

# Super Smash Bros. Melee Yoshi FAQ

by MoltenDragon

Updated to vFinal on Jul 26, 2007

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Super Smash Bros. Melee  
Yoshi FAQ  
B4Final Version  
By: SpikeDragon

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System: GameCube /  
Developed By: HAL Labs and Nintendo O /  
Genre: 3D/Action/Fighting /

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Creation Date: November 10, 2006 /  
Last Update: July 26, 2007 O /  
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1. INTRODUCTION O /

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Alright, for those who don't notice yet, this is one of my biggest short FAQs

yet. This FAQ will be dedicated to one of the greatest games yet, Super Smash Brothers Melee. However, it is also for one of the greatest characters in video game history, Yoshi.

My name is Ryan, and I am known on GameFAQs as SpikeDragon. I don't really have a favorite board, I just wander around from here to there and see what's going on around the place. I also like to play video games, and enjoy monitoring my website. Sports are my thing, and I enjoy to eat and sleep. My favorite thing to do, however, is play video games. To get my mind off of it sometimes, I go on GameFAQs or update my FAQs.

On Cheathappens, I'm known as Ryan-. I've already submitted one of my versions to their website, and I'm sure the SSBM board will find it helpful to them. My past version has received a 4.9 so far, so I hope for higher ratings now.

I'm new to NeoSeeker, but it seems to be a very good website, and there are several nice people, and I hope they enjoy as much as the others sites. You can find my FAQs under the username MoltenDragon.

I've just recently posted this on Super Cheats. Hope it helps everyone there as well!

Ok, don't ask me why I have an SSBM FAQ on Yoshi. Yes, I would have made a Yoshi FAQ for Super Smash Bros. Brawl, but that wasn't coming out recently when I started. So, since I was half-way done with this when hearing about Brawl in Game Informer, I felt that I should just finish it. So...yeah... I might make one for Yoshi in the future, but for now, I'd rather give myself a little break.

To make this intro short, I really don't have much else to do to get my mind off video games besides this. This will probably help me the most, so...well...enjoy!

(Continue if you wish)

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## 2. VERSION HISTORY

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I have made several versions on my website in my spare time, but I haven't posted them on GameFAQs. I just saved the final. Here are the other versions of this long, long FAQ.

Version 0.1 - The very beginning of my FAQ. The Yoshi sign and other FAQ info were completed.

Version 0.2 - I continued to work on my FAQ. Got the Table of Contents, intro, and began the version history.

Version 0.3 - I continued to fill in the version history, and completed all the basic sections (Sections 3-6).

Version 0.4 - Added 0.4 to the version history, and completed all the one-player sections of the FAQ.

Version 0.5 - Added 0.5 to the version history, completed the event matches.

Version 0.6 - Added 0.6 to the version history, completed sections 12-14 of the FAQ.

Version 0.7 - Added 0.7 to the version history, completed 15 and closing.

Version 0.8 - Added 0.8 to the version history, completed the credits and contact info.

Version 0.9 - Looked over FAQ. Re-scanned for errors, grammatical errors and re-did sections 5 and 6. Added 0.9 to the version history.

Version 1.0 - Made final adjustments. Added Trophies section, added more credit info. Added 1.0 to the version history.

B4FINAL - Made any last-minute checks. Added more credits. Added B4FINAL to the version history. Combined the closing and credits sections. Added copyright information in its place. Currently adding to other websites.

FINAL - Not completed. Pending for reader's tips.

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### 3. CONTROLS

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At last, we get to the game parts of the FAQ. Playing this game is actually fairly easy. These controls are not only used for Yoshi, but they can also be used by all the other characters. Sure, not all of them have the exact same moves, but these controls can be used by them nonetheless.

Control Stick - Can be used in more than one way (ways listed below)

1. (Left/Right) - Walk. The control stick in this motion is used to walk left or right. This is useful whenever you want to get nearer or further away from an opponent. It is also used to walk towards items, step off a ledge, and even step off the cliff! This is probably the thing that makes this game what it is, and is also the most used throughout the game.

2. (Up) - Jump. The control stick in the upward motion is used to jump. This jump is used to either get to high places, leap over great monoliths, and dodge enemies and danger. It can also be used to get items in out-of-the-way places. Jumping is very useful when you want to do a more complex attack as well, and is great for surprise aerial attacks.

3. (Down) - Crouch/Duck. The control stick in the downward motion is used to crouch or duck. When used, it is harder for opponents to knock you into the air, as well as difficult for opponents to hit you. Crouching can help you avoid certain physical attacks, as well as certain special attacks. When used during an attack, the player will not lift into the air like before. It is a nifty tool to use, and very handy if mastered. Don't use it all the time, for it will not help that much. Just used when needed, and you'll be fine from that point pretty much.

A - Strong, Standard Attacks. The A button is the most basic attack of the game. This button is used to attack the opponent with swift, strong attacks. Certain characters also have combo attacks, such as multi-kicks, more than one attack per tap, or even quick, rapid-fire, consecutive punches and kicks (only Captain Falcon, Sheik, Kirby, Link, and Young Link are capable of this). The A button is good for quick hit-and-run moves, life-death

situations, and not allowing the opponent an attack. Several good attack combos are also available with the A button, so it is useful in pretty much every situation.

B - Weak, Special Attacks. The B button is a very useful attack in certain situations. The B button is swift, weak attacks that usually stop opponents from either using a certain move or stop them stop them (if you know what I mean). For example, Yoshi's B move immobilizes enemies for a short period of time, while Bowser's B move keeps enemies from using an attack. However, the B button would not be good in a life/death situation, for it does minimal damage to the foe. It would also not be good to start off a match because the opponents will hardly budge at all. Some character's B moves also take time to charge, and would not be good to attempt when enemies are close. Just know when to use the B button, and it will be very useful to you. Just wait and see.

X/Y - Jump. Just like the control stick in the upward direction, the X or Y button is used to jump. However, it is easier and more recommended to use than the control stick. For example, the control stick is a little harder to maneuver into the desired jumping direction. With the X/Y button, all you have to do is press it, then use the control stick to move in the desired direction. It also has a less likelihood of ruining your game controller. I have had experience - I used to use the control stick to jump, and the control stick broke. Therefore, I recommend the X/Y button to jump, and not the control stick, based on the fact that the control stick will ruin your controller if used for jumping.

L/R - Shield/Block. Using the L or R button is probably the best move to use when you want to protect yourself from a powerful attack. When pressing one of these buttons, the character you control will put up a sort of forcefield to shield themselves from harmful attacks, such as the C-stick moves. The shield can not be penetrated, but can be stopped by grabbing the opponent instead of attacking the opponent. Using it can be very helpful, but don't use it too much. The forcefield only has a limited amount of time it can stay on the field. Using it for too long will cause it to break, sending the character flying into the air, and unable to move for a great amount of time. However, mastering the shield is very helpful to many players, for it lessens the amount of attacks you take, and therefore lessens the amount of times you fall off the edge, or get blown into the sky. Using the L and R buttons in this game are really helpful, and should be used effectively to increase your strategies, and raise the chances of you crushing the competition.

Z - Can be used in more than one way (ways listed below)

1. (Tapped) - Grab. When used close to an opponent, your character will grab the opponent. This will mean grabbing them with their hands, beam, chain, and even tongue! When used, the player may either continually press Z to punch the opponent in their grip for a short period of time, or press a direction on the control stick to throw the the player in the direction desired. Each direction is a different move, so feel free to try each move out, and see which one is the best for you. If the grab misses, you will be unable to move for a short period of time, so be sure to be as accurate as possible when attempting a grab. This way, you will have more time to fight, rather than miss, then watch your opponent tear you limb from limb.

2. (Held) - Shield. If you miss your opponent, but continue to hold the Z button, you will bring up a shield lighter than the original shield. This shield, however, is different than the original. For one, it will last much longer than the other shield. It also withstands attacks better, and will

hold off longer than the other shield. However, attempting to use it takes longer than the other shield, so it is recommended than you only use it when opponents are at least 3 seconds away from you, and not up close. This way, you will not get hit as many times, and you will be able to pull it off before the opponent comes to hit you.

C-Stick - Can be used in more than one way (ways listed below)

1. (In Melee) - Powerful, Charged Attack. Just to get this off my back, no, the C-stick isn't the control stick. When I say C-Stick, I mean the yellow stick on the bottom right hand corner of your controller that has a "C" on it. When tilting the C-stick in a direction in a multiplayer mode, you will unleash a blast of super-powerfull attacks. These super-powerful attacks can be charged up for even more power, but only by pressing down and holding the control stick and A button at the same time. When using the C-stick, be sure to use it when enemies are at least .5 seconds away. The C-stick moves are slow, and if used too late, you will be pummeled by the opponents faster than you can count. Therefore, it is suggested that you don't do that, and simply just charge the Control Stick+A.

NOTE: This will only work if you are playing in multiplayer modes. Do NOT attempt to use this in 1 Player modes, for it will do nothing but mess up your camera.

2. (In 1P Modes) - Alters Camera. When the C-stick is used in the one-player modes, the camera will zoom in or zoom out. This is useful if you are near sighted or far-sighted. To alter the camera's view, simply press down to zoom in, and up to zoom out. The camera should be only used in certain situations, and not be messed around with during a match, for it will only let the opponent score hits on you. So, be sure to only use it when seriously needed, and not when you're in a match.

Note: Just the other way to use the C-stick, altering the camera is only available in the one-player modes. Do not attempt using the camera in the multiplayer modes, for you will do nothing but throw punches and attacks at the harmless air, while your opponents laugh at your stupidity.

Control Pad - Taunt. When the control pad is pressed in any direction, you character will taunt the other players. This move has no use whatsoever, but is fun to watch, for it is hilarious to see what your character does. The only character who's taunt is actually useful is Luigi's, for his taunt is a kick. When a player is close, use Luigi's taunt, and it will knock the opponent into the air. Not only that, but the opponent takes 1% of damage! Isn't that helpful!? Anyways, the taunt with other characters has no use at all, but would be fun to use when an opponent shamelessly self-destructs themselves, or when you knock them off.

Well, I hope that is enough information on the basic controls for you. I could've done more, but even I was getting bored of typing how to use what button. Anyways, at least that's over with.

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4. YOSHI  
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Now, time to tell those who don't know who Yoshi is to know who Yoshi is. This section will talk about Yoshi in many areas, including who he is, his personal profile, and him in this game.

Who is Yoshi? - Yoshi is a main character in the Mario Series. He appears in several games with the gang, including the Mario Party series, Super Smash Brothers series, and the Mario Kart series. Yoshi is a character who tends to eat a lot, and is also, to most people, a very good character to be.

What did Yoshi start out as? - Even though most people think of Yoshi as a true member of the Mario Series, he did NOT start out that way. When Yoshi was created in 1991, he was the private transportation for Mario in his first appearance in a game, Super Mario World. As Yoshi became popular in the games, he eventually received his own games, appearing in his own puzzles and platformers. Because he became so popular with the Mario Series, not only does he have his own games, but he also has become a main character in the Mario Series.

What is Yoshi? - Yoshi is a un-existing (fictional) species of dinosaur. Although Yoshi's normal color is green, Yoshi's can come in a variety of colors, including pink, yellow, blue, red, black, and even white!

What is a Yoshi's Habitat? - Yoshis are usually content staying in their own land, Yoshi's Island. However, some Yoshis have wandered to a few other places, feeling the need to travel further. Yoshis are scattered throughout the Mushroom Kingdom, and settle anywhere that fits the needs of their home.

What are Yoshi's Special Powers? - Yoshi has many special powers that only he can perform. Although he seems a bit small, Yoshi is capable of swallowing his enemies whole, no matter what size. However, instead of digesting them, he either transforms or conceals them in a very hard egg shell. When encased, Yoshi can then use the captured foe as a weapon to attack other obstacles in his path. His tongue can extend to an unbelievable length, and his jumping ability is infinite. His nose is capable of finding objects submerged in waste or rubble, and his light weight and great speed make him a speed demon in battle.

What does Yoshi like? - I will just list a few of his favorites below. Fruits, Jumping, Sleeping, Hiding in his shell, Flowers, and Enemies (Eating them, that is!)

What does Yoshi NOT like? - Just like the section above, I will list just a few of the things that Yoshi just plain despises. Ghosts, King Boo, Monsters (Goomba, Piranha Plants, and Koopas all fit in this category), and Bowser (sons and minions included).

What is Yoshi like in Super Smash Bros. Melee? - This is probably the most important section about Yoshi, and therefore I recommend that you read this part very thoroughly. Sure, you now know who Yoshi is and what he's like, but what is Yoshi like in Super Smash Brothers Melee? Well, Yoshi has been given a few extras in this game. For example, instead of a forcefield used to protect himself from attacks, Yoshi uses an egg as his shield to block enemy attacks. Instead of shrinking, however, the egg begins to turn black over time, because eggs aren't supposed to shrink! In the game, Yoshi has an incredible second jump, and his attacks are swift and very powerful. Although he has no long range attacks except his Egg Toss, Yoshi makes up for that with his impressive speed and strong physical attacks. The only bad thing about Yoshi is that he has no third jump! However, his second jump is the biggest of all the other characters, so that's not really a problem. His air dodge could be a third jump, but it doesn't do much. Yoshi isn't favored for most players. He is not the best player, to most, in the game. I use Yoshi the most, though, and I think he's the best character you can be, so that is pretty much the most I can tell you about

Yoshi in this game.

As Wikipedia Explains for Yoshi in SSBM:

"In Super Smash Bros. and Super Smash Bros. Melee Yoshi has a variety of moves and is favored by semi-fast multiple strike gamers. His design in the Super Smash Bros. series is similar to the older style used in his games predating Super Mario 64. His shield is an egg as opposed to a bubble (Instead of shrinking, Yoshi's egg-shield turns steadily darker until he can no longer hold it out), and he lacks a true third jump, though he still can jump higher and stay in the air longer by a rapid movement of feet. Despite his lack of a third jump, his flutter jump is the largest second jump in the game. Other second jumps that come close to Yoshi's flutter jump are Kirby, Ness, Mewtwo, Jigglypuff, and Princess Peach. The flutter jump also gives Yoshi resistance to being knocked away [17]. His air dodge in Melee can substitute as a third jump. In both games, Yoshi is a fast and heavy character with a unique playstyle and strong jumping ability.

His trademark moves are centered around eggs. He can swallow opponents and lay them in eggs, and can throw explosive eggs from an inexhaustible supply. Melee introduced the "Egg Roll" [18], in which he rolls around in a fast-moving egg. This can be a very powerful move if used correctly. The Egg Roll was copied to Mario Power Tennis as a Defensive Shot, which made Yoshi change colors. It also reveals that Yoshi uses his tail as his main form of physical attack. He uses it in a large number of his attacks including his powerful downward smash.

In the third installment of the series, Super Smash Bros. Brawl, a Yoshi's Island stage has been shown (this time, based on Super Mario World 2 rather than Yoshi's Story as in the previous installments), but Yoshi himself has not been explicitly confirmed to be in the game yet. On the June 4th update on the official Super Smash Bros. Brawl website a new music score known as "Yoshi's Story: End" was added to the list of music from the game, complete with Yoshi's "egg" symbol, further speculating Yoshi's return in Brawl.

Recently, there has also been a Yoshi's Island stage announced for Brawl (with changing seasons, confirming the Winter Yoshi's Island stage will actually be in the game). [19]

It is interesting to note that in Super Smash Bros. Melee, Yoshi's Japanese Trophy directly states that "there are no males or females", meaning that Yoshi's species is asexual."

Here's what Shadow Dino says about Yoshi.

"Who's Yoshi you say? Well, Yoshi is from the world of the Mushroom Kingdom along with Mario, Peach, and Luigi. He's a dinosaur of some sort. Early on he made weird sounds but now he speaks with a kind of voice. He can use his tongue to his advantage and can throw eggs very expertly. Yoshi started his career in the hit Super Nintendo game Super Mario World where he was a constant companion to Mario and Luigi. However, more of his past, or possibly his parent's life came to light in Super Mario World 2: Yoshi's Island, where he became a full-fledged video game hero with his classic Yoshi sound and egg throwing.

However, things went sort of downhill with the Nintendo 64. Even though he appeared in Super Mario 64 to help out Mario and was a worthy racer in Mario Kart 64, Nintendo sort of gave him a cutesy look in Yoshi's Story. Sure, it gave Yoshi an actually voice but it made him one of the "cutesy" rank along with Pikachu and Jigglypuff. Super Smash Brothers gave Yoshi the chance to prove that looks can be deceiving, especially in the hands of a Master.

Now he's back with a vengeance in Super Smash Brothers Melee. Armed with his trusty eggs, his signature Ground Pound, and his tongue, Yoshi is ready to take on anything. But the question is, are you ready?

Unfortunately, Yoshi has been considerably toned down since Super Smash Brothers, as it is harder to make combos. However, he controls pretty much the same way as SSB so only a few adjustments are needed.

Pros:

Can be powerful in his own way.  
HUGE Second Jump  
Down+B move scatters.  
Can't be knocked out easily.  
Practically invincible while airborne.

Cons:

NO Third Jump  
Some attacks can be weak  
Is quickly becoming more underrated than Jigglypuff.  
Toned down since SSB, causing the con above  
WAY too cute"

That's about all I can think about to tell you about Yoshi. If you feel I need more, please read the very last section of this FAQ, Contact Info, for information on how to tell me what I am missing.

For now, this section is done, so remember to check the last section when you're done reading the FAQ.

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## 5. MOVES

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Well, we finally arrived to the good stuff. This section will inform you about Yoshi's moves in this game. This will not go as in-depth as the basic moves section, so please read this area with care.

I'll start off with his basic attacks, then move on to the more complex. This way, you won't get so confused.

### A MOVES

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A - Left Kick

RANGE: Close

DAMAGE: 2-3%

A+A - Left, Right Kick

RANGE: Close

DAMAGE: 4-6%

A+Left/Right - Dino Kick

RANGE: Close

DAMAGE: 6-12%

A+Diagonal Up - Left High Kick

RANGE: Close



DAMAGE: 5-13%

A+Diagonal Down - Left Low Kick

RANGE: Close

DAMAGE: 5-10%

A During a Dash - Noggin Knock

RANGE: Close

DAMAGE: 4-9%

A+Up - Tail Snap

RANGE: Close

DAMAGE: 5-10%

A+Down - Tail Sweep

RANGE: Close

DAMAGE: 5-10%

A+L/RSmash - Noggin' Floggin

RANGE: Close

DAMAGE: 8-21% (charge for more damage)

A+UpSmash - Jumping Headbutt

RANGE: Close

DAMAGE: 7-19% (charge for more damage)

DSmash+A - Double Tail Whip

RANGE: Close

DAMAGE: 6-19% (charge for more damage)

A (In the Air) - Yoshi Kick

RANGE: Close

DAMAGE: 5-10%

Forward+A (In the Air) - Noggin' Dunk

RANGE: Close

DAMAGE: 4-17%

Backwards+A (In the Air) - Tail Wag

RANGE: Close

DAMAGE: 3-12% (damage depends on the number of hits the opponents takes)

Up+A (In the Air) - Dino Flip

RANGE: Close

DAMAGE: 7-13%

Down+A (In the Air) - Flutter Kick

RANGE: Close

DAMAGE: 2-40% (depends on how many kicks hit the foe)

B MOVES

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B - Egg Lay

RANGE: Medium

DAMAGE: 6-9%

B Smash - Egg Roll

RANGE: Close

DAMAGE: 7-14% (Strength depends on how long the B button has been held.)

Up+B - Egg Throw

RANGE: Long

DAMAGE: 12-14%

B+Down or B+Down (In the Air) - Yoshi Bomb

RANGE: Medium

DAMAGE: 15-20% (DAMAGE GIVEN FROM STARS: 1-2%)

Z MOVES

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Z - Sticky Tongue

RANGE: Medium

DAMAGE: 0%

A or Z (When Grabbed) - Chew

RANGE: Close-Medium

DAMAGE: 1-3%

Foward (When Grabbed) - Spit Out

RANGE: Close-Medium

DAMAGE: 2-4%

Backward (When Grabbed) - Spin 'n' Spit

RANGE: Close-Medium

DAMAGE: 3-6%

Up (When Grabbed) - Spit Up

RANGE: Close-Medium

DAMAGE: 4-7%

Down (When Grabbed) - Jump 'n' Spit

RANGE: Close-Medium

DAMAGE: 4-8%

That didn't take too long. On to the next section!

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6. MOVE DESCRIPTIONS

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For those who wanted a better explanation for the moves in Chapter 5, I have decided to make this for you. This one is more descriptive, and I hope you enjoy this, because I didn't do this for nothing! XD

A - Left Kick. Yoshi hits his opponents with his left leg. It doesn't do much to them, but it's a good attack to keep your opponents from attacking you. It's also a quick move, so if you have a good opponent, this would be best to counter their attacks.

DAMAGE: 2-3%

A+A - Left, Right Kick. Yoshi will first strike his opponent with the left leg, then immediately switch to his right leg, and kick with it right after the left. This is an even better move than just the A button, so you should use this instead of just the left kick. It won't take too long to accomplish this move, anyways. It also is effective for stunning characters, causing them to not be able to accomplish a certain move. Works especially on

Captain Falcon, Ganondorf, Samus, Mewtwo, Donkey Kong, Marth, and Roy.

DAMAGE: 4-6%

A+Left/Right - Dino Kick. Yoshi will kick just like the left kick, except it will be a bit more powerful than the regular. It's a decent move that's good to knock players in the air. It's also slightly stronger than the Left and Right Kicks, so if you want to use a quick move that not only delivers good damage, but is also fast, I'd recommend you use this move.

DAMAGE: 6-12%

A+Diagonal Up - Left High Kick. Yoshi will kick into the air just like his left kick, but instead will kick even higher than usual, causing the opponent in front to be launched into the air. This attack is also more powerful than the left kick, but it is a tad more difficult to pull off for you, so you may just do A+Up or A+Left/Right instead. Even so, this is still another fast move, and this would work good to temporarily stun an enemy, and finish them off, so though it's tougher to get your Control Stick into that position, I'd still prefer it over the Left and Left, Right Kicks.

DAMAGE: 5-13%

A+Diagonal Down - Left Low Kick. Yoshi will kick with his left leg, but it won't lift very high off the ground. Instead, it will strike the opponent's leg (or chest, depending on how tall the character is), causing them to trip and land on the ground. This is great to stall the opponent, before attempting to use a finishing blow. This move has a bit of strength, though not as much as some of the other moves, so if you feel you're close enough to a good finish, then use this.

DAMAGE: 5-10%

A During a Dash - Noggin Knock. During a dash, which is left/right with the control stick twice, Yoshi will first begin to charge at a tremendous speed. Then, when pressing the A button while he is charging, Yoshi will duck his head and strike the opponent like a battering ram with great force. This will cause the opponent to be either blown away, or stunned for a very short amount of time. This move is great on opponents who have taken a high amount of damage, or who are also trying to come right towards you. It is also good to trick your opponents out.

DAMAGE: 4-9%

A+Up - Tail Snap. Yoshi lifts his tail into the air and snaps it back almost immediately, rat-tailing the opponents and sending them into the sky. It's a pretty decent move, but it isn't the greatest. It works extremely well in the Multi-Man Melee, so if you want this move to be extremely useful, look at my Multi-Man Melee Section, and learn how to put this move into good use.

DAMAGE: 5-10%

A+Down - Tail Sweep. Yoshi will lay on the ground, back-side up, and will turn 360 degrees, spinning his tail around behind him as he twirls. Any for too close to this dinosaur will get whipped into the sky. This move is extremely useful, especially on tall opponents. Use it at the right time, for it won't work on opponents too far away. It also takes time to get ready for another attack after this attack is complete, so try not to miss, or your opponents will get you easily!

DAMAGE: 5-10%

A+L/RSmash - Noggin' Floggin. This move is one of the most useful and powerful moves that Yoshi can use. When you use this move, you can either use the C-Stick or the Smash+A. When used, Yoshi will give a headbutt to the enemies either to his left or to his right. This move can also be used to

score a perfect KO, for it is able to be charged, unleashing an immense force towards the foe.

DAMAGE: 8-21% (charge for more damage)

A+UpSmash - Jumping Headbutt. Yoshi jumps about 1/4 of a foot into the air, whacking an opponent above with his large and tough skull. This move can be used to KO a foe in mid-air, to complete a difficult combo with a finishing blow, or to surprise attack an opponent on the floor above you. However, this move isn't as strong as the Noggin' Floggin', so be sure to use it with care.

DAMAGE: 7-19% (charge for more damage)

DSmash+A - Double Tail Whip. Yoshi will swing around 360 degrees again, but there's a catch. He will first spin 180 degrees, whipping opponents to just one of his sides first. However, right after that, he will spin the remaining 180 degrees, whipping opponents to his other side with his tail again. This move is good for several things: it clears the area around you if there are opponents to your left and right, making it a good move to defend yourself. It also can blow opponents who have taken 100% damage or more clear off the field, either to buy time to get an item, or to finish them off. It's a very useful move, and probably the best move to use when you are cornered.

DAMAGE: 6-19% (charge for more damage)

A (In the Air) - Yoshi Kick. Yoshi will do nothing more than kick in the direction he's facing. This is the quickest aerial move, but there's nothing more than that. It's good for tricking out your opponent. Usually, opponents are jumping up to you, attempting to use a charged up move. However, if you use this move, they won't be able to get you with their stronger move, leaving them vulnerable to another attack soon after. It prevents you from being hit, but the opponent will eventually get you back, even if its KO'd soon after.

DAMAGE: 5-10%

Forward+A (In the Air) - Noggin' Dunk. Yoshi will come down, swinging his powerful skull right into the opponent below. This move is one of the most powerful moves that Yoshi can use, but there is more to it. It can stun enemies who are hurt 30-50%, which is good to use as a finishing blow, or eliminate the opponent completely by knocking a foe who is in the air plummeting into the endlessness beneath.

DAMAGE: 4-17%

Backwards+A (In the Air) - Tail Wag. Yoshi will look behind him, and whip opponents multiple times with his tail. A good move to hit opponents ready to hit you. It may also catch them off guard, and you may be able to get in a few other good moves into there.

DAMAGE: 3-12% (damage depends on the number of hits the opponents takes)

Up+A (In the Air) - Dino Flip. This is Yoshi's best juggling move. Yoshi will strike opponents above him with his tail by spinning his head up, tail behind him, and hitting them when he comes around. However, be careful when using this move. Sometimes, you are slammed down when the other opponent is in the air. Be sure to get them before you do, or else you're in for a world of hurt.

DAMAGE: 7-13%

Down+A (In the Air) - Flutter Kick. Yoshi will kick his feet under him extremely fast, striking his opponents under him so quickly, they're not able to escape. This move is great for attacking healthy opponents for quick damage, and is also good to keep an opponent in the same spot while a Bob-Omb

strikes the unmoveable foe. This is the most powerful move, but only if you get in over half of the kicks.

DAMAGE: 2-40% (depends on how many kicks hit the foe)

B - Egg Lay. This move is one of the cheapest, yet most useful moves Yoshi can use. When this move is used, Yoshi will stick out his long tongue in the direction in which he is facing. If an opponent is close enough, they will find themselves caught on Yoshi's sticky tongue, and will be immediately swallowed. Yoshi's head will enlarge, followed by his body, and then the end will eventually come flying out of his backside, also known as the "bottom" by most. When coming out of the "bottom," the opponent will be encased inside Yoshi's powerful egg shell, and will therefore be immobilized in the same spot for awhile. This will be a good opportunity for you to attack them with no problem. You can either hit them continuously with quick attacks, or you can charge up a powerful attack while they are defenseless. Either way will get you some free hits. This move can also be used when Yoshi's backside is facing the edge of a cliff. When an opponent gets too close, you can easily send them off the edge with this move. However, do NOT use this move against an experienced player, because they most likely know how to free themselves quicker than usual. This attack may be weak, but it is good to make your opponents annoyed, or get quick hits if you need them.

DAMAGE: 6-9%

B Smash - Egg Roll. When using this move, Yoshi will encase himself in his own egg, then begins to head towards his opponents, still sealed, at a tremendous speed. By holding the B button, and turning the control stick right or left, Yoshi will be able to turn the opposite direction, at an even faster speed. However, because you are speeding Yoshi, he will be harder to control, so use this move with care. Other than that, this move is very quick, and gains speed as well as power as you continue the move. This move is useful in many ways; it, first of all, is very hard for the opponent to stop without being hit themselves. It's also good to dodge opponents, or trick them by using it as an aerial attack. Use with care!

DAMAGE: 7-14% (Strength depends on how long the B button has been held.)

Up+B - Egg Throw. This is Yoshi's only long-range move, and is also his only projectile move. When this move is used, Yoshi will chuck one of his smaller eggs hurtling towards his opponents. If hit, the egg will explode at close range, dealing a decent amount of damage to the foe it hits. This move is good for edge hogging, stopping aerial attacks, and keeping your distance when you have taken a great amount of damage. This is the only long-range move Yoshi can use, so it's very useful when it comes to these conditions.

DAMAGE: 12-14%

B+Down or B+Down (In the Air) - Yoshi Bomb. This is Yoshi's most powerful non-chargeable move. When this move is used, either in the air or on the ground, Yoshi will flip 360 degrees, then come straight down, bottom first, landing on an opponent with meteor-like force. If the opponent is missed, they can still be hit by the 2 stars emitted after Yoshi lands. This move is a great aerial attack, so you're in luck if you want to use a move that deals a lot of damage in a short amount of time.

DAMAGE: 15-20% (DAMAGE GIVEN FROM STARS: 1-2%)

Z - Sticky Tongue. This is Yoshi's grab move. When used, Yoshi's tongue shoots out towards his opponent, but instead of eating them like in the move Egg Lay, Yoshi will simply put them in his mouth without ejecting them from his bottom. This is slightly shorter than Link's and Zelda's grab, and it may not be able to grab onto an edge, but it's a pretty long-ranged move, so

it isn't that bad.

DAMAGE: 0%

A or Z (When Grabbed) - Chew. Yoshi will simply crunch the opponents in his massive jaws, just like you would chew ordinary food. This move is a simple move that can be used for quick damage.

DAMAGE: 1-3%

Foward (When Grabbed) - Spit Out. Yoshi will spit the enemy trapped inside his mouth in front of him. This is good to deal damage, then quickly used a powerful move before they can get away. Use a good finishing move to put this move to good use.

DAMAGE: 2-4%

Backward (When Grabbed) - Spin 'n' Spit. Yoshi will spin around, or turn 180 degrees, and shoot his opponent the other way. This move is slightly more powerful than the Spit Out, but still works exactly the same, and is recommended over the Spit Out.

DAMAGE: 3-6%

Up (When Grabbed) - Spit Up. Yoshi will, instead of shooting his enemy to one of his sides, will shoot the opponent up into the air. This move is good to use when you want to used a combo, or better yet, juggle your opponent into a Knockout. It also deals a bit of damage, and although it isn't too much, it is still a useful move.

DAMAGE: 4-7%

Down (When Grabbed) - Jump 'n' Spit. This move is the most powerful move that you can use during a grab. Instead of shooting his opponent into the air, Yoshi will jump into the air himself, then, in mid-air, will shoot his opponent towards the ground. This move is useful, because when the opponent hits the ground, they will go flying into the air, which will leave them wide open for an attack. Use this move over the Spit Up.

DAMAGE: 4-8%

Wow, this took a lot longer than I expected. It took 3 weeks to complete this section. It would have taken less time if I didn't have homework all the time...well, anyways, it's done and over with! ONWARD!!!

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7. YOSHI'S STAGES /  
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Alright, this section shouldn't take as long as the one above, because Yoshi only has three stages. However, I will be as descriptive as possible (without running on) to get you to know a little more about Yoshi's good three stages.

YOSHI'S ISLAND  
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Yoshi's Island is where you'd wanna be! There are several neat little extras and bonuses added to this stage. In the center of the field, for example, there are 3 yellow blocks. If they are hit by any move or any item, they will flip out of control, and anyone who falls into the pit is pretty much a goner. There are also 3 blocks to the left and right of these blocks, which can be used as platforms to dodge a move or come down with a powerful attack. To the right of this stage is a huge hill, which is a good place to get easy knockouts. Since there are no places other than 2 spots in here to

fall off the stage, use the hill as a slight booster to get slightly battered opponents up into the sky. You can also continuously shove them with moves to the right until they eventually are KO'ed because they got too close to the edge. To the left of the field, there is the other place to knock them into a pit, which is a pipe hill. The pipe hill goes steadily upward, then ends up on another pipe, which is jutting straight out of the ground. Hit one of the more damaged opponents off these pipes, and they'll pretty much be goners.

This isn't the only thing that I like about this stage. This stage is so rowdy, and increases the desire to fight at your best. The music gets you pumping, and the brightness and background are really amazing, and are worth the time to pause the game, and just gaze at for awhile. This stage is a decent size as well, which is good for people to wander around more freely. If this stage sounds good to you, you should try it out for yourself!

#### YOSHI'S STORY

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Over here, Yoshi's wonderful stories and adventures can surely come true for all of us! Several little helpful items and platforms are ready to help any player who is in the game...and needs it! If you're about to fall off the edge, there is a slight change that you will land on what appears to be a Lakitu Cloud, shifting from one side of the stage to the other. If you run out of jumps, this cloud may be on the side you're falling on, and if even luckier, you will fall onto the cloud, saving you a loss of one life, or one point. There is also the possibility of Shy Guys flying across the stage, carrying pieces of food. If you hit them enough, they will drop these pieces of food, which can be eaten to heal 1-7% of your damage each.

The helpful doo-dads aren't the only thing that is magnificent about this peaceful stage. There are 3 floating platforms that can be used by the players in the game, and the background also looks like it came out of a story book. The background looks 2-dimensional, and the water looks as if it were pieces of cardboard cut out of a box, or pieces of paper cut out with scissors. Although this stage seems like it's for kids, the brightness of it makes it a fun place to be. Plus, this stage is small, so it's like it really is for toddlers! Have a fun time knocking away enemies who have nowhere else to go!

#### YOSHI'S ISLAND - NINTENDO 64 - PAST STAGE

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Say hello to a blast...from the past! The Yoshi's Island Nintendo 64 version is back in this game. This is the only Yoshi stage that has to be unlocked, and it isn't easy getting it. To get this magnificent stage, you must get over 700 yards in the Homerun Contest using Yoshi alone. This is difficult to accomplish for one reason; only one move can be used, but it's extremely hard to land all the hits. That's right; this stage must be unlocked by using the Flutter Kick.

Other than the horrible unlocking part, this stage is great. There are clouds, 3 to be exact, scattered to the left and right of the stage. If blown to one of the sides due to heavy damage, you can land on these clouds, regain your footing, and spring back onto the stage. However, the clouds only last for a limited time. If you stand on it for too long, the cloud will disappear from right under your feet, sending you into an almost guaranteed Self-Destruct. There are also 3 platforms on the stage, where you can use them for helpful moves or escape from enemies.

The stage's overall appearance is amazing. In the center of the stage is a smiling heart, surrounded by vines with fruits, and it sways from side to side as the match progresses. The ground appears to be a book, which is opened halfway, just to be fair to the participants in the game. The background of the stage is several blended warm colors, which make you feel cozy and happy as you continue to beat your opponents until they are knocked out. This is my personal favorite stage, but you may find it a bit different than what I think. Try it out!

Phew, that wasn't too long, now was it? Let's move on to the topics and chapters you've been waiting for.

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## 8. CLASSIC MODE

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These are the topics you've been waiting for; the topics that actually help you get through the game! We'll start of with the most basic, the Classic Mode. Read these with care, because these are the only ones that you really NEED to know!

If you don't have time to read the entire thing, here's just the line-up for your matches.

STAGE 1: Normal Versus Melee  
STAGE 2: Team Versus Melee  
STAGE 3: Break the Targets  
STAGE 4: Normal Versus Melee  
STAGE 5: Giant Versus Melee  
STAGE 6: Snag The Trophies  
STAGE 7: Normal Versus Melee  
STAGE 8: Multi-Man Versus Melee  
STAGE 9: Race to the Finish  
STAGE 10: Metal Versus Melee  
STAGE 11: Master Hand Battle

Ok, off to the big descriptions!

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### STAGE 1: NORMAL VERSUS MELEE

TIME LIMIT: 5 MINUTES

OPPONENT: RANDOM

DESCRIPTION: Yoshi is put against a random computer, who's skill is based on the difficulty you selected. Fight to the best of your ability against this computer. Don't worry; the computer only has one life! Taking it out should be no problem. That is, unless it's Very Hard. Even so, you should be fine.

TIP: Be sure you know the best strategies for defeating each character. If you don't, you may have trouble in this mode. Clones of other characters basically use the same techniques, so be ready.

### STAGE 2: TEAM VERSUS MELEE

TIME LIMIT: 5 MINUTES

OPPONENT: 2 RANDOM CHARACTERS

DESCRIPTION: Yoshi is teamed with an ally against two other computer controlled characters. The team name of your opponents is the name of the first team member. During the match, your ally will have a heart above his



or her head, so you know who your opponents are. Your skilled allies should be fairly good at coming to your aid, but it all depends on how well you do. If it's set to the Very Hard difficulty, your opponent will be a lot better than you are. You should be able to take him down if you are good. If you're at the Very Easy, Easy, or Normal levels, you don't really have to worry about that. Fight these insane people, and move on to the third stage. (Your ally does NOT move on with you!)

TIP: Don't let your teammate die. Try using the Egg Throw from a distance, and use the Double Tail Whip when the opponents are on both sides to rack up major damage in one hit.

#### STAGE 3: BREAK THE TARGETS

TIME LIMITE: 2 MINUTES

OPPONENT: 10 TARGETS

DESCRIPTION: This is the first bonus stage you have in Classic Mode. 10 targets are scattered around the stage, and your job is to break all of them within the time limit. You only have 2 minutes! You may have plenty of time in the Target Test Mode, but here, you really have to put your skills to the test. For more information on Break the Targets, see Section 12 of this FAQ, Yoshi's Target Test.

TIP: Try watching a few videos of the World Records, or someone who can get below 20 seconds. That should help you with your move accuracy. Also, do try practicing on your own. Without that, it's really hard to get it just right.

#### STAGE 4: NORMAL VERSUS MELEE

TIME LIMIT: 5 MINUTES

OPPONENT: RANDOM

DESCRIPTION: This is just like stage 1. The computer is a 1-life random character. Just defeat him or her within the time limit, and move on. Don't worry; it's not harder than the first time. If it's a better character, then yes, it'd be harder.

TIP: Be sure you know the best strategies for defeating each character. If you don't, you may have trouble in this mode. Clones of other characters basically use the same techniques, so be ready.

#### STAGE 5: GIANT VERSUS MELEE

TIME LIMIT: 5 MINUTES

OPPONENT: RANDOM GIANT COMPUTER

DESCRIPTION: This stage is similar to stage two, but...it isn't exactly alike. You are teamed with two random computer allies, and you opponent... is...huge!!! Work together with your teammates, and defeat this gargantuan to advance. Since your opponent is extremely large, he's really hard to knock off the edge. The Flutter Kick delivers some decent damage, as well as the Dino Dunk. Your skilled allies should be fairly good at coming to your aid, but it all depends on how well you do. If it's set to the Very Hard difficulty, your opponent will be a lot better than you are. You should be able to take him down if you are good. If you're at the Very Easy, Easy, or Normal levels, you don't really have to worry about that. Just take the colossal foe down, and you'll make it to the next stage; a big relief for you, too.

TIP: Use the Flutter Kick at the very top of the opponent. Since they are, almost every kick will land, and the opponent will take massive damage.

#### STAGE 6: SNAG THE TROPHIES

TIME LIMIT: 2 MINUTES

OPPONENT: 3 TROPHIES

DESCRIPTION: Yoshi must jump around the platform and hit the 3 trophies falling from the sky into the pot, which is in the middle of the stage, in the time given, which is most likely not needed. You don't necessarily

have to get all of them; it'd just be nice to get them. This is sort of testing your abilities, and awarding you after you prove your worth. If you're new, you may get 1 or 2. Just have fun with it; there's no real rush, or requirements.

TIP: Use several aerial attacks. You hardly need the ground attacks in this stage.

#### STAGE 7: NORMAL VERSUS MELEE

TIME LIMIT: 5 MINUTES

OPPONENT: RANDOM

DESCRIPTION: This is the third and final Normal Versus Melee you will have to complete in Classic Mode. Like Stages 1 and 4, you have to defeat your random opponent in the given time. Even if the character is harder than the other two times, I think it should be fairly easy to handle.

TIP: Be sure you know the best strategies for defeating each character. If you don't, you may have trouble in this mode. Clones of other characters basically use the same techniques, so be ready.

#### STAGE 8: MULTI-MAN VERSUS MELEE

TIME LIMIT: 5 MINUTES

OPPONENT: 10 OF THE SAME RANDOM CHARACTER

DESCRIPTION: In this stage, you are put against 10 of the same random character. The difficulty of knocking them off the stage depends on the difficulty you selected before you began. Defeat all 10 opponents in the given time. Using powerful Smash attacks should take them out in one hit, even in the Very Hard difficulty. They probably don't want you to suffer as much as you do in the Cruel Melee. It'd take forever to beat Classic Mode that way. Alright, once you defeat them, get ready for another break; the Race to the Finish!

TIP: The opponents are easy to knock out as long as you have selected an easy level. Even if you didn't use powerful attacks to knock them out quickly.

#### STAGE 9: RACE TO THE FINISH

TIME LIMIT: 42 SECONDS (CHANGES FOR OTHER CHARACTERS)

OPPONENT: NONE

DESCRIPTION: This is simply a test to see how fast and agile you are using Yoshi. There are several doors scattered around the stage. Each door further than the one before gives more coins. There is also a trophy that can be found as you progress through the stage. Simply get to one of the doors within the time limit to pass.

TIP: Avoid hitting the roof, and do not attempt cliff-hangers. If you want to get to the end goal, do not get the trophy (if you already have one of them) and take the bottom path. The middle path is too time consuming, and the top path is hard to get through without hitting the sides.

#### STAGE 10: METAL VERSUS MELEE

TIME LIMIT: 5 MINUTES

OPPONENT: RANDOM METAL CHARACTER

DESCRIPTION: In this match, you are put against a character who has infinite Metal Boxes. This means that he has a Metal Box that never fades away. The opponent is harder to knock away because of this. However, you'll most likely find a way to get them off the stage. Defeat the metal opponent in the given time.

TIP: Use several Smash Attacks and Throws rack up major damage. Finish the opponent off with a charged Smash Attack.

#### STAGE 11: MASTER HAND BATTLE

TIME LIMIT: APPROXIMATELY 5 MINUTES

OPPONENT: MASTER HAND (POSSIBLY WITH CRAZY HAND)

DESCRIPTION: This is the final stage you have to complete. In this stage, you are placed against the Master Hand, who has no lives, but does have a HP gauge. The HP range from 150 to 360 based on the difficulty you selected before beginning the Classic Mode. Simply defeat him within the time limit. If you are playing at the Normal difficulty or higher, and have completed the previous stages in a time of 15 minutes or less, the Crazy Hand will appear once you have halved the Master Hand's HP. He has 3 bonus moves. If this happens, defeat both of them within the time you have left. TIP: If the Crazy Hand appears, go for him first, because the Master Hand is weaker. Use the Flutter Kick to take out a huge chunk of HP at a time, and avoid being hit by the Crazy Hand as best as you can.

Below are the things that appear after completing Stage 11.

TROPHY/ CLASSIC TROPHY COLLECTION  
END CREDITS  
MOVE VIDEO  
POSSIBLE UNLOCKED CHARACTER MATCH

That about wraps it up. Hope this helped!

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9. ADVENTURE MODE

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Next up is the Adventure Mode. This is a longer and more complex 1 Player Mode, where you venture through different worlds and get to the finish as fast as you can. Good luck beating the Adventure Mode, and I hope this will help!

Also, if you don't have time to read the entire thing, here's a brief overview of what you're up against.

STAGE 1: The Mushroom Kingdom  
STAGE 1-2: Princess Peach's Castle  
STAGE 2: Kongo Jungle  
STAGE 2-2: Jungle Japes  
STAGE 3: Underground Maze  
STAGE 3-2: Hyrule Temple  
STAGE 4: Brinstar  
STAGE 4-2: Escape From Brinstar  
STAGE 5: Green Greens  
STAGE 5-2: Green Greens  
STAGE 5-3: Green Greens  
STAGE 6: Corneria  
STAGE 6-2: Corneria  
STAGE 7: Pokemon Stadium  
STAGE 8: F-Zero Grand Prix  
STAGE 8-2: Mute City  
STAGE 9: Onett  
STAGE 10: Icicle Mountain  
STAGE 11: Battlefield  
STAGE 11-2: Battlefield  
STAGE 12: Final Destination  
STAGE 12-2: Final Destination

Ok, here we go! (NOTE-This section is a LOT longer than the Classic Mode Section. If you really don't have the patience, it'd be best to just see

for yourself.

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#### STAGE 1: THE MUSHROOM KINGDOM

TIME LIMIT: 7 MINUTES

OPPONENT: GOOMBAS, KOOPAS, PARATROOPAS, AND 15 YOSHIS

DESCRIPTION: This Stage is the very first 'adventure' course in the SSBM Adventure Mode. At the very beginning, you will start out seeing nothing. Continue to your right, and jump over the small hill. Kill the 2 Goombas, and jump over the larger obstacle. There, you will find 4 Koopas. Koopas can be stepped on, and tapped like a normal Green Shell to attack the remaining Koopas. Continue to your right, kill 2 more Goombas, and jump over the small hill. As you proceed, you'll eventually appear at a hill. Take down the 4 Goombas in your path, then go on to wipe out 2 Koopas. Jump over another small hill, and best the 3 Goombas there. You should see a pipe. Jump over that to find yourself in enemy territory. Paratroopas and flying Koopas are all over the skies. Goombas are all around the floor. Put all your skills to the test, and defeat them all. Be careful not to rush, though. There is water at the bottom, and if you're careless, you might fall in. Move on to reach a large wall blocking your way. Jump the platforms to the top to fight 15 Yoshis! Jump off the other side of the wall to find a few more flying Koopas and Goombas across a pipe bridge. Since you previously took down a large group of them, they should be no problem. Jump onto the ledge at your right, and you'll see Toad running back and forth near the finish line. Take a good look at the scenery, then continue on to Stage 2.

TIP: This is your first stage. Don't worry if you mess up the first time; it's easy to get used to.

#### STAGE 1-2: PRINCESS PEACH'S CASTLE

TIME LIMIT: 4 MINUTES

OPPONENT: MARIO (OR LUIGI) AND PEACH

DESCRIPTION: This is sort of like a regular Versus Match, except the fact that you must verse 2 opponents! Since there are two of them, you may have a bit of trouble fighting them. Just use your quick attacks if you are cornered, and use your charged attacks to finish them off quickly. This should be a breeze if you do.

TIP: Finish stage 1 with a 2 in the seconds spot (42, 32, 12, etc.) and you will fight a team of Luigi and Peach. You will know you did it correctly if you see a cutscene where Luigi jumps on Mario, sending him off the cliff. If you beat him, you will face him after the Credits. Beat him then, and you will unlock Luigi!

#### STAGE 2: KONGO JUNGLE

TIME LIMIT: 4 MINUTES

OPPONENT: 2 TINY DONKEY KONGS

DESCRIPTION: This stage is pretty simple. There are 2 Donkey Kongs, but both of them are tiny! Use your quick moves to deal easy damage to these guys, then finish them off with a good Double Tail Whip. They're usually out within 30-50%, so it'd not really hard to take out the tiny duo. Like a regular tiny character, smash attacks are efficient in this. Good luck; you won't really need it.

TIP: Don't wait for them to be hurt around 90% before finishing them off like you usually would. They should be around ready to be defeated at 50% or so. A good way to deal better damage would be using downward moves, as the Tiny guys are too small to be taken out with a Headbutt.

#### STAGE 2-2: JUNGLE JAPES

TIME LIMIT: 4 MINUTES

OPPONENT: GIANT DONKEY KONG

DESCRIPTION: What's the opposite of two tiny Donkey Kongs? One BIG Donkey Kong! With Yoshi, you'd better do your best. Rack up major damage with your Flutter Kick, as it is quite a distance from Giant DK's head to the ground, then finish him off with a strong grab or good Noggin Floggin. It's fairly easy to knock him out. Sometimes, it takes me about 4 seconds. He often self-destructs, so just be ready for a hard, but sometimes easy match. TIP: Don't use your Smash Attacks immediately. Hitting him with one of those when his damage is low won't hit him very far, and he'll only hit you with a powerful fist. Keep at a distance, and use long-range moves, then deal massive damage when he's around 100%.

### STAGE 3: UNDERGROUND MAZE

TIME LIMIT: 7 MINUTES

OPPONENT: RE-DEAD, LIKE-LIKE, OCTOROK, AND 5 LINKS

DESCRIPTION: The Underground Maze is a Legend of Zelda stage, and it's fairly tricky. There's 6 different paths, with only one leading to the finish, a levitating Tri-Force symbol. The other 5 paths lead to Links. You start out in a dead-end. Go to your right, and you'll find yourself in a large room. This room is filled with numerous Re-Dead foes, and 2 Like-Likes. Defeat as many as you want, or none at all. Pick a path, and see if it leads to the finish. The top-left corridor leads down a path of stairs. Continue down to find either the finish or a Link. Link is an extremely swift character, so be sure to use your quickest moves until he's hurt around 80-100%, then use a charged Smash Attack when his defenses are down. (Do this on all Links you find). Continue to your left, and you find a tunnel heading downward. Jump down, and find yourself in a lava room. Defeat the Like-Like in the bottom left corner if you want to, then proceed to your right. Fight the Link or reach the finish, then continue. You'll end up in a mechanical-like room with a Like-Like. Defeat that, and proceed to the left, to find yourself back in that large room. Enter the bottom-right path, and you'll see a downward path. Jump down, and fight the Link/reach the finish. Proceed to your right, and you'll end up in an upward tunnel resembling a large antfarm. Defeat the numerous Re-Dead in there, then jump to find a few Octoroks. Defeat them, then jump to the path on your left, and fight a Link/reach the finish. Enter another anthill tunnel, defeat the Octorok and Like-Like, and exit either to your left to the large room, or continue upward. Defeat the Link/reach the finish, then continue up to defeat some more Re-Dead and a Like-Like. Jump to a ledge on the left, and you'll fight a Link/reach the finish. You must have reached the finish by now, if you haven't already. If it isn't the finish, you messed up somewhere.

TIP: You don't really have to view the paths in this order. You can go in any order you please; this way just helps you remember where you were and where you weren't. My score was over 125,000 doing it this way, so it also gets you a decent score.

### STAGE 3-2: HYRULE TEMPLE

TIME LIMIT: 4 MINUTES

OPPONENT: ZELDA

DESCRIPTION: When getting out of that terrible maze, you'll face the beautiful Zelda. Don't let her looks fool you; she has a bunch of powerful moves. She can also transform into a quicker Shiek. In her Zelda stage, attack her with a few powerful moves, being sure to use quick moves as well. When in her Shiek stage, use as many quick attacks as you can before finishing her off with a good Noggin' Floggin, or Double Tail Whip.

TIP: Hyrule Temple is a large stage; it'd be unwise to attempt an upward shot. At the bottom, she'd last forever, and even at the top of the stage, she'd have to be damaged around 120-130% to even go out of the screen. Attack her when she's at the side for an easy KO around 70%.

#### STAGE 4: BRINSTAR

TIME LIMIT: 4 MINUTES

OPPONENT: SAMUS

DESCRIPTION: Brinstar is a very small, and dark stage, with Samus waiting to wipe you out. Samus has a mixture of strong and weak moves. Most of her moves are very quick, and she has a variety of long-ranged moves. Use many close-ranged moves as possible, then finish off with a good charged Smash attack. Be careful; Samus is one of the better characters in the new remake of this game. Also, once you take her out, it aftermath won't be pleasant.

TIP: Break the stage apart when Samus is charging up on that spot, or when she's down. She'll either lose, or fall into the strange yellow liquid at the bottom. Even if she survives, she'll come back up, ready to be hit with a good finishing move.

#### STAGE 4-2: ESCAPE FROM BRINSTAR

TIME LIMIT: 40 SECONDS

OPPONENT: THE LAWS

DESCRIPTION: After defeating Samus, you'll enter a cut-scene, where it seems as though Brinstar is falling apart. You have to get out of there! You'll start out at the bottom of an upward course. Jump from platform to platform until you come across a sort of virtual platform. Jump onto a ledge, and you'll find another virtual platform. Jump onto there, then make your way up more platforms similar to the ones at the beginning, and you'll find a place that's more high-tech. Jump from neon-platform to neon-platform until you reach the very top. Get into the yellow area in the center to complete this stage.

TIP: Don't die. >\_>

#### STAGE 5: GREEN GREENS

TIME LIMIT: 4 MINUTES

OPPONENT: KIRBY

DESCRIPTION: You'll first enter a cutscene where Brinstar blows up. You'll then end up in happy old Green Greens! Before you celebrate, I must inform you that you are in a match with Kirby, a short pink ball. Fighting Kirby will be slightly different than you usually fight. Kirby is short, and therefore is unable to be hit by the higher moves. Use several ducking moves, then finish off with a good Double Tail Whip.

TIP: Don't waste your time attempting to blow Kirby up by hitting a bomb block. Trust me; 90% of the time, it's not Kirby who explodes.

#### STAGE 5-2: GREEN GREENS

TIME LIMIT: 4 MINUTES

OPPONENT: 15 KIRBYS (W/ABILITIES)

DESCRIPTION: Alright, 15 Kirbys. They should be like the 15 Yoshis you faced before, right? WRONG! These Kirbys each have other character's abilities! Dodge their extra abilities, with are usually long-ranged or powerfully close-ranged, then hit them with good strong attacks to finish them off. If surrounded, use a Double Tail Whip to clear them. They're probably as weak as the Tiny Donkey Kongs you faced earlier, if not easier, so they shouldn't be too hard to get out of your way.

TIP: Look at which hat Kirby is wearing. Use slightly different tactics based on the ability the Kirby has.

#### STAGE 5-3: GREEN GREENS

TIME LIMIT: 4 MINUTES

OPPONENT: GIANT KIRBY

DESCRIPTION: You only play this stage if you defeat the 15 Kirbys within 30 seconds or less. You now face a Giant Kirby! Though he can suck you up for you Egg Laying ability, he should be as easy as the Giant DK you've faced

before. Use the Flutter Kick to rack up some damage, and finish off with a good Smash attack. Kirby's almost as good of a jumper as you are, so jump as best to your ability as possible. Even so, Kirby's light, even lighter than the large Donkey Kong, so be sure to take it out quickly for some really good points. It shouldn't be too hard.

TIP: Giant Kirby flies easier than most other characters. Use this to your advantage.

#### STAGE 6: CORNERIA

TIME: 4 MINUTES

OPPONENT: FOX

DESCRIPTION: welcome to Corneria, where Fox awaits your arrival. Fox is a fox, if that wasn't obvious enough already, and like foxes, is extremely fast don't waste your time using too many Smash attacks. Use you quickest moves possible, and use your long-ranged moves. When he's low enough, use a Smash Attack when he's down, or hit him with a good Yoshi Bomb to finish the job. Corneria is a decently-large stage. Defeating opponents could get extremely difficult. However, there is very little room on the sides, so a good grab or Smash attack could send them flying in about 50-60% even. Take them out there!

TIP: Though quick, Fox's gear causes him to be quite heavy! When at either end of the stage, use Yoshi's Egg Lay to throw him off the stage. If he hasn't lost already, charge a Smash attack to finish him off.

#### STAGE 6-2: CORNERIA

TIME LIMIT: 4 MINUTES

OPPONENT: FOX (OR FALCO) AND 3 ARWINGS

DESCRIPTION: You will see a cutscene where the StarFox team is communicating with each other in their Arwings. They will come to your opponent's aid! You opponent with now either be Fos or Falco. You can only fight Falco if you've unlocked him, but even that doesn't guarantee you'll fight him. It's basically the same match as last time, except Arwings are shooting at the Corneria. Finish your opponent off the same as last time, or let the Arwings take him out. If fighting Falco, the only difference is he's a higher jumper, and his gun can stun you. Like I said before; the sides are a good place to take your opponent out. Use your skills to the advantage. Just get them out quickly, and move on to the next round.

TIP: Avoid the Arwings. They can deliver a lot of damage to you if you are hit.

#### STAGE 7: POKEMON STADIUM

TIME: 4 MINUTES

OPPONENT: 15 PIKACHU/PICHU/JIGGLYPUFF/MEWTWO (IN ANY COMBINATION)

DESCRIPTION: These Pokemon are ready to take you out! However, they're easier to take out than most other opponents. You can either take them out with one good hit, or you could drive them completely insane by jumping around with Yoshi's good jumping ability, then take them out one by one with the aid of Poke Balls. Most of the Pokemon are strong, such as the Legendary Birds, Raikou, Entei, Suicune, and even Scizor, Snorlax, and and the 3 Kanto Starters. Using them will ease your victory, so you can put them to good use, though you can pretty much take them out without them. Still, it's fun to see the beat like that.

TIP: The Pokemon can easily defeat your opponents. Use them to your advantage.

#### STAGE 8: F-ZERO GRAND PRIX

TIME LIMIT: 4 MINUTES

OPPONENT: F-ZERO CARS

DESCRIPTION: Whoah, you've just appeared in the middle of a race-track! You'd better get out of there! Travel across the stage from the start to

the finish. When cars are coming, you'll see a red exclamation point, with a warning sound. Get onto platforms when you hear this. Dash across the stage until you find the road is split 90 degrees. This would be a great place to stay until the cars pass. Continue running and jumping onto the pink platforms until you find the road ends. There will be a black platform with an arrow, telling you to keep moving. Jump onto it, and continue until you make it to 2 gaps. Make it past there by using Yoshi's high-jumping abilities. The road will begin again at the top. Continue down the road, getting onto those pink platforms if necessary, until you find the red and green finish line to complete the stage.

TIP: Yoshi's Egg Roll is quicker than his dash. Egg Roll across the stage for a faster time.

#### STAGE 8-2: MUTE CITY

TIME LIMIT: 4 MINUTES

OPPONENT: CAPTAIN FALCON

DESCRIPTION: Now that you've successfully completed that dern race, you may now fight Captain Falcon, one of the best racers in Mute city! Captain Falcon is both equally fast and strong. Begin the match by dodging him a few times, as he often uses moves that activate on contact at the beginning. If you successfully dodge these moves, however, he will be temporarily paralyzed. Use this time to charge up a smash move, or just hit him around a few times. Mute City's platform will fall a few times, allowing cars to hit you. When this happens, use your jumping ability to get away from them as much as possible, and Captain Falcon takes on damage due to his heavier weight. When he's around 80-90%, you should be able to use a Noggin Floggin on him, and if he doesn't die instantly, he probably won't be able to jump back onto the platform.

TIP: Captain Falcon isn't one of the best jumpers. Knocking him off the cliff, or dodging him at just the right moment should end the match fairly quick.

#### STAGE 9: ONETT

TIME LIMIT: 4 MINUTES

OPPONENT: 3 NESSES

DESCRIPTION: Finally, a stage that doesn't have anywhere to fall! It seems as if it were some average neighborhood, but it's really a stage, and home to Ness! It also looks like he brought some company; two more! Ness has a combination of fast and slow moves, and though he's fairly slow, he has a wide variety of long-ranged moves to make up for that. If you're not careful, together they could rack up 50% damage on you before you even get a chance to touch them! Knocking them off the stage is no longer available, so you'll either have to try to get some good damage on them, and hit them with a charged Smash, or try and be lucky, and send them off the sides, as you still can do that. There are also cars at the bottom, and you are warned when they're coming when you see the same signs as in F-Zero Grand Prix (see Stage 8). They work the same as the cars in that stage as well, so if you're lucky, they may send a Ness or 2 (possibly 3) off the side.

TIP: Try taking them out one at a time. Going for all 3 at the same time will only result in them staying alive for a longer time, and giving you more damage than if one were gone.

#### STAGE 10: ICICLE MOUNTAIN

TIME LIMIT: 4 MINUTES

OPPONENT: TOPIS, POLAR BEARS, AND 2 ICE CLIMBERS

DESCRIPTION: Icicle Mountain is, obviously, a mountain. With snow. Ok, moving on! It's recommended that you keep going upwards, because the stage is moving in that direction. Along the way, you can wipe out Topis and Polar Bears to raise your score. The stage may be moving slowly at the beginning, but after awhile, it begins to speed up. Don't stay at the bottom



too long; you'll go out of the screen, and lose a life! Once things begin to calm down, you'll find your opponents, 2 groups of Ice Climbers, waiting for you at the top. Technically, you're up against four opponents. Using the Double Tail Whip on this stage is excellent, as your opponents will fly left and right, possibly sending them off the stage, or causing them to ricochet right back at you, making them vulnerable for another good attack. Finish them off with a good smash attack, either a Noggin Floggin for a Double Tail Whip, and move on to the next stage.

TIP: Kill the Popo! If you knock Popo off the stage when Nana's still on, they'll both lose. If you kill Nana first, you'll still have to fight Popo, so it's best if Popo goes first.

#### STAGE 11: BATTLEFIELD

TIME LIMIT: 4 MINUTES

OPPONENT: 15 WIRE FRAMES

DESCRIPTION: The battlefield looks like a lot of trouble, and it is. 15 Wire Frames are ready to battle you. However, they're not too difficult to defeat. Just like the Yoshis, Kirbys, and Pokemon, they're easily wiped out with one good attack. Just beat them up as you did the 3 previous times, and you'll be able to move on to the next round. Also, the gravity is slightly different than the other stages. You stay in the air longer than you do in the other stages. Use this to your advantage. The Flutter Kick can be used more here, and for a longer period of time. Though you don't really need the Flutter Kick, it'd be really nice to see how much Yoshi can do here. TIP: Use the grab move often in this stage. When you throw them successfully, they may sometimes hit another Wire Frame, causing multiple Frames to lose with just one quick move.

#### STAGE 11-2: BATTLEFIELD

TIME LIMIT: 4 MINUTES

OPPONENT: METAL MARIO AND METAL LUIGI (IF LUIGI IS UNLOCKED)

DESCRIPTION: Just when you thought you'd move on, one/two strange figures are seen falling from the sky. They're Metal Mario, and Metal Luigi (or just Metal Mario, if you haven't unlocked Luigi yet). They're basically the same character, except have an unlimited Metal Box item, causing them to be harder to KO. Use the Flutter Kick to deal quick and massive damage to each of the Metal Mario Brothers, then put an end to them by using a super-charged Noggin Floggin to send them off the stage. Don't worry if it takes you awhile; to get them even relatively close to being KO'd, you may have to damage them 150%. Once again, the gravity is very low here. You can use this to your advantage. The Flutter Kick would last longer here, since you are suspended in the air more. As long as you rack up damage without getting hit much yourself, you should be ok.

TIP: Use the grab move to send them off the stage. When they attempt to get back on, hit them with a Noggin Floggin to prevent them from getting onto the stage again. This provides for a quicker kill. You may also use Egg Lay to send them to an almost-100% likely doom.

#### STAGE 12: FINAL DESTINATION

TIME LIMIT: 4 MINUTES

OPPONENT: BOWSER

DESCRIPTION: Your final match awaits you at Final Destination, where Bowser is pumped, and ready to take you out. Bowser is an extremely powerful character, who has almost no quick attacks at all. However, one good hit sends you off the stage, so be careful! Use the Flutter Kick to deal good damage to him, then use the Yoshi Bomb to send him into the air. Even if that doesn't kill him, he'll fall back down, vulnerable for a good Noggin Floggin. Once he's out of the way, sit back, watch the credits, unlock characters, get your trophies, and have a nice rest of the day! You finally get to rest...or do you?

TIP: Even in the Very Easy difficulty, Bowser isn't Very Easy. It'd be best if you took him out about as fast as the Master Hand in the Classic Mode. I'd estimate he was at least a Level 5 in the Melee Mode. Therefore, do your best, unless, that is, you don't want to.

#### STAGE 12-2: FINAL DESTINATION

TIME LIMIT: 4 MINUTES

OPPONENT: GIGA BOWSER

DESCRIPTION: To fight Giga Bowser, you must have the difficulty at Normal, with any stock you want. You have to beat the other 11 stages in 18 minutes or less without using a continue, you beat Bowser in less than one minute. When you defeat Bowser, his trophy will fly from the depths, and will transform into a meaner, greener, Giga Bowser! His attacks are a lot stronger than Bowser's, and he is a lot larger as well. The Flutter Kick would be extremely useful against him, as will the Yoshi Bomb and the Egg Throw. When he's 100% or more damaged, use a Noggin Floggin repeatedly to finish him off for good. After you defeat him, THEN you can enjoy the credits, get your characters, get your trophies, and have a good rest of the day.

TIP: This time, you really should watch out of Giga Bowser's attacks. Even a weak one could send you off the edge. Repeatedly use the Flutter Kick and Yoshi Bomb to deal damage and prevent him from attacking you until you get enough damage on him to KO him. Once you complete this stage, you get the Giga Bowser trophy!

Congrats! You beat the Adventure Mode! Now try the next level-up, or play another game if that's the last thing you had to do. Pff...naw, you'd play again.

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#### 10. ALL-STAR MODE

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Last, but not least, we have the All-Star Mode, which must be unlocked before you are able to play this mode. It's slightly different than the previous modes, so be sure to read this one more carefully.

If you don't have time, here's a brief overview.

- STAGE 1: 1 vs 1 Match
- STAGE 2: Safe Zone
- STAGE 3: 1 vs 1 Match
- STAGE 4: Safe Zone
- STAGE 5: 1 vs 1 Match
- STAGE 6: Safe Zone
- STAGE 7: 1 vs 1 Match
- STAGE 8: Safe Zone
- STAGE 9: 1 vs 2 Match
- STAGE 10: Safe Zone
- STAGE 11: 1 vs 2 Match
- STAGE 12: Safe Zone
- STAGE 13: 1 vs 2 Match
- STAGE 14: Safe Zone
- STAGE 15: 1 vs 2 Match
- STAGE 16: Safe Zone
- STAGE 17: 1 vs 3 Match
- STAGE 18: Safe Zone
- STAGE 19: 1 vs 3 Match

STAGE 20: Safe Zone  
STAGE 21: 1 vs 3 Match  
STAGE 22: Safe Zone  
STAGE 23: 1 vs 3 Match  
STAGE 24: Safe Zone  
STAGE 25: Flat Zone

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STAGES 1, 3, 5, AND 7: 1 VS 1 MATCH

TIME: UNLIMITED

OPPONENT: RANDOM

DESCRIPTION: Yep, no introduction. Kind of a weird way to start, huh? Anyways, you're versing one opponent. The opponent is completely random, so just do your best, and KO your opponent as quick as possible. You have more matches after this one, and your health doesn't recover. You do have items later, but you're limited, so it's best if you play safe.

TIP: Be sure you know the best strategies for defeating each character. If you don't, you may have trouble in this mode. Clones of other characters basically use the same techniques, so be ready.

STAGES 9, 11, 13, AND 15: 1 VS 2 MATCH

TIME: UNLIMITED

OPPONENT: 2 RANDOM

DESCRIPTION: It's basically the same as the 1 vs 1 match, except there is 2 opponents now. Use all the skills you know to take them both out. This is slightly more difficult than a 1 vs 1 match, but you should be able to handle it. Since there are 2 opponents, the Double Tail Whip could be quite useful during this series of charades. Take one out first; having two opponents slashing at you is a lot harder than getting rid of one, and having one left over. Simply go for one opponent more than the other, and take it out, so all you have to worry about is one lonely foe.

TIP: Be sure you know the best strategies for defeating each character. If you don't, you may have trouble in this mode. Clones of other characters basically use the same techniques, so be ready.

STAGES 17, 19, 21, AND 23: 1 VS 3 MATCH

TIME: UNLIMITED

OPPONENT: 3 RANDOM

DESCRIPTION: Just when you thought 2 computers was hard, try out 3! This could get kind of difficult, because you're now trying to keep track of 3 opponents. This is especially brutal on the Very Hard level. Be sure you get in the quickest punches possible, and try to avoid them using Yoshi's good jumping. Double Tail Whip would work best here to avoid getting hit the most. Do try to take one opponent out before the others; like I said before, having one opponent remaining is a lot easier than having two or three hitting you at the same time. You'd hardly find any time to attack. Just get rid of them one by one, and get ready for your final match.

TIP: Be sure you know the best strategies for defeating each character. If you don't, you may have trouble in this mode. Clones of other characters basically use the same techniques, so be ready.

STAGES 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, AND 24: SAFE ZONE

TIME: UNLIMITED

OPPONENT: NONE

DESCRIPTION: Finally, a place where you can just mess around! But, seriously, this place is your only Safety Zone. When you appear, there are sometimes trophies in the far left of the Safety Zone. There are 3 Heart Containers here, because your health doesn't recover. Use these when needed

most. In the background, you'll see the characters you're fighting next, as well as who you've defeated. On top of all of this, You can really mess around here, though. Kick nothing, practice your attacks, run endlessly on both sides without losing lives, and when your finally ready, attempt to pose in the worm hole, and get ready for your next match.

TIP: Try to save as many Heart Containers as possible for the final stage. If you use them up too early, you'll be in a lot of trouble. Budget them; use them only when you're hurt over 100%.

STAGE 25: FLAT ZONE

TIME: UNLIMITED

OPPONENT: 20 MR GAME AND WATCH

DESCRIPTION: This is the final stage. 4 opponents? NO! Multiply that by 5, and you're correct. Mr. Game and Watch is a character that has extremely quick, yet powerful moves. His A button move really gets you annoyed, as he hits you continuously. Plus, there are 20 of them. Do your best to beat them in this digital world, and you will be over with All-Star Mode.

TIP: This stage is extremely small. Hit the Mr. Game and Watch with a charged Smash attack to send them flying off the screen. You could also wait for the digital tools falling from the sky to do their work.

That's basically the All-Star Mode. When you beat it, have fun watching the rest of the credits and whatnot. Be proud; you beat all 3 modes! Now, try them the next level up.

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11. YOSHI'S EVENT MATCHES

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Some Event Matches require you to use Yoshi, or have Yoshi in it. Those events will be shown here, as Yoshi's main events are sometimes rather tricky. Event 50 is included for those who aren't used to the high levels of difficulty in this game, and require Yoshi's special and unique move to defeat it.

EVENT 4: DINO-WRANGLING

YOU: 3 LIVES

OPPONENT: YOSHI

DESCRIPTION: Look out, there's a HUGE Yoshi ready to take down little you! Don't worry; he really isn't that hard. He a large guy, so use the Flutter Kick to give him good damage, then finish him off with a super-charged Noggin Floggin, and send him into the cardboard water below!

TIP: There are ways of getting him easily. My fastest time is .52 seconds. You just have to find out how.

EVENT 10: ALL-STAR MATCH 1

YOU: 2 LIVES

OPPONENT: MARIO, DONKEY KONG, YOSHI, PEACH, AND BOWSER

DESCRIPTION: Alright, this match is packed with all of Nintendo's super stars! Each of them have different strengths and weaknesses, so really show them what you've got. Each of the stages are different as well, and you only have 2 lives, so use them wisely.

TIP: Be sure you know the best strategies for defeating each character. If you don't, you may have trouble.

EVENT 13: YOSHI'S EGG

YOU: 1 LIFE

OPPONENT: DONKEY KONG, PIKACHU, AND FOX

DESCRIPTION: You are required to use Yoshi in this match. DK, Pikachu, and Fox are attacking you, and there's a Yoshi Egg with you. Your goal is to protect it, and keep it from breaking for a full minute. Jump away from your opponents as much as possible, then hit them with a Yoshi Bomb to keep them from ever getting to you. It may sound hard, and it may take a few tries, but after awhile, you'll get it.

TIP: When you have the Yoshi Egg in your hand, DO NOT attempt to attack with the A button. You'll throw the egg, causing it to take some damage. You really don't want that to happen in this stage. I let it break when there was 2 seconds on the clock left. Trust me; it doesn't feel good.

#### EVENT 24: THE YOSHI HERD

YOU: 1 LIFE

COMPUTER: 29 YOSHIS AND 1 GIANT YOSHI

DESCRIPTION: If you thought defeating Event 4 with 3 lives was difficult, try this; a Giant Yoshi and 30 other Yoshis with one life! They all know the exact same techniques as you do, so this one may be a little tougher. Yoshi is a well-balanced character, who is quick, yet fairly weak. Use your jumps to catch up with theirs, then use a good Yoshi Bomb to take them out. When the Giant Yoshi comes, if what you did in Dino-Wrangling worked for you, use it here. You only have 2 minutes to defeat them all, so be sure to budget your time.

TIP: Don't try any moves in the center. If you accidentally do the wrong move, you break the blocks and fall though, and there's no guarantee that you'll get back up, even with Yoshi's high-jumping ability.

#### EVENT 50: FINAL DESTINATION MATCH

YOU: 1 LIFE

OPPONENT: MASTER HAND AND CRAZY HAND

DESCRIPTION: Alright, you met Master Hand. Now meet his friend, Crazy Hand! Crazy Hand is basically a Master Hand, except he's the left hand. He has a bunch of unique moves that the Master Hand doesn't possess, so be careful! Together, they can also complete a series of painful combinations, so be sure that you're ready for a hard Event. Each hand starts with 300 HP, so get going, and good luck. You'll need it!

TIP: Go for the Crazy Hand first. That gets the tougher one out of the way. Yoshi's Flutter Kick is exceptionally useful in this event as well.

That's about all I need to tell you about in Event Mode. Next up; Target Tests! Oh, joy!

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#### 12. YOSHI'S TARGET TEST

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This is just a short walkthrough on how to get the best time you can on Yoshi's Target Test. If you do this correctly, you should get at least a time of 10 seconds after several tries.

1  
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The first target is on a platform above you to the right. Jump there and you'll see it. Break your first target. It's not too hard to hit; a quick attack would do you well.

2  
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The second target is above you in a U-Shaped platform. Double jump, then

use Up+B (Egg Throw) and guide the egg so that when it explodes, it is near or on the target. It will pop, and if done correctly, the target will break as well.

3

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The third target should be on your upper right if you fall back onto your original platform. Jump, and hit it with an aerial attack. Many people jump and press A, or just use a Noggin Dunk. An aerial attack should be fine.

4

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If you fall down past your original platform, you'll see the fourth target moving up and down on another platform. Attack it with good timing, or else you'll completely miss it, and lose valuable time.

5

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Drop to the left of the platform holding the fourth target. The fifth target should be near you inside the ditch on the ground. Hit it with a quick attack.

6

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If you look to the right, you will see the sixth target on the other side of the ditch you're in. Use the Egg Throw, and guide the egg so that it will explode on the target.

7

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The seventh target should be on the left side of the gap. Run up to it, and attack it with any quick attack desired. Usually, people use Yoshi's charge, but it's your choice.

8

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The eighth target is above you, in a Reverse-C Platform. Use the Egg Throw, or jump and attack it with an aerial attack to get it quick and efficiently.

9

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The ninth target is below you, on a moving platform. Don't worry about it right now, though; for quicker results, get the tenth target first.

10

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The tenth and final target is in a C-shaped crevice, which is not able to be gotten without getting onto the moving platform, jumping up, and attacking it. However, there is a quicker way to get it for the perfect time. Fall as soon as you get the eighth target. Now, use the Tail Wag as soon as you are next to the wall that is keeping you from the target. Yoshi's tail will go through the wall, and hit the Target behind it (pretty nifty, huh?). Then, if timed correctly, you will not need to use a second attack, and will fall straight down onto the ninth target, hitting it with the same Tail Wag you used for the tenth target. If you don't, then use a quick attack, such as the A button, to complete your Target Test.

Well, that's about the best help I can give you. Don't worry if you mess up 10 times in a row; this isn't an easy thing to do. My best record is 8.19

seconds; the record is about one second better than that, so even if you get 8 seconds flat, you should be pretty proud of yourself.

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### 13. YOSHI'S HOME-RUN CONTEST

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Yoshi's Home-Run Contest is fairly difficult to pull off with a long flying distance, but you get the hang of it after a LOT of practice.

There are 2 techniques used to get a longer distance than you usually do. Both of them require the Home-Run Bat item, found to the left of the platform. Though it's not required, I think it'd be nice to use it, as it gets you a further distance. To use it, simply press the A button and the Control Stick at the same time, and you'll hear the Home-Run Bat sound.

SSkeeto did an extremely good job explaining Home-Run techniques. Most of the techniques listed are the techniques he uses. Bat Moves are also made by SSkeeto. funkytoad has also listed some uses for Yoshi's Home-Run contest. At the end, I will tell you the techniques I'd most recommend, and possibly even a video.

#### BAT MOVES:

~~ Bat Drop Down+A ~~

Stand right next to the Sandbag. Jump. Wait until you are at the peak of your jump, then drop the bat. Immediately after you drop the bat, press Down and A (don't wait). The combo will do 45% damage max.

~~ Bat Drop Forward+A ~~

Stand right next to the Sandbag. Jump. Wait until you are at the peak of your jump, then drop the bat. Immediately after you drop the bat, press forward+A (don't wait at all). The combo will do 35% damage max.

It is best if you use the technique you feel would be best for you. Doing a level of difficulty too great could result in a lot of frustration. Now, SSkeeto's recommendations will be posted first, followed by funkytoad's, and finally mine. There will also be some other techniques listed, courtesy of SSkeeto, and finally at the end, some videos of some good Home-Run Contest players. Have fun!

SSKEETO

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#### BEGINNER

1. Grab the bat
  2. Small jump to the right and 1 aerial forward+A
  3. Small jump+down+A(jump into the Sandbag)
  4. Repeat 4 more times
  5. Tipper
- Bull's-eye: 2100+ feet (640+ m.)

#### EASY

1. Grab the bat
  2. Do a bat drop down+A combo(45%) or a down+A attack with a small jump(44%)
  3. Now do 5 bat drop forward+A combos(200%)
  4. Smash forward+A
- Bull's-eye: 3000+ feet (920+ m.)

#### EASY/MEDIUM

(Strategy created by SN 1989)

1. Grab the bat
  2. 6 single jump bat drop forward+As wit fastfalls (179-183%)
  3. Small jump down+A
  4. Tipper
- Bull's-eye: 3300+ feet (1000+ m.)

#### MEDIUM

(Strategy created by nookie4332)

1. Grab the bat, dash toward the Sandbag
  2. Jump and throw the bat up
  3. Land, small jump down+A
  4. Do 4 single jump bat drop forward+A combos
  5. 1 small jump down+A
  6. Tipper
- Bull's-eye: 3600+ feet (1100+ m.)

#### ADVANCED

1. Grab the bat, dash toward the Sandbag
  2. Jump and throw the bat up
  3. Land, small jump down+A
  4. Do 2 single jump bat drop forward+A combos
  5. 3 small jump down+As
  6. Tipper
- Bull's-eye: 4050+ feet (1240+ m.)

#### HARD

1. Grab the bat, small jump, and throw bat up
  2. Up+a right before landing, L-cancel
  3. small jump down+a
  4. 5 bat drop forward+As really quickly (catch/drop the bat after the 2nd bat drop when the 5 appears)
  5. Small jump down+a, grab the bat
  6. Tipper
- Bull's eye: 4750+ feet (1440+ m.)

#### INTENSE

(Strategy created by Mah)

1. Grab the bat, jump, throw the bat up, aerial up+A
  2. Bat drop down+A
  3. 5 Bat drop forward+As
  4. Small jump down+A
  5. Tipper
- Bull's-eye: 4950+ feet (1500+ m.)

#### INTENSE/EXPERT

(Strategy created by dai)

1. Grab the bat, jump, throw the bat up
  2. Aerial forward+A
  2. Bat drop down+A
  3. 5 Bat drop forward+As
  4. Small jump down+A
  5. Tipper (271-272%)
- Bull's-eye: 5100+ feet (1560+ m.)

#### EXPERT <WR>

(Strategy created by Phil K)

1. Grab the bat and dash towards Sandbag, bat drop forward+A



2. Jump, catch and throw the bat up, fastfall down to an aerial up+A
  3. After landing jump and down an aerial down+A
  5. 4 Bat drop forward+As
  6. Small jump down+A holding left so you land in tipper postion
  7. Tipper (281-284%)
- Bull's-eye: 5400+ feet (1650+ m.)

#### SSkeeto's No-Bat Drop Strategies

##### Expert

(Strategy created by House of Anchors)

1. Grab the bat.
2. Jump, throw the bat up and then Forward+A the bag before landing.
3. L-Cancel and small jump Down+A with L-Cancel.
4. Throw the bat up, land, then small jump Down+A; L-Cancel that again.
5. Repeat step 4.
6. Small jump Down+A, L-Cancel, then grab bat and hit a tipper.

Bull's-eye: 3950+ feet (1200+ m.)

##### funkytoad

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Easy-Grab the bat, and hit the bag with a forward+a for 12%. Now, jump at it with a tiny jump, done by very slightly tapping the X or Y button. Do your Down+A attack in the air. Now, do 4 more of these down+a attacks in the air, with tiny jumps, and then smash it. The bag should be over 180% after you hit it. This will send it at least 2150, if not much more.

Hard-This strategy was given to me by my friend Scott Rogoff (SRC6488@aol.com). This will require quite a bit of patience, and skill to do. Grab the bat, and quickly do a tiny jump and do the down+a in air. When you hit the ground, press L, to do an L recover. This lets you get up a tiny bit faster, and will allow you to do \_6\_ down+a attacks in air total. This will send it at least 2800 feet, and possibly over 3000. I have never been able to manage it :(

Another Yoshi strategy that I've stumbled upon (and broken 3000 with) is as follows:Grab the bat, and jump backwards, above the bag. When you're above it, press Z to let go of the bat. Now do a forward+A attack in mid-air, to spike the bag down. Now grab the bat and then do a tiny jump, then do a down+A attack in mid-air as quickly as you possibly can. Do 4 more of the tinyjump+down+A attack things, then smash the bag with the bat. Depending on how much damage you want before the hit, you'll probably have to do 2 or 3 L-Cancels. I hit the bag with 207% (227% after the hit).

##### SpikeDragon

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##### EASY

- Grab the Bat
  - Hit the bag with the bat (Forward+A), until it's just at the edge (about 12%)
  - Use the Flutter Kick continuously
  - Use 5 of the Flutter Kicks, and the Sandbag should be 180-200%
  - Hit the bag with the Home-Run Bat
- ESTIMATED DISTANCE: 2000-2500 ft

##### MEDIUM

- Grab the Bat
- Throw the Bat into the air
- Use Flutter Kick 5 times (6 if possible)
- If bat hit Sandbag more than once, the Sandbag should be 200-230%

-Hit the bag with the Home-Run Bat  
ESTIMATED DISTANCE: 3500-3750 ft

#### HARD

-Grab the Bat  
-Throw the Bat into the air  
-Use the Dino Flip before you land  
-Use a few Flutter Kicks  
-Catch the bat, and drop it over the Bag, grabbing it, etc  
-Use a few Flutter Kicks if time  
-Grab the Bat upon landing  
-Hit the bag with the Home-Run Bat  
ESTIMATED DISTANCE: 4500-5000 ft

#### VERY HARD

-Grab the Bat  
-Throw the Bat into the air  
-Use the Dino Flip before you land  
-Use a few Flutter Kicks  
-Catch the bat, and drop it over the Bag, grabbing it, etc  
-Use the Noggin Dunk several times.  
-Hit the bag with the Home-Run Bat. It should be around 250%.  
ESTIMATED DISTANCE: 4750-5250 ft

#### Recommended:

SSkeeto: Intense  
funkytoad: Hard  
SpikeDragon: Hard

Remember; not everyone uses the same techniques. If you have a technique you use yourself, I'd be more than glad to hear them. Send them to me via e-mail, and I can see how you do it! Scores included would also be interesting, as I can compare your scores with other scores as well.

Here are some videos of some Yoshi Home-Run Contest madness. If some links no longer work, notify me.

<https://www.youtube.com/watch?v=fp6G-BcwhYc>  
<https://www.youtube.com/watch?v=Ssm1pGlx6UU>  
<https://www.youtube.com/watch?v=U6IUdDeIntE>  
<https://www.youtube.com/watch?v=4vcobP6KJz8>  
<https://www.youtube.com/watch?v=47nNS-wP7DU>  
<https://www.youtube.com/watch?v=fzPeKHAs048>

Alright, off to the next section!

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#### 14. YOSHI'S MULTI-MAN MELEE

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Yoshi's Multi-Man Melee. He's not one of those characters where you can defeat it easily. However, if you are a whiz at this kind of stuff, then I'd recommend you use your skills here. I will list 4 ways of completing this, as I will explain the easiest way to defeat the computers, which involves button mashing, then I will list the more complex ones, which are medium, hard, and the method used by the World Record Holder.

#### EASY

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My brother has tried this several times, and he believes that it is by far the simplest way to defeat them. At the start of the round, you simply use the Egg Roll back and forth along the bottom platform. When the Wire Frame count becomes 75, use the Double-Tail Whip continuously in the center. When the count becomes 51, then you must jump with Yoshi's good second jump, then come down with a Yoshi Bomb when the Wire Frames are clumped together. Though I am not used to this type of method, I would highly recommend this for anybody who isn't experienced with this game just yet, but just wants to defeat the Multi-Man Melee to unlock a new character, Falco.

My Best Time: 4:26:56

#### MEDIUM

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This method is best used by people who are able to defeat at least one Level 9 by themselves. This method is a lot more complicated than the Easy method, but is a lot easier compared to the Hard Method. At the beginning of the 100-Man Melee, use the Tail Sweep to get rid of the Wire Frame that appears at the bottom. After that, try using the Dino Flip on the enemies who continue to come down. It is quicker than using the Egg Roll and Yoshi Bomb technique, but you get battered around a lot. If you make it out with under 150%, then you're lucky, I personally never use this method because I'm not good with the Dino Flip. However, if you feel you can do it, go ahead.

My Best Time: 3:40:69

#### HARD

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This method is probably used by those really pro players. I personally enjoy using this method the most, as I feel it runs smoothly, but you get to decide which method you feel like using. You start off the 100-Man Melee by using the Egg Throw to hit the character on the top left just as it's coming down. For the Wire Frame who appears right next to you, use the Tail Snap to send him upwards and off the top of the screen. Repeat this method until the 3rd, 4th, and 5th Wire Frames begin to enter. Use the Egg Throw continuously on the characters who appear on the top left corner, and the mid-right section of the screens, while using the Tail Snap on the character at the bottom. When the other 2 Wire Frames finally jump down to your level, use the Double-Tail Whip, or another quick and efficient move to take them out. Repeat this until you get to the final Wire Frame, when you jump up onto the top mid-platform, and await for it to appear. When it does, finish it off with a good Yoshi Bomb. This is a lot more complex than the first 2 methods, but if you really want to try, don't expect it to come easy. You might wait around 50 tries before you successfully nail it, and that's only your first time. Keep practicing!

My Best Time: 2:57:81

#### WORLD RECORD

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Alright, I have used this method, and I did receive a way better score than I did before, but this is EXTREMELY hard to pull off. I tried 206 times (yes I kept count), before I got even within half a minute with the World Record score. I'd recommend you not try this method, but I will post it here for you to practice, or try once, maybe twice. Ok, you start out the match by using the same method you used in the Hard level, using the Egg Throw on the enemy that appears in the top left, and using the Tail Snap on the character

that appears right next to you. It seems as easy as the hard level, but when it comes to the 3rd, 4th, and 5th Wire Frames, that's when it gets REALLY complicated. When the 3rd Wire Frame begins to enter the Match, you must first strike the new one with a good Egg Throw, then use the tail snap on the Frame that appears next to you, and finally another Egg Throw on the Upper-Left Frame. When the 4th one appears on the screen, you go completely out of the pattern you were using before. You go insanely whacko, using a combination of Tail Sweeps, Dino Flips, and Egg Throws. Tail Wags and Yoshi Bombs can also be used in this method, but I am not really good with using those. You may be, though. Anyways, when it gets to the 75 Wire Frame mark, use the same method you were using at the beginning, as it is similar to the way you started out. However, it will begin to get strange again, and you will eventually have to add a few Yoshi Bombs to it. You will have to use a Tail Sweep every once and awhile, but I mess up on that several times, so I just forget that part, causing me to get a worse time. You probably should not forget it if you want to go for the world record. I don't. >\_< But, moving on, you continue the same method you did in the first 25 until you get into the 51 stage. At this point, you begin to get crazy, using a series of Tail Sweeps, Egg Throws, Yoshi Bombs, and Tail Snaps. On the very last Wire Frame, jump onto the middle platform, and use a good Yoshi Bomb to finish the job. Personally, I don't like this method, but it does give you a better time.

My Best Time: 2:12:10

Out of your curiosity, here's a WAY better player, and his time.

Time: 1:50:33

Link: <https://www.youtube.com/watch?v=KqNtSNCP6FY>

Well, that's about all I have to say about the 100-Man Melee. If you really think you're good, try the Cruel Melee!

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15. YOSHI'S SOUND TEST

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Yoshi's songs have been fairly updated in this game. I really liked the music in this game, but it all depends on the person's taste. The music will just be slightly explained, with the Stage Description included (from Section 7, just so you don't have to scroll back) then will be given a link.

#### YOSHI'S ISLAND

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Stage: Yoshi's Island

Brief Description: This music is sort of quick-paced. It really has a catchy tune, and it's mainly played with a sort of string instrument. It really keeps you in the mood of the game.

Description (Stage): "Yoshi's Island is where you'd wanna be! There are several neat little extras and bonuses added to this stage. In the center of the field, for example, there are 3 yellow blocks. If they are hit by any move or any item, they will flip out of control, and anyone who falls into the pit is pretty much a goner. There are also 3 blocks to the left and right of these blocks, which can be used as platforms to dodge a move or come down with a powerful attack. To the right of this stage is a huge hill, which is a good place to get easy knockouts. Since there are no places other than 2 spots in here to fall off the stage, use the hill as a slight booster to get slightly battered opponents up into the sky. You can also

continuously shove them with moves to the right until they eventually are KO'ed because they got too close to the edge. To the left of the field, there is the other place to knock them into a pit, which is a pipe hill. The pipe hill goes steadily upward, then ends up on another pipe, which is jutting straight out of the ground. Hit one of the more damaged opponents off these pipes, and they'll pretty much be goners."

Estimated Time: N/A

Website: <http://vgmusic.com/music/console/nintendo/gamecube/index-classic.html>

#### YOSHI'S ISLAND 64

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Stage: Yoshi's Island (Past Stage)

Brief Description: This music is, unlike the SSBM Yoshi's Island, more easy going. It's played with a woodwind instrument. Good for those calm players, who really like to chill.

Description (Stage): "Other than the horrible unlocking part, this stage is great. There are clouds, 3 to be exact, scattered to the left and right of the stage. If blown to one of the sides due to heavy damage, you can land on these clouds, regain you footing, and spring back onto the stage.

However, the clouds only last for a limited time. If you stand on it for too long, the cloud will disappear from right under your feet, sending you into an almost guarenteed Self-Destruct. There are also 3 platforms on the stage, where you can use them for helpful moves or escape from enemies.

The stage's overall appearance is amazing. In the center of the stage is a smiling heart, surrounded by vines with fruits, and it sways from side to side as the match progresses. The ground appears to be a book, which is opened halfway, just to be fair to the participants in the game. The background of the stage is several blended warm colors, which make you feel cozy and happy as you continue to beat your opponents until they are knocked out. This is my personal favorite stage, but you may find it a bit different than what I think. Try it out!"

Estimated Time: N/A

Website: <http://vgmusic.com/music/console/nintendo/gamecube/index-classic.html>

#### YOSHI'S STORY

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Stage: Yoshi's Story

Brief Description: This music is also simple, and easy-going, and is good for well-balanced players. It's personally my favorite music, so I hope you enjoy it as well.

Description (Stage): "Over here, Yoshi's wonderful stories and adventures can surely come true for all of us! Several little helpful items and platforms are ready to help any player who is in the game...and needs it! If you're about to fall off the edge, there is a slight change that you will land on what appears to be a Lakitu Cloud, shifting from one side of the stage to the other. If you run out of jumps, this cloud may be on the side you're falling on, and if even luckier, you will fall onto the cloud, saving you a loss of one life, or one point. There is also the possibility of Shy Guys flying across the stage, carrying pieces of food. If you hit them enough, they will drop these pieces of food, which can be eaten to heal 1-7% of your damage each. The helpful doo-dads aren't the only thing that is magnificent about this peaceful stage. There are 3 floating platforms that can be used by the players in the game, and the background also looks like it came out of a story book. The background looks 2-dimensional, and the water looks as if it were pieces of cardboard cut out of a box, or pieces of paper cut out with scissors. Although this stage seems like it's for kids, the brightness of it makes it a fun place to be. Plus, this stage is small, so it's like it really is for toddlers! Have a fun time knocking away enemies who have nowhere else to go!"

Estimated Time: N/A

Website: None found (links appreciated)

### YOSHI'S VICTORY MUSIC

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Stage: None

Brief Description: It's really short, and comes after Yoshi successfully wins a match. It's played by string instruments, and is really nice to hear after a hard-won game. I don't believe it changed since the first Super Smash Brothers, so if you really liked the finish from the previous game in the series, this should be music to your ears.

Description (Stage): None

Website: None found (links appreciated)

That's about all of Yoshi's music in SSBM. If I missed some, please tell me, and send me a link.

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16. YOSHI'S TROPHIES /  
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All trophies in which Yoshi is in are going to be found here. This section will give you the basics of the trophies (description, how to obtain, etc.)

### MARIO AND YOSHI

First Game: Super Mario World

Game Date: 9/91

Description: "Yoshi was first introduced in Super Mario World, and the sight of Mario riding the helpful character soon became an enduring image. Despite his Cape, Mario can't fly while astride Yoshi. The pair can make huge jumps and drift slowly back to earth, though. As a last resort, Mario could leap off Yoshi's back to safety."

How to obtain: Unobtainable in North America

Picture: <http://img70.imageshack.us/img70/6143/yoshitrophyv1.jpg>

### YOSHI

First Game: Super Mario World

Game Date: 8/91

Description: "Yoshis are gentle, fleet-of-foot dinosaurs that make their home on idyllic Yoshi's Island. They come in a variety of colors and have evolved an interesting trait to help increase their numbers: they can transform anything they swallow into an egg. With adhesive tongues and bottomless bellies, Yoshis have been known to eat anything."

How to obtain: Defeat Classic Mode

Picture: <http://img373.imageshack.us/img373/7819/yoshitrophy3yg7.jpg>

### YOSHI (B - Egg Lay, Smash+B - Egg Roll)

First Game: Super Mario World

Game Date: 8/91

Description: "To make up for his lack of powerful airborne attacks, Yoshi has a miraculous jumping ability and is resistant to damage while in the air. Yoshi can also swallow a foe and transform him

or her into an egg: try doing this close to an edge! The speed and power of the Egg Roll increases if you hold down the B Button, but it'll be tougher to control."

How to obtain: Defeat Adventure Mode

Picture: <http://img209.imageshack.us/img209/7061/yoshitrophy4bn2.jpg>

YOSHI (Up+B - Egg Throw, Down+B - Yoshi Bomb)

First Game: Super Mario World

Game Date: 8/91

Description: "Yoshi has no third jump, so the timing of his second jump is of vital importance. The angle and distance of his Egg Throw can be altered by how you tilt the Control Stick and how long you press the B Button. When Yoshi lands after doing his Yoshi Bomb, stars appear on either side of him, making it hard for enemies to deliver counterattacks."

How to obtain: Defeat All-Star Mode

Picture: <http://img70.imageshack.us/img70/1041/yoshitrophy2nh3.jpg>

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17. CLOSING/CREDITS

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Well, this FAQ may be long, and may be in my own words, but I didn't do it all by myself. I couldn't have finished this FAQ without the help of several sites and individual people. I will read off sites and people who have really helped me, even if they just a little hint, suggestion, or pointer.

I'd like to thank Wikipedia for its articles on Super Smash Brothers Melee and Yoshi. I used those for little tips here and there, and I used the Yoshi article to make up most of the facts on Yoshi in section 4. Thank you Wikipedia!

Secondly, i'd like to give credit to the Super Smash Brothers: Melee Instruction Booklet, which came with the game itself. It told me a few of the names of the moves, and I just have to give credit to it, because the FAQ would be missing information without it.

I'd like to thank Shadow Dino. I used a tiny portion of his info on the moves list and I also used his most of his damage percentages on the move list, and therefore he deserves a bit of credit for it.

I'd like to thank the following individuals on GameFAQs for a few helpful games, hints, tips, or anything that made me going on this FAQ.

- Shadow Dino
- magic155
- SuperDoodleMan
- AlienBabalien
- SSkeeto
- funkytoad
- (Will add more as more hints and tips come in)

I'd like to thank CJayC and Sailor Bacon for keeping GameFAQs safe for everyone and also for accepting my FAQ. I hope this will help all people who are in need of help with Yoshi on this game.

I'd like to thank my mom for buying this game for me on my 9th birthday, which was 4 years ago! I'd still like to give her a very late "thank you" though, so here it is!

I'd like to thank you for reading my FAQ. After all, I didn't just do this for fun, you know! ^\_^^'

Anyways, thank you so much for reading my FAQ on Yoshi. May Yoshi rise above the rest, and may you continue your life.

Thank you again,  
SpikeDragon

P.S. - As I've told you already, I know Brawl's coming out. Don't ask why I started on a Yoshi FAQ. I finished half before finding out about Brawl, so I figured it would be best to finish. Hope Yoshi pleases you in Brawl! Hope he didn't get worse, or completely messed up.

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18. COPYRIGHT INFORMATION

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This FAQ has been posted ONLY on the following websites.

CheatHappens (<http://www.cheathappens.com>)  
GameFAQs (<http://www.gamefaqs.com>)  
NeoSeeker (<https://www.neoseeker.com>)  
Super Cheats (<http://www.supercheats.com>)

Any websites not posted here do not have this FAQ. If this FAQ is found on any other site not listed here, it should be reported immediately. Instances such as these are considered plaigrarism, and is therefore a violation of copyright. If these instances are found, please contact me immediately at GiantYoshi@cox.net, as that is the e-mail I use the most often.

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19. CONTACT INFO

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Contact information for contacting me. This section is to give you some options on how to contact me. These can be used for comments, suggestions, or simply just to chat. It can also be to report problems, such as incorrect information that must be fixed, links that no longer work, or even typos. Any person who's problems are reported, and I find to be the right correction will have their name in the Closing/Credits section. I will need a sort of username provided, however, to complete this task, otherwise, I can't put you on.

I'm also missing a little info, so if you know the answers to any of the missing info, please contact me.

No, I don't have AIM. I don't even know how to get it. If you know, e-mail me. I haven't really been using the computer often until I came to GameFAQs, so I'm totally confused about this.

If you'd like to contact me by e-mail...I have many. However, I will try



posting the e-mails I check most.

GiantYoshi@cox.net (Most checked)  
molten-dragon@hotmail.com

You can also contact me by sending me Private Messages on my ProBoards site.

<http://yoshiland.proboards36.com/>

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