pulling bombs and throwing them down, however, Young link doesn't do this as well as Link.

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Section X

Terms to know and use

Short hop: Tapping or pressing the jump button (or slightly moving the control stick up) and letting go just before leaving the ground. This cuts the jump height about in half. It helps to reduce lag on some B moves on attacks like Falco's and Fox's blasters. Using this in combination with Young Link's arrows is alright, but the overall effect isn't as great as with Falco or Fox.

Wavedash: Jumping then quickly airdodging down at an angle to produce a slide. When I say quickly, I mean just as you leave the ground. Timing for each character is different, and effects overall are also very different. You will notice a big difference between Bowser's wavedash and Luigi's. These are due to different amounts of traction for each character. Young Link's wavedash is not very good but can still be good to get away and move back in with a smash right away rather than running.

L-Cancel: Hitting L just as you land from an aerial A attack. This allows your character to act much quicker after an attack as compared to not L-Cancelling. Most easily noticed with Link and Young Link's aerial down+A attacks.

Teching: Hitting L just as you land from being hit and doing a free fall. Free falls are when you have lost your second jump and can only use an attack to get out of the "tumbling" fall. If an attack is useless or you don't want to move closer to your opponent, teching is good for getting up much quicker and getting back into the battle.

Beam Cancel: Using your hookshot/beam (Samus) in the middle of an airdodge. This is VERY helpful for recovery with Link, Young Link and Samus because you don't need to use your up+B to get back. You cannot use your beam/hookshot if your airdodge has finished, so use it in the middle of the air dodge. This also helps with Link's Break the Targets for the last 2 targets.

All techniques should be used as often as possible for said reasons.

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Section XI

Young Link's Fire Spike

This question is asked SOOOO much I made it it's very own section.

Young Link's fire spike is asked about far, far too much, and this is going to clear up a lot of confusion.

1. Young Link's spike hits with the Aerial Down A. You have to hit with the hilt (handle) of the sword in order to spike with it.

2. I believe it is a meteor smash, not a spike.
3. It is NOT worth using in a serious match unless you have nearly perfected it's use. I haven't, and it's VERY hard. Training mode helps you learn the spot, and I have managed to land it consistently on a jumping Luigi, but for other characters that don't jump high, you need to hit them into the air to get a good chance.

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Section XII

Credits

I would like to thank:

Myself, for making this FAQ.

Nintendo and HAL for creating this game.

The SSBM Masters Club, for encouraging me to make a FAQ by asking its members to make FAQs and strategies for their characters, and the numerous people who continue to say Link and Young Link are equal (That's not a bad thing either. I get to constantly get my word around that Young Link is better!).

The Amazing One, for formatting this FAQ so it looks beautiful. Also, XiF because he did some formatting since TAO seems to be lazy as of late.

SSBM Masters Club Forums: <http://ssbmmastersclub.proboards7.com/index.cgi>

DPG's Website: www.angelfire.com/games5/dpg0

TAO's Website: www.geocities.com/secretagentthomas/

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Section XIII

Version History

Version 1.0.1: Started FAQ. Not great, but still something.

Version 1.0.2: Added 2 HRC strategies.

Version 1.0.3: Added the "Terms to know and use" section

Version 1.0.4: TAO Formated the guide for me! Thanks!

Version 1.0.5: Added a few more characters to the Strategies sub-section, guide is near completion.

Version 1.0.6: Added the Fire Spike section.

♪ 2004 disturbedpersonguy

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V. Final

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