

Super Smash Bros Melee Trophy Strategy Guide

by Sergeant_Slaughter

Updated to v2.2 on Dec 7, 2002

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Trophy Strategy Guide

By:
Sergeant_Slaughter

Version 2.2

Wednesday, November 27, 2002

i. INTRODUCTION

So you want to earn every trophy in Super Smash Bros. Melee? Well, let me tell you, it is no easy task. Through all my many gaming experiences, there is almost no task that is as challenging as this one. This is not because of the amount of trophies you must collect (there are tons, don't get me wrong!), rather it's because some of the trophies' requirements are a lot to ask of any gamer. This challenge is not for the weak of heart. If you do earn every trophy, there is no secret extra character, no new game modes, no new power-ups; this is for pride and pride only. If you do end up earning every trophy, you definitely earn my respect as an elite gamer, and so should everyone else upon this planet. Unfortunately, most will not be able to comprehend and appreciate the work you will have to go through to obtain every last one. This FAQ will help you earn the more difficult trophies out there, since some of the easier ones can be detailed upon in other guides such as IGN's totally free SSBM guide. (i.e. will not cover character trophies such as Mario, Link, etc.) So, without further ado, let's begin the trophy hunt.

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A. VERSION HISTORY

July 9, 2002 - v. 0.1 - Created title and wrote Introduction. Started preliminary work on Trophy list.

July 10, 2002 - v. 0.2 - Finished Trophy List. Added Table of Contents and Version History. Started preliminary work on the Bonus List.

July 12, 2002 - v. 1.0 - Release to public (IGN). Added General Trophy Strategies. Started work on Specific Trophy Strategies. Added Copyright Info.

July 13, 2002 - v. 1.1 - Added more to Specific Trophy Strategies (Finished Trophy 84).

July 14, 2002 - v. 1.2 - Added more to Specific Trophy Strategies.

July 15, 2002 - v. 1.3 - Finished Specific Trophy Strategies.

July 16, 2002 - v. 1.4 - Added two more trophies (Mario riding Yoshi and Samus w/o helmet) to the trophy list and added them to the specific trophy strategies. Other various additions and fixes.

July 17, 2002 - v. 1.5 - Finished the Bonus List. Started preliminary work on Bonus Help.

July 18, 2002 - v. 1.6 - Finished Bonus Help - and more importantly, finished everything I set out to do in this guide!

July 19, 2002 - v. 1.7 - Added the Special Messages section because I felt no other guide has covered this before.

July 21, 2002 - v. 1.8 - Added the Acknowledgements section. Various corrections and fixes. This should be the final version (until more information about the two new trophies or any other unknown trophies is revealed).

July 31, 2002 - v. 1.9 - Added the FAQs and Answers section. This section includes questions and answers that weren't mentioned elsewhere in this FAQ.

September 3, 2002 - v. 2.0 - Various updates. Added info about the two secret trophies.

September 27, 2002 - v. 2.1 - updated the Special Message list - credit to Billy Chlochaisri for that.

November 27, 2002 - v. 2.2 - Various updates. This should really be the final version, unless new information is revealed about the two Japan-only trophies. It seems highly doubtful, however. I can announce that this FAQ is fully complete, and it's been fun! Until next time...

B. THE TROPHIES

As of now, there are exactly 292 known trophies in the Non-Japanese version of SSBM (293 in Japan). Here is a list of all the trophies and a brief description on how to obtain that trophy. They are listed in the default order that they appear in the trophy gallery list. You can print this off (reduce margins in Page Setup or try copying and pasting onto your TXT editor) and check off all trophies you get as you go.

Trophy	Method(s) to Obtain
1. Mario	Clear Classic Mode with character
2. Mario [Smash]	Clear Adventure Mode with character
3. Mario [Smash]	Clear All-Star Mode with character
4. Donkey Kong	Beat Classic with character
5. Donkey Kong [Smash]	Beat Adventure with character
6. Donkey Kong [Smash]	Beat All-Star with character
7. Link	Beat Classic with character

8. Link [Smash]	Beat Adventure with character	

9. Link [Smash]	Beat All-Star with character	

10. Samus Aran	Beat Classic with character	

11. Samus Aran [Smash]	Beat Adventure with character	

12. Samus Aran [Smash]	Beat All-Star with character	

13. Yoshi	Beat Classic with character	

14. Yoshi [Smash]	Beat Adventure with character	

15. Yoshi [Smash]	Beat All-Star with character	

16. Kirby	Beat Classic with character	

17. Kirby [Smash]	Beat Adventure with character	

18. Kirby [Smash]	Beat All-Star with character	

19. Fox McCloud	Beat Classic with character	

20. Fox McCloud [Smash]	Beat Adventure with character	

21. Fox McCloud [Smash]	Beat All-Star with character	

22. Pikachu	Beat Classic with character	

23. Pikachu [Smash]	Beat Adventure with character	

24. Pikachu [Smash]	Pokemon Beat All-Star with character	

25. Ness	Beat Classic with character	

26. Ness [Smash]	Beat Adventure with character	

27. Ness [Smash]	Beat All-Star with character	

28. Captain Falcon	Beat Classic with character	

29. Captain Falcon [Smash]	Beat Adventure with character	

30. Captain Falcon [Smash]	Beat All-Star with character	

31. Bowser	Beat Classic with character	

32. Bowser [Smash]	Beat Adventure with character	

33. Bowser [Smash]	Beat All-Star with character	

34. Peach	Beat Classic with character	

35. Peach [Smash]	Beat Adventure with character	

36. Peach [Smash]	Beat All-Star with character	

37. Ice Climbers	Beat Classic with character	

38. Ice Climbers [Smash]	Beat Adventure with character	

39. Ice Climbers [Smash]	Beat All-Star with character	

40. Zelda	Beat Classic with character	

41. Zelda [Smash]	Beat Adventure with character	

42. Zelda [Smash]	Beat All-Star with character	

43. Sheik	Beat Classic with character	

44. Sheik [Smash]	Beat Adventure with character	

45. Sheik [Smash]	Beat All-Star with character	

46. Luigi	Beat Classic with character	

47. Luigi [Smash]	Beat Adventure with character	
48. Luigi [Smash]	Beat All-Star with character	
49. Jigglypuff	Beat Classic with character	
50. Jigglypuff [Smash]	Beat Adventure with character	
51. Jigglypuff [Smash]	Beat All-Star with character	
52. Mewtwo	Beat Classic with character	
53. Mewtwo [Smash]	Beat Adventure with character	
54. Mewtwo [Smash]	Beat All-Star with character	
55. Marth	Beat Classic with character	
56. Marth [Smash]	Beat Adventure with character	
57. Marth [Smash]	Beat All-Star with character	
58. Mr. Game & Watch	Beat Classic with character	
59. Mr. Game & Watch [Smash]	Beat Adventure with character	
60. Mr. Game & Watch [Smash]	Beat All-Star with character	
61. Dr. Mario	Beat Classic with character	
62. Dr. Mario [Smash]	Beat Adventure with character	
63. Dr. Mario [Smash]	Beat All-Star with character	
64. Ganondorf	Beat Classic with character	
65. Ganondorf [Smash]	Beat Adventure with character	
66. Ganondorf [Smash]	Beat All-Star with character	
67. Falco Lombardi	Beat Classic with character	
68. Falco Lombardi [Smash]	Beat Adventure with character	
69. Falco Lombardi [Smash]	Beat All-Star with character	
70. Young Link	Beat Classic with character	
71. Young Link [Smash]	Beat Adventure with character	
72. Young Link [Smash]	Beat All-Star with character	
73. Pichu	Beat Classic with character	
74. Pichu [Smash]	Beat Adventure with character	
75. Pichu [Smash]	Beat All-Star with character	
76. Roy	Beat Classic with character	
77. Roy [Smash]	Beat Adventure with character	
78. Roy [Smash]	Beat All-Star with character	
79. Male Wire Frame	Beat 100-Man Melee in four min. (240 seconds) or less	
80. Female Wire Frame	Beat at least 100 opponents in Endless Melee	
81. Fighting Wire Frames	Beat 15-Minute Melee	
82. Giga Bowser	Beat Giga Bowser in Adventure without using a continue	
83. Master Hand	Beat Classic on Hard or Very Hard w/o using a continue	
84. Crazy Hand	Beat Adventure on Hard or Very Hard w/o a continuation	

85. Food	Play 1000 Vs. matches	
86. Maxim Tomato	Play 10 Vs. matches	
87. Heart Container	Play 100 Vs. matches	
88. Warp Star	Lottery / Random Appearance	
89. Ray Gun	Lottery / Random Appearance	
90. Super Scope	Lottery / Random Appearance	
91. Fire Flower	Lottery / Random Appearance	
92. Lip's Stick	Complete more than 20 combos in Training	
93. Star Rod	Lottery / Random Appearance	
94. Beam Sword	Lottery / Random Appearance	
95. Home-Run Bat	Lottery / Random Appearance	
96. Fan	Lottery / Random Appearance	
97. Hammer	Lottery / Random Appearance	
98. Green Shell	Lottery / Random Appearance	
99. Red Shell	Lottery Only	
100. Flipper	Lottery / Random Appearance	
101. Freezie	Lottery / Random Appearance	
102. Mr. Saturn	Lottery / Random Appearance	
103. Bob-omb	Lottery / Random Appearance	
104. Motion-Sensor Bomb	Beat Event Match 3	
105. Super Mushroom	Lottery / Random Appearance	
106. Poison Mushroom	Lottery / Random Appearance	
107. Starman	Lottery / Random Appearance	
108. Parasol	Lottery / Random Appearance	
109. Screw Attack	Lottery / Random Appearance	
110. Metal Box	Complete more than 10 combos in Training	
111. Bunny Hood	Complete more than 125 combined combos in Training	
112. Cloaking Device	Lottery / Random Appearance	
113. Barrel Cannon	Donkey Kong Country Lottery / Random Appearance	
114. Party Ball	Lottery / Random Appearance	
115. Crate	Lottery / Random Appearance	
116. Barrel	Lottery / Random Appearance	
117. Capsule	Lottery / Random Appearance	
118. Egg	Lottery / Random Appearance	
119. Smash Coins	Play Coin Battle 100 times	
120. Poke Ball	Lottery / Random Appearance	
121. Venusaur	Lottery / Random Appearance	
122. Charizard	Lottery / Random Appearance	
123. Squirtle	Lottery / Random Appearance	

124. Blastoise	Lottery / Random Appearance	
125. Clefairy	Lottery / Random Appearance	
126. Electrode	Lottery / Random Appearance	
127. Weezing	Lottery / Random Appearance	
128. Chansey	Lottery Only	
129. Goldeen	Lottery / Random Appearance	
130. Staryu	Lottery / Random Appearance	
131. Snorlax	Lottery / Random Appearance	
132. Articuno	Lottery / Random Appearance	
133. Zapdos	Lottery / Random Appearance	
134. Moltres	Lottery / Random Appearance	
135. Mew	Beat All-Star on Hard or Very Hard	
136. Chikorita	Lottery / Random Appearance	
137. Cyndaquil	Lottery / Random Appearance	
138. Togepi	Lottery / Random Appearance	
139. Bellossom	Lottery / Random Appearance	
140. Marill	Lottery / Random Appearance	
141. Sudowoodo	Unlock Poke Floats stage	
142. Unown	Hit combined total of 16,503 ft in Home Run Contest	
143. Wobbuffet	Lottery / Random Appearance	
144. Scizor	Lottery / Random Appearance	
145. Porygon 2	Lottery / Random Appearance	
146. Raikou	Lottery / Random Appearance	
147. Entei	Beat Event Match 26	
148. Suicune	Lottery / Random Appearance	
149. Lugia	Lottery / Random Appearance	
150. Ho-oh	Lottery / Random Appearance	
151. Celebi	Find in a Poke Ball in single player mode (1 in 251 chance) after you've unlocked everything in the game	
152. Toad	Lottery / Random Appearance	
153. Coin	Lottery / Random Appearance	
154. Vegetable	Lottery / Random Appearance	
155. Megavitamins	Lottery / Random Appearance	
156. Lon Lon Milk	Beat Target Test with all characters in less than minutes (1,500 seconds)	
157. Kirby Hat 1	Lottery / Random Appearance	
158. Kirby Hat 2	Lottery / Random Appearance	
159. Kirby Hat 3	Lottery / Random Appearance	
160. Kirby Hat 4	Unlock Jigglypuff, Luigi, Mewtwo, Marth, and Mr. Game & Watch	

161. Kirby Hat 5	Unlock Ganondorf, Young Link, Roy, Pichu, Dr. Mario, and Falco
162. Princess Peach's Castle	Lottery / Random Appearance
163. Bullet Bill	Lottery / Random Appearance
164. Lakitu	Lottery / Random Appearance
165. Pidgit	Lottery / Random Appearance (after beating Classic and Adventure)
166. Birdo	Lottery / Random Appearance
167. Klap Trap	Lottery / Random Appearance
168. Shy Guys	Lottery / Random Appearance
169. Pak E. Derm	Lottery / Random Appearance
170. Tingle	Lottery / Random Appearance
171. Moon	Lottery / Random Appearance
172. Turtle	Lottery / Random Appearance
173. Four Giants	Lottery / Random Appearance
174. Master Sword	Lottery / Random Appearance
175. Falcon Flyer	Unlock Big Blue stage
176. F-Zero Racers	Get all primary (Adventure) Smash Trophies
177. Mute City	Walk a distance of 3,300 feet or more
178. Arwing	Lottery / Random Appearance
179. Great Fox	Lottery / Random Appearance
180. Peppy Hare	Lottery / Random Appearance
181. Slippery Toad	Lottery / Random Appearance
182. Kraid	Unlock Brinstar Depths stage
183. Chozo Statue	Lottery / Random Appearance
184. Whispy Woods	Lottery / Random Appearance
185. Fountain of Dreams	Lottery / Random Appearance
186. UFO	Unlock Fourside stage
187. Pokemon Stadium	Lottery / Random Appearance
188. Game & Watch	Beat Event Match 45
189. Target	Beat Target Test with all characters
190. Sandbag	Hit 990 feet or more in Home Run Contest
191. Battlefield	Beat All-Star Mode
192. Final Destination	Beat Event Match 51
193. Goomba	Beat Event Match 14
194. Koopa Troopa	Lottery / Random Appearance
195. Koopa Paratroopa	Lottery / Random Appearance
196. ReDead	Lottery / Random Appearance
197. Octorok	Lottery / Random Appearance

198. Like Like	Lottery / Random Appearance	
199. Topi	Lottery / Random Appearance	
200. Polar Bear	Lottery / Random Appearance	
201. Raccoon Mario	Lottery / Random Appearance	
202. Metal Mario	Lottery / Random Appearance	
203. Paper Mario	Hit 1,485 feet or more in Home Run Contest	
204. Wario Beat	All-Star without using a continue	
205. Plum	Lottery / Random Appearance	
206. Daisy	Lottery / Random Appearance	
207. Waluigi	Lottery / Random Appearance	
208. Thwomp	Lottery / Random Appearance	
209. Boo	Lottery / Random Appearance	
210. Koopa Clown Car	Lottery / Random Appearance	
211. Viruses	Lottery / Random Appearance	
212. Bucket	Lottery / Random Appearance	
213. Racing Kart	Lottery / Random Appearance	
214. Baby Mario	Lottery / Random Appearance	
215. Baby Bowser	Lottery / Random Appearance	
216. Raphael Raven	Lottery / Random Appearance	
217. Dixie Kong	Lottery Only	
218. King K. Rool	Lottery / Random Appearance	
219. Goron	Lottery / Random Appearance	
220. Marin	Unlock Sound Test	
221. Majora's Mask	Beat Event Match 47	
222. Ocarina of Time	Lottery / Random Appearance	
223. Samurai Goroh	Lottery / Random Appearance	
224. Dr. Stewart	Lottery / Random Appearance	
225. Jody Summer	Lottery / Random Appearance	
226. Landmaster Tank	Get a combined total of over 1,000 KOs	
227. Wolfen	Beat Adventure in 1,100 seconds (or less)	
228. Andross (SNES)	Lottery / Random Appearance	
229. Andross	Lottery / Random Appearance	
230. Samus's Starship	Beat the Brinstar escape in Adventure mode	
231. Metroid	Lottery / Random Appearance	
232. Ridley	Lottery / Random Appearance	
233. Fire Kirby	Lottery / Random Appearance	
234. Fighter Kirby	Lottery Only	
235. Ball Kirby	Lottery / Random Appearance	
236. Waddle Dee	Lottery / Random Appearance	

237. King Dedede	Lottery / Random Appearance	
238. Rick	Lottery / Random Appearance	
239. Gooley	Lottery / Random Appearance	
240. Meta-Knight	Lottery / Random Appearance	
241. Paula	Lottery / Random Appearance	
242. Jeff	Lottery Only	
243. Poo	Lottery / Random Appearance	
244. Starman	Lottery / Random Appearance	
245. Bulbasaur	Lottery / Random Appearance	
246. Poliwhirl	Lottery / Random Appearance	
247. Ditto	Lottery / Random Appearance	
248. Eevee	Lottery Only	
249. Totodile	Lottery / Random Appearance	
250. Crobat	Lottery / Random Appearance	
251. Cleffa	Lottery / Random Appearance	
252. Igglybuff	Lottery / Random Appearance	
253. Steelix	Lottery / Random Appearance	
254. Heracross	Lottery / Random Appearance	
255. Meowth	Get every alternate (All-Star) Smash trophy	
256. Professor Oak	Lottery Only	
257. Misty	Lottery Only	
258. ZERO-ONE	Lottery / Random Appearance	
259. Maruo Maruhige	Lottery Only	
260. Ryota Hayami	Lottery / Random Appearance / Wave Race save on same memory card	
261. Kensuke Kimachi	Lottery / Random Appearance	
262. Love Giant	Lottery / Random Appearance	
263. Hate Giant	Lottery / Random Appearance	
264. Ray Mk II	Lottery Only	
265. Bayonette	Lottery / Random Appearance	
266. Annie	Lottery / Random Appearance	
267. Tom Nook	Collect more than 1,000 coins	
268. Totakeke	Lottery / Random Appearance	
269. Mr. Resetti	KO more than five players in Cruel Melee	
270. Heririn	Lottery / Random Appearance	
271. Alpha	Lottery / Random Appearance	
272. Vacuum Luigi	Lottery / Random Appearance	
273. Pikmin	Lottery / Random Appearance	
274. Captain Olimar	Must have a Pikmin saved game on same memory card.	

	Japanese users, for an alternative, see trophy 292.	
275. Excitebike	Lottery / Random Appearance	
276. Donkey Kong Jr.	Earn all Normal (Classic) Character trophies	
277. Ducks	Lottery / Random Appearance	
278. Bubbles	Lottery Only	
279. Eggplant Man	Lottery Only	
280. Mach Rider	Beat Classic in 300 seconds or less	
281. Balloon Fighter	Lottery / Random Appearance	
282. Stanley	Lottery / Random Appearance	
283. Pit	Lottery / Random Appearance	
284. Dr. Wright	Lottery / Random Appearance	
285. Donbe & Hikari	Lottery / Random Appearance	
286. Ayumi Tachibana	Lottery / Random Appearance	
287. Monster	Lottery / Random Appearance	
288. Sheriff	Beat Target Test in 750 seconds or less	
289. Diskun	Get points at least once in every bonus category	
290. GCN	Lottery / Random Appearance	
291. (276.) Tamagon (Japan)	Lottery / Random Appearance	
292.* Mario + Yoshi	Method unknown (for Non-Japanese version) In Japan,	
	must bring Memory Card with SSBM save to a participat-	
	ing vendor that will write data on Memory Card to	
	unlock trophy.	
293.* Samus Without Mask	Method unknown (for Non-Japanese version). For	
	Japanese users, see trophy 292.	

* - Not the actual name of trophy. The real name, as of this point, is not known (in the Non-Japanese version). Also, it is not known what number on the list this trophy belongs to (It is in Japan now, if anybody knows, please e-mail me at hanne_dog@hotmail.com). In other words, this trophy isn't in it's correct spot on the list.

C. GENERAL TROPHY STRATEGIES

The majority of the trophies you are going to find will be either in the Lottery or they will appear randomly in 1-P Regular modes. If you go out and try to get all these trophies in the single player modes, I believe you'll spend more time rather than just cumulating many coins and spending them at the lottery. The reason for this is because many of the trophies in the 1-P modes tend to repeat themselves, and some are pretty rare. However, if you go to the Lottery, the first thing you should do is take out your memory card (be sure the yellow saving icon is not in the upper right hand corner of the screen when you do this!), press "OK" to continue without saving, and then see how you do at the lottery. Give yourself at least a 50% chance of getting a new trophy, and if you do well, then put the memory card back in and "Overwrite" your last save. If you don't do well, reset, put your memory card back in, and repeat the same thing over. You will find yourself saving a lot of time rather than looking for them in 1-P modes, trust me. You will know when you have all the Lottery/Random Appearance trophies when the chance of getting a new trophy is 0.00% no matter how much money you put into the machine.

But if you want to use the lottery (and you should), you will need quite a few coins to do this. I'll give you a couple quick tips on how to get some coins fast and easy. In SSBM, the way the game determines how many coins you get is how many times you press the control stick left or right like you would to do a smash attack. So in other words, the more times you press the control stick hard left and hard right, the more coins you get. You don't have to do a smash attack for it to work. So go out and press left and

right on the control stick as fast as you can to get gameplay, it will work quite nicely. If you're by yourself, I wouldn't recommend going to Vs. Mode to this, however. Do this in 1-P Adventure. You will get far more coins this way than in Vs. Mode. Some good places where you won't be bothered while doing this is in the first part of the Mushroom Kingdom level, the Underground Maze, and the F-Zero X Big Blue level (On top of a platform). You will rack up a lot of coins this way. Playing Classic with a character that can make it to the last exit in the "Race to the Finish" Stage will give you five coins as well.

However, if you've got four friends with you, then all of their movements will be tallied to your coin count as well. So, if you've got some friends over, tell them the situation, and have them all move hard left to right as fast as they can. You will rack up many many coins this way. Some characters differ on how fast they can turn left to right. Captain Falcon is the best direction changer (Fox is pretty good, too.) You can get Falcon going in the motion that is really fast in changing from left to right if you're quick enough. Good luck getting the coins and getting the trophies.

In the end, I wouldn't bother going to the Lottery until you have all other non-Lottery/Random appearance trophies. That way you can save your coins for tasks such as beating Classic, Adventure, and All-Star on Very-Hard. By the time you've earned all the other trophies, you'll should have enough money to nab whatever remaining Lottery/Random Appearance trophies you have left. If you don't have enough money, then you can just spend some time getting coins using the strategies above and then you should be set to finish the trophy hunt for good.

Let it also be of note that certain Lottery/Random Appearance trophies are not available until certain perquisites are met. (i.e. single player modes cleared, Characters unlocked, # of trophies you have, etc.)

D. SPECIFIC TROPHY STRATEGIES

This section will help cover all the trophies that do not appear in the Lottery/Random Appearance. It will cover them in the order that they are displayed in the default order in the trophy gallery list.

- 1-78. Character Trophies - Beat Classic/Adventure/All-Star with character.
Or: Clear 101 Vs. Matches with character for Classic Trophy
Clear 201 Vs. Matches with character for Adventure Trophy
Clear 301 Vs. Matches with character for All-Star Trophy

Since this stuff is covered in every other SSBM Guide out there, there is no need in me covering this.

79. Male Wire Frame - Beat 100-Man Melee in four minutes (240 seconds) or less.

This trophy isn't too difficult to get, especially if you're already good enough to beat the 100-Man Melee. Just use Donkey Kong, get underneath one of the two lower platforms, and use DK's Hand Slap (press Down+B over and over again). As soon as and enemies come close, they will be eradicated. Be sure not to get too close to the middle or the edge, as sometimes they can get in the occasional kick or two as they are dropping down. You will find that you will have to reposition yourself often as Donkey Kong naturally slightly moves as you are using his Hand Slap. If you see some good items appear (such as a PokeBall or Hammer) be sure to grab them so your opponents do not. Sometimes when you are close to the end the only wire frames left do not come to you - in this case just go and take care of them yourself.

80. Female Wire Frame - Beat at least 100 opponents in Endless Melee.

Really simple. If you can beat the 100-Man Melee, then this trophy will be easy to acquire. I suggest using Donkey Kong and use the same strategy outlined above (79.) You can use plenty of other characters as well. As soon as you kill a hundred kill yourself or keep going to see how many you can get.

81. Fighting Wire Frames - Beat 15-Minute Melee.

This is a little bit more difficult than the hundred-man melee, but using the same strategy outlined in trophy 79 with DK will get you through. I believe the biggest thing here is luck, as you have to hope no deadly items such as Bob-ombs appear right next to you while you are doing the Hand Slap. If the item selection treats you well, you should make it through alright.

82. Giga Bowser - Beat Giga Bowser in Adventure.

This trophy is rather difficult to get, but not too bad. To make Giga Bowser appear in

Adventure mode, first you have to be playing on the Normal Difficulty or higher, you cannot use a single continue, and you have to beat everything else in Adventure in 18 minutes or less of total game time (not total time overall). If you lose all your lives against Giga Bowser then you have to redo the adventure mode again. Now I really suggest only trying to do this on Normal (it's near impossible on Hard, and I don't believe anyone could do it on Very Hard). The right strategies (and good enough skills ^_-) should allow you to make it to the first regular Bowser without losing a single life. I will detail these strategies below for trophy 84 (Crazy Hand) for every single stage throughout the adventure. The same strategies (written for Hard mode) will apply very well in Normal Mode. If you can get the Crazy Hand trophy, this trophy will seem like a piece of cake.

One piece of advice while going through the adventure is to not beat the Kirby team in under 30 seconds. If you do, you'll have to fight Giant Kirby, who can be a real pain and can cost a life.

For the fight against Giga Bowser, don't be intimidated by his looks and size (they caught me by surprise the first time I saw him). He's not that much more difficult than the regular Bowser. But be prepared to lose a life or two. The biggest strengths that he has over the first Bowser is that his range is humongous (though if your character is short enough some of his attacks will miss you) and you need to damage him tons (near 400%) if you want to knock him off. Although sometimes you can get lucky and he will kill himself (such as when his back is too close to the edge and he starts falling off right when he starts breathing fire - he won't have enough time to recover), I wouldn't bet on this happening. As soon as the battle begins, immediately use one of your projectile attacks against him (if your character has one) as he's coming towards you. Just make sure your attack will stun him a little bit (Fox's laser gun does NOT). As he gets closer he will start breathing his Fire at you. Keep on throwing your best attack at him and he will keep approaching you. If he's close enough, use your -> + A Smash attack against him, and if you're positioned right, keep on using it. Otherwise, run to the other side of the stage and repeat the same procedure. When his damage gets high enough, you can be more aggressive with him and hopefully send him down once and for all.

If your character does not have a good projectile attack, the fight will be a little more tricky, but it can be done (especially if you've got enough lives). Try and come at him from above and at an angle and use one of your characters good aerial attacks to get at him and up close (such as C. Falcon's Falcon Kick (Down+B) or Fox's Fire Fox (Up+B, then the direction you want to go). Then when you're in close, use your smash attacks. It will be harder when he isn't as damaged much, because your character's aerial attack will not stun him long enough to get off any good attacks on the ground. In this case, run away and repeat the procedure until he is damaged enough to get some good attacks off up close. If your character doesn't have a good attack to get up close to Giga Bowser, just use avoiding tactics and wait for an item to come along so you can use that to get up close and get your smash attacks in. Overall, though, if you've got 4 or 5 lives, it won't be very difficult. It is possible to kill him only with one life as well. Just try to do your best during the rest of the adventure to try and not lose as many lives as possible and the Giga Bowser trophy will be yours.

83. Master Hand - Beat Classic on Hard or Very Hard without using a continue.

This trophy isn't too difficult to get on Hard, and it is possible on Very Hard (but not likely). Pick a character that you do well with and fights the Master Hand good too. Some good characters to use are Gannondorf (his Up+A Smash Attack will decimate the hand) and Captain Falcon (who has the same, weaker, move.) Captain Falcon is probably a little more balanced for the 2v2 and team battles, however. Both are good choices. The biggest factors involved are: the opponents in the 2v2 battle (some teams can be very difficult, others are easier), the character the team fight is based off of (fighting a team of C. Falcon's on his stage is rather difficult while a bunch of Jigglypuffs are a lot easier), and how fast you go through the adventure. (if you make it to the Master Hand in under 10 minutes, you're going to have to face the Crazy Hand as well.) So most of it depends on luck but try not to zip through the levels as fighting the Crazy Hand in addition to the Master Hand will make things a lot more difficult. Overall, you should be able to make it to the Master Hand with all five lives remaining (if you're playing on Hard), and even if you do have to fight the Crazy Hand you should be able to do it with all your five lives. That's about all the help I can think of.

84. Crazy Hand - Beat Adventure on Hard or Very Hard without using a continue.

This trophy, in terms of gaming skills difficulty, is the mother of all trophies to get. Some trophies will require lots of more tedious work, but no trophy will demand more play skills out of a person than this one. If you get this trophy, consider yourself a great gamer. Justice isn't served by having the Crazy Hand trophy as the reward. It should be a whole new character, a new level, and a "I am the Ruler of the Whole Friggin' Universe!" trophy. This trophy will leave many in despair and have them quitting the whole trophy hunt altogether. There was about a three month gap of time

where I could not get this trophy and I ended up not playing SSBM much anymore except every once in a while when I would fail again. You will walk away extremely frustrated at your failures, trust me. I believe there is a certain point where your gaming skills can only help you so much, and then beyond that it's mostly luck. What items you or your opponents get (or Bob-ombs that appear right in your face) will be a big determining factor whether or not you will be able to complete this task. So in other words, luck is a big factor. As I failed more and more, I began to realize another factor that would help increase your chances, and that was the strategies you used in every particular level. I have found that the best character to use to complete this task is Link. He is a great one on one player and also has good multi-enemy attacks as well. And you will need a character that can fight well one on one and against teams. Young Link, one would think, is another good choice. He is, but I believe Link is a little bit better since he has greater range than his young counterpart, he can throw his boomerang a little bit farther and faster, and the first part of his -> + A Smash Attack is much stronger than the youngster's (Remember that they can perform two Smash attacks from just hitting -> + A once; you just have to press A again after the first Smash attack is completed. This gives them unprecedented range in terms of a -> + A Smash Attack.) The strategies below will outline every single stage, and they will be written in the perspective of Link, so I recommend trying to accomplish this task with this Hylian hero.

One foreword before I get going is that Giga Bowser will appear at the end if you beat the rest of the adventure in 18 minutes or less. Let me tell you, YOU DO NOT WANT THIS TO HAPPEN. So, take your time. Some good areas to do this are the first part of the Mushroom Kingdom Stage, the Underground Maze, and the Big Blue level. When you get near the finish, just let some time tick off, because you don't want to be moving too quickly. Remember it's 18 minutes of game time, not total time from start to finish. So pray that you do not have to fight Giga Bowser at the end and take it slowly.

Another thing that I would seriously consider is looking at your unlocked list of secret characters. If you have Luigi and Pichu unlocked, I would highly recommend erasing just your secret character data (Under Options, Erase Data). This will only keep you from playing as them; all of their battle stats and high scores will remain. Of course, you'll have to unlock them all again, but that task is like turning on a light compared to the trophy hunt. So, why, do you ask, should I delete my character data if I have Luigi and Pichu unlocked? Well, because if you don't, it will make the adventure all the more tougher. Luigi is the biggest concern here, as if you have him unlocked, you'll have to face Metal Mario AND his metal brother in the Battlefield level. It'll be very easy to lose a life when you have to fight the Metal Bros., while fighting just Metal Mario is a piece of cake. Remember, beating adventure on hard without a continue is mostly a thing of chance IMO, so you want to do anything to raise your chances of winning. If you have Pichu unlocked, you'll have to face him in the Pokemon Stadium level, where he is much more of a nuisance than his other yellow counterpart. Trust me, it'll be easier if you don't have to deal with Pichu and Metal Luigi. If you do decide to erase your character data, be sure to unlock Jigglypuff afterwards, as she'll appear in Pokemon Stadium level. And Jigglypuff is a character that you actually want to fight as two Pikachus and a Jigglypuff are a lot easier to deal with than three Pikas.

STAGE 1 - MUSHROOM KINGDOM - PART 1

This isn't too difficult, and if you screw up, just start over again. Just try to avoid the Goombas and Koopas Troopas, and you should make it to the Yoshi battle just fine. The Yoshi fight isn't too bad as long as you don't let them gang up on you. Try to keep the Yoshi's apart from each other, and try to keep them all on one side of you (don't get surrounded). So you should stay on one side of the big platform, underneath one of the two smaller platforms above you. The two small ones will give you protection. The plan is that the Yoshis will all land on top of the smaller platforms where you can get them with some of your attacks. When they're up there, the best attack to use is your Up+A Smash Attack. The first swipe of it will hit the Yoshis pretty good, though it won't put them to rest. The second swipe is weak, and won't do much. The third and final swipe is by far the strongest, so try and time it so that when the Yoshis land on the platform, you hit them with your final swipe. That third swipe will put the Yoshis out of commission. If there are a bunch of Yoshi's all around on the ground with you, however, try to do your Spin (Up+A) Attack to fend them off. If you can't, run away from them and go to the other side of the platform. If the Yoshis are approaching you from the ground at a distance, use your boomerang (-> + B) to send them up in the air. If they get to close, just use your -> + A Smash Attack instead. If the Yoshis knock you up into the air, come back down on them with your aerial Down + A Attack. If you use this strategy, the fight shouldn't be too tough. Again, you can restart if you lose a life. In fact, you probably should restart if you lose a life anywhere before the Brinstar level. At the end of the level, don't quite go and finish the level; let some time tick away. If you're too quick completing this adventure, you'll have to fight Giga Bowser at the end!

PART 2

This fight can be one of the most difficult in the whole adventure. First off, choose

who you fight against better; Mario or Luigi. Luigi will sometimes kill himself (more often than Mario), but I think it's overall tougher to fight him. So I choose to fight Mario. If you do wish to fight Luigi, then finish Part 1 of the stage with 2 seconds remaining in the "seconds" holder (not overall time remaining - i.e. 4:12:54 works). Otherwise, get ready for Mario. Again, the biggest thing here is for you not to let them gang up on you. Having your back to the wall of the middle tower while both Mario and Peach are right there in front of you will be murder. If you can separate the two, however, you can take advantage of them with your -> + A Smash Attacks. If you do start to get gangbeated, try and get the hell out of there to the other side of the castle as soon as possible (sometimes easier said than done). So basically, you should be doing a lot of running away. It's somewhat cowardly, but you're trying to get this trophy anyway you can. Hope that a good item will pop up to take advantage of them with. If a Bullet Bill comes, they will run away to the opposite side of where he's coming to. This is a prime opportunity to take advantage of them with an item, almost any item. As soon as they're damage is higher, you can be a little bit more aggressive, and then you can hopefully send them to Timbuktu.

STAGE 2 - KONGO JUNGLE - PART 1

You can make mash out of two little DKs. Get on one side of the lower deck of the plank, charge your -> + A Smash Attacks, and when the two DK's get close, let 'em have it. If they get on both sides of you, use your Spin (Up+A) attack. Repeat, Repeat. Simple. This is one of the easiest levels in the adventure.

PART 2

Giant DK can be tough if you don't use the right strategy. But he can be easy if you do use the right strategy. First, go to the main middle plank. Throw your boomerang at DK on the way there to make sure he doesn't get you. The plan is to keep him on the platform above you while you attack him with your up+A Smash Attack. He'll keep landing on his back above you while you keep hitting him. It'll get him every time. You can inflict major Damage on him this way. If he does fall down to your level, hit him with your -> + A Smash Attacks. If he's too far away, hit him with your boomerang, then run over to him and get him with the smash attacks. Try to get him back up on the platform above you, where you can damage him seriously. When enough damage is dealt, deal him the final blow with an -> + A Smash Attack. Sometimes you will get lucky and DK will kill himself right away (or Klap Trap will).

STAGE 3 - UNDERGROUND MAZE - PART 1

This level is probably the easiest in the whole adventure. You should know where the possible locations of the exit are; if it's a Master Sword, you can just jump over the whole room and not even have to fight Link at all. When you find the exit, remember to let some time tick off, and then finish.

PART 2

The Fight with Zelda is rather easy. Stay in the main area where you are to play it safe. and throw boomerangs and arrows at her from a distance. When she gets close, lay the smackdown with your Smash Attacks. It won't take long before she'll fly away. Be careful, though; If you get careless Zelda can pose a threat. Sheik is a tougher fight than Zelda, too, in my opinion.

STAGE 4 - BRINSTAR - PART 1

The fight with Samus can be pretty tough. There's no real cheap strategy you can use; you just have to stay on top of things and try to anticipate what she's going to do. A good plan of attack is to throw your boomerang at her and charge her immediately after then laying her with some smash attacks. When the lava starts rising, she'll go and stay up on the high platform; a prime chance to take advantage of her. Just don't let the lava get you. If you're on top of the high platform and she's below, jump way up, and wait for her to jump up to the platform. When you're coming down, use your Down+A aerial attack. This is rather devastating and will often end the match. Hope that you don't lose a life against her as she can be pretty tough. If you do lose a life, you may want to consider restarting (though when I beat the adventure for the first time I lost a life against her).

PART 2

Because this part doesn't change with difficulty settings, and it's covered in every other SSBM guide, I don't need to explain this.

STAGE 5 - GREEN GREENS - PART 1

The one on one fight with Kirby shouldn't be tough, though sometimes you can find he can get you pretty good. Again, general strategies with Link say that you should throw your boomerang at your target and then charge and Smash attack while it's stunned. It's

basically up to your fighting skills. Try to put yourself in a position where you are coming down onto Kirby from the air. You can then nail him with your aerial Down+A attack, which will often kill him. It's not acceptable to lose a life here as you're most likely going to lose one in the one on fifteen fight against Kirby.

PART 2

This is one of the toughest and most critical points in the Adventure. Be prepared to lose a life, though it's very possible to not lose one. The two main areas you should stay at are right underneath the two small platforms above the main platform (next to the star and bomb blocks). The strategy here is similar to the Yoshi fight strategy. Hit the Kirbys when they are on the platforms above you with your Up+A Smash Attack. Again, try to time it so that the third swipe of the attack hit the Kirbys. The first two swipes won't do much. Often times the Kirby's will be in their Stone (Down+B) form because you are below them and they don't realize there's a platform in the way. They will stay in this form for a second or two (it's constant; they always stay in that form for the same amount of time when they hit the ground), so try and time it that when they come out of it, your third swipe will be right there to meet them, sending them to oblivion. Similar to the Yoshi strategy as well, if they're surrounding you, use your Spin (Up+A) Attack. If they're approaching you on your level from a distance, use your boomerang (-> + B) to send them back above you. And if they're approaching you on the level you are but are too close, use your -> + A Smash Attacks. If the Kirbys drop down in their Stone form, but don't land on the platform above you (re: right next to you), use your hookshot (Z or R + A) to immediately grab them and then press up to send them back above you. If you find yourself in a position where you get knocked way up into the air, come back at the Kirbys with a vengeance with your aerial Down + A Attack, which will send them flying for good. Be wary when the tree starts blowing wind that you're in the middle of an attack and you slide over some to hit a bomb block. That could instantly kill you. And try to avoid the apples until they've stopped moving; they seem to really knock you up good. It's gonna be tough, but you can do it. Just don't lose more than a life if you hope to make it to the end.

PART 3

If, for some otherworldly reason, you can make it to Part 3, then I can't help you. In other words, if you can waste all 15 of those Kirbys in less than 30 seconds, you are one special person. I suppose it could be done if a hammer appeared right next to you from the beginning and another one after the first runs out, but I've never done it. I'd imagine Giant Kirby would be a lot tougher on Hard than on Normal. Don't worry though, you won't be confronting Giant Kirby even if you tried.

STAGE 6 - CORNERIA - PART 1

The first part is easy even on Hard. Fox is still a pushover and will run away from you and stand at one end of the Great Fox. Just approach him and use your smash attacks to deal him in for another rematch (or perhaps Falco, who's IMO, a bit tougher).

PART 2

The second part of the stage can be pretty tricky, and often times if you're doing good and haven't lost a life yet you'll lose one here. You really shouldn't, though. Fox or Falco will be much more aggressive and will come after you this time. But you should focus on avoiding the laser fire instead of focusing on chasing your opponent. Because you had to be aggressive in the previous part, you're often still aggressive here. If the enemy gets too close let him have it, or if you're in a sticky situation, avoid him altogether. In any case, you should be rolling out of the way of laser fire. You can become pretty good at dodging all the lasers; there is a split second where you can see the laser before it hits you. Hopefully, the so-called Star Fox "Team" will do all the work for you.

STAGE 7 - POKEMON STADIUM

Oooh, this level. This is THE level. I suppose since HAL only included one Part to the Pokemon Stage, they thought they should make it a little tougher. It's my belief that HAL made the Pokemon just a little too tough, as you'll need to seriously damage the Pokemon before you can actually kill them unless you have some Pokeballs with some good Pokemon inside (on Hard, that's usually not the case). I mentioned above that if you have Pichu unlocked, you'll have to fight him here. So I suggested deleting him from your character data and then unlocking Jigglypuff afterwards. You DO NOT want to deal with Pichu. Well, the strategy here is to go for the Pokeballs and hope something good is inside. Unfortunately, the harder the difficulty setting, the fewer Pokeballs that appear. While your waiting for some, wait on one of the arena underneath one of the two smaller platforms. The Pokemon will almost always approach you from the ground, so try to jump as quickly overhead and get to the other side of the level, and then repeat the procedure. It's risky to jump over them because Pikachu's Thunder (Down+B) move can be a killer. But the alternative is not an option. Do not, I repeat, DO NOT, try to roll past the Pokemon as they'll murder you. When a PokeBall appears run and grab it, and be

sure to be conscious of which direction your facing so you don't throw if off the stage (it happens). If it's a good pokemon, stand right by it and let the little yellow bastards have it. If it's not, run away and hope for a good PokeBall to come along. Unless Pokemon are attacking you're enemy, it seems the Pikachus will always be in a group. This is deadly, so don't bother trying to attack them. If some good Pokemon are keeping other Pikachus preoccupied and say, like, one Pikachu is coming for you, you can attack him with your smash attacks. Just be careful that while you're charging "Pika" doesn't get you with his Skull Bash (-> + B) or his Thunder Jolt (B). But the key isn't your own fighting skills, it's the type of Pokemon you get and your avoiding skills. Be prepared to lose a life or two, and actually expect to lose at least one life. It's possible to make it through here without losing a life, but extremely unlikely (I've been close, but I've lost at least one every time). It's gonna be tough but if you make it past here with three lives left you're in great shape. Every time I've successfully beaten the Adventure I've only had two lives left after this level.

STAGE 8 - F-ZERO GRAND PRIX - PART 1

Like Part two of the Brinstar Level, this part doesn't change with difficulty settings. As it's covered in every other SSBM Guide, I don't need to be covering this. Be sure, however, to take your time and chop off a couple of minutes before you complete this level. You don't want to make it through this adventure too quickly and find Giga Bowser waiting for you, do you?

PART 2

The fight with Captain Falcon can be really easy or kind of difficult. More often than not, he'll kill himself. If you see that he's going to do his Raptor Boost (-> + B) Try to dodge or jump out of the way as often times he'll be too close to the edge, thus having him fall off without him being able to perform any recovery jumps. That will end the match very quickly. Otherwise, you're going to have to be on top of your feet, as he's a very quick and devastating fighter. Use your smarts and put yourself into situations where he's got the disadvantage and you should make it through alright. It's all up to your fighting skills and how aware you are in this hazardous level.

STAGE 9 - ONETT

I've always viewed this as a tough stage, yet every time that I've tried to complete this task (many, many times), I've never lost a life at this stage. I've been extremely close, but it's never happened. I still view this level as a tough one however. I think because I've always been on the alert because I've hype it up so much to myself in the past is one reason why I've never lost a life here. And that's what you have to do, is be alert. You can't become careless now. A good strategy that I find for this level is to stand off away and let the little kids come to you. Stand on the house to the right underneath that little canopy (or whatever it is). Stand right in the middle of the roof, facing to the left. The Nesses will spend their time collecting Mr. Saturns and throwing them. Take some potshots at them with your arrows and boomerangs and bombs. If a Mr. Saturn comes right next to you, chuck it at the Nesses. You would think that you would run out of time pursuing this strategy, but if the Nesses come close enough to you, they'll decide to engage in some combat. If they're on the canopy above, use your Up+A Smash Attacks to get them, or if they drop down from there use your Spin Attack. If they jump up onto the roof with you (they'll always be to your left) hit them immediately with your -> + A Smash Attacks (or in this case,<- + A). This is where the majority of their damage will come from. As soon as they're damaged enough, you're smash attacks will send them to a different town. But the basic strategy here is let them come to you and you will be alright. Don't plan on losing a life now unless you've got at least 3.

STAGE 10 - ICICLE MOUNTAIN

This is a really simple stage, but one time I actually lost a life here on one of my failed attempts to get the Crazy Hand trophy. Just be careful during the jumping part not to hit and Topis or Polar Bears as they damage you a lot. When it comes to the Ice Climbers, stay in the middle of the stage as much as possible. That's how I lost my life, when I got too careless and they nailed me with a moderate attack when I wasn't in the center. Use your Spin and your Smash Attacks to keep the Ice Climbers at a distance. It won't take much damage to send them packing. If you notice that they are really low down on the screen, push as hard as you can to jump upwards and sometimes they won't be able to keep up. The key here is not to get careless and you'll beat the Ice Climbers easy.

STAGE 11 - BATTLEFIELD - PART 1

This part is pretty tough and I used to believe that you had to lose a life here to progress. But every time I've successfully completed the adventure, I never died here once (though extremely close with some high damage). I realized it's the strategy that you use that's the key here. Immediately when the battle begins, the wire frames will drop down to meet you. Meet them with a spin attack. This should take care of some of

them. From there on out, stay underneath one of the two lower platforms that are on each side of the level. If a bunch of frames are above you, use your Up+A Smash Attack; if they're above you and on your level, use your spin attack; if they're approaching you from a distance on your level, use your boomerang; if they're next to you on your level use your -> + A Smash Attack; if you're getting overwhelmed by them, take to the air with your spin attack and then go to the other side of the level and repeat this procedure. If you see some excellent items, grab them to prevent your foes from using them against you. PokeBalls can be a big help here. It's tough, but you should be able to make it through without losing a life. If you do, you probably only have one left or game over for you.

PART 2

If you followed my advice above and made sure Luigi isn't on the active roster, this will be easy. If you didn't, you'll have to fight both Metal Luigi and Metal Mario. This will make for a tough fight where your almost certain to lose a life (unless Luigi kills himself - it happens, but don't bet on it). When you first start fighting Metal Mario one on one, pick either your -> + A Smash Attacks or your Spin Attack, then quick get away. You need to get away because when his damage is low, it won't faze him very much and he'll quickly retaliate on you. Use your projectile attacks to plunk away at him too. As soon as his damage gets high enough and you can use your smash attacks to send him backwards a little bit, the battle is won. Just keep hitting him with your -> + A Smash Attacks and eventually he'll fall. It's pretty easy one on one. If you do have to fight both, try and keep them together and hit them at the same time with your smash attacks and spin attack. If they're not together, hope that they're far apart so you can take one out or else they'll start gangbeating on you. It's possible to not lose a life vs. both of them, but you do have to get somewhat lucky. You shouldn't lose a life if you only fight Metal Mario.

STAGE 12 - FINAL DESTINATION

This is what it all comes down to, right here. On the Normal Difficulty and higher, Bowser is just a little bit bigger and juicier than on the other settings. He's pretty tough too. You'd better hope that you make it to him with two lives or more. It's possible to do it with one, but I've lost every time I've made it to him with one because it seems Bowser will always find some way to get you (although one time when I got to him with two lives, I never lost a life against him - that's probably because of a little less conservative fighting style that I was exhibiting because I had a backup life). For a specific strategy against Bowser check out my Giga Bowser strategy up above at trophy 82. The same strategy will apply, only that regular Bowser is easier than Giga Bowser. If you've been playing on Hard and you haven't used a continue, then you will have earned the Crazy Hand trophy! ... that is, if you have taken longer than 18 minutes. If you've taken less time than that, then suit up for Giga Bowser. Or, suit up for a miserable defeat (Unless, somehow, you are a god and didn't lose a life throughout the rest of the adventure). So I hope that you took your time on levels such as Mushroom Kingdom, Underground Maze, and Big Blue.

That's it! If you've completed this task, consider yourself one of the best in the world - or at least, in your town ;) But seriously, I doubt that many people have completed this task and hopefully this guide has been helping you all out. There is no challenge tougher than this - there are just ones that are more tedious. So, on we go....

85. Food - Play 1000 Vs. Matches.

This isn't difficult, just tedious. My advice, get some friends over and have a night of Super Smashing. I'd also recommend doing this in conjunction with trophy 119, where you have to play 100 coin matches. Playing one-minute or one stock matches help, too. If you're desperate, I found a good way to end matches the quickest way while adding to your total. Set up a one-stock match with the damage ratios at 2.0. Select Yoshi. Have one CPU (or otherwise) opponent with the A.I. level at 1. Have the Stage Select option off (to avoid time loading up the level select screen). If you have the Random Stage Select option unlocked, you can choose to exclude the larger levels. As soon as the match begins, walk to your opponent, and use Yoshi's down+A non-smash move next to your opponent. If the level is small enough, it will kill him every time. Often times the amount of time that your opponent survived against you will say 0:00 on the Results screen after the match. In other, words, you ended the match in less than a second. This is the fastest way to rack up the matches quickly. If you're terribly bored, a good scenario setup would be to have every character Vs. every other character at least once, including the same character. So, start with Dr. Mario (You) Vs. Dr. Mario, then Dr. Mario (You) Vs. Mario, and so on. After Dr. Mario (You) has had a match with everyone, move on to Mario (You) Vs. Dr. Mario, Mario (You) Vs. Mario.... and so on. That's 25 matches per character. $25 \times 25 = 625$. If you still do not have enough matches after that repeat this scenario again and only after 15 characters you'll have your 1000 Vs. Matches. So in total, you need 40 characters to play in 25 matches each. Have fun and Good Luck.

86. Maxim Tomato - Play 10 Vs. Matches.

If you're reading this guide then you should already have this trophy.

87. Heart Container - Play 100 Vs. Matches.

This shouldn't take too long - you probably already have this trophy.

92. Lip's Stick - Complete 20 combos in Training.

This isn't difficult, you just might need to figure some things out. A variety of characters can accomplish this, including: Captain Falcon, Falco, Fox, Kirby, Sheik, Link, Young Link, Pichu, Pikachu, and Mewtwo. Kirby is the Combo King, though. My advice: pick one of these characters, pick Bowser as your opponent, and go to the Temple Stage. Leave Bowser in his starting spot, and go and beat up on him against the wall he's facing with your character's normal A attack as fast as you can. You'll have no problems.

104. Motion-Sensor Bomb - Beat Event Match 3

Real Simple. You should have this trophy already. If you can fight at all then you can hand Link's and Samus's weak bombs.

110. Metal Box - Complete 10 combos in training.

Refer to Trophy 92 above.

111. Bunny Hood - Complete 125 combined combos in Training.

If you can get trophy 92, this will be easy. I've listed 10 characters that can get 20 combos or more. $10 \times 20 = 200 =$ plenty over limit. I know Kirby can get at least 38 combos as well. Just follow the strategy outlined in trophy 92 for all those characters mentioned.

119. Smash Coins - Play Coin Battle 100 times.

This can be fun - just play with some friends. If you don't have any, tough it out and play 100 1-minute coin matches and the trophy will be yours.

135. Mew - Beat All-Star on Hard or Very Hard.

Obviously, beating All-Star on Hard is going to be easier than beating it on Very-Hard. But why are you in this trophy hunt again? If your sane, it's for pride. And if you beat All-Star on Very Hard, you get a message that appears in the special menu (under Data, Special) that says you have beaten All-Star on Very Hard. This message gives you more bragging rights and says that you have accomplished just a little bit more than everyone else. So I suggest beating this on Very Hard.

The only difference between the two difficulties is the amount of coins you need. For Very Hard, I would say that you would want about 500 coins or so. You really don't need this many, but sometimes a certain combination of characters on a certain level can prove to be almost unbeatable. You're doing good if you only lose about a 100 coins or so when you finally beat it. In fact, what I would do is before you begin All-Star is take out your memory card. Continue without saving, and then see how you do. If you had, say, 800 coins and you only have 45 left, I would consider restarting and doing it over again. It's just unnecessary to lose that many coins. There's always the possibility that you use up all your coins and then end up not even beating All-Star on Very Hard. That would suck very much. That did in fact happen to me, but luckily I did take out my Memory Card. If you feel you've done well in the amount of coins you spent then put your memory card back in and overwrite. This is the safest way to go.

To complete this task I would pick a character that has a good multi-opponent attack. Link, again, is the character I used. His Spin (Up+B) Attack proved invaluable in the last fight with the Mr. Game & Watches. That fight will be pretty tough, as they can gang up on you quicker than Houdini, and their Bug Spray (A repeatedly) attack will mount up damage upon you like no other attack there is. If they get under you, run away to a safer place and then take them on with your Spin Attack or similar move. Another thing you should do is not wait for the Mr's to come to you. Right away, when the match begins, use your spin attack on the ground, and if you kill three or more of the Mr's, then quick jump up and intercept the incoming Mr's with your Spin attack to quickly kill them. If you can get it so that you kill all five at once, then you've won the match just by repeating this procedure. Actually, if you just wait on the ground for the Mr's to come to you, I don't believe the fight is possible. You MUST put yourself into a situation where you can jump up and hit the Mr's with your Spin attack, killing them instantly. Otherwise, they will get you. Overall, though, this fight won't be as tough as some of the one on three battles, unless you get some good combos of characters and levels, so if you make it here you should feel the worst is over.

Remember to ration your heart containers, as their essentially worth 10 smash coins each. Dying and continuing won't bring them back, either. So only use them when you know your going to die immediately in the next match.

I can't provide too many specifics on the other matches since they're random. Just hope you don't get a bad combination of characters on your one on three matches, and that characters that are good team supporters get dealt with right away in the one on one matches (such as Peach.) One time when I was going through I had to fight Link, DK, and Peach on the Great Bay level. Easily the toughest fight I had seen yet. I wasted probably 250 coins before I beat them, and then I didn't have enough to make it to the end. Good thing I had my memory card out as I just reseted and the next time the combination of foes were much better as I spent many less coins and I beat the whole mode. So when you go to the area with the heart containers, check the order of the foes you have to fight. If you know it doesn't look good at all, then just reset and hope for some better combos next time.

If you do end up fighting at the Great Bay, the best strategy is to wait underneath the main high platform either on the little float or on the lower platform next to the Giant turtle. This way, all your opponents will come to you from one direction (they won't jump the water gap between you). When they drop down, use your Spin attack right away. If things get to messy, jump the water gap and go to the other platform. Your opponents will jump up on the high platform and walk over. When they drop down, ... you know the drill. Always make good use of your Spin attack, as it's your best friend in All-Star. Another good level that this strategy works good in is the Onett level. Just be on the side of either house where you are closest to the map edge and wait for your opponents to come and drop down on you. When they do, nail them with the Spin. When you see the "!" symbol come, just use your shield and press down; the car will not effect you, hopefully it will kill your friends. If things get to dicey - remember that you are close to death, literally - then try to get out of there and then go to the other house on the side closest to the map edge and repeat the procedure.

In the end, the amount of coins, the selection of characters, the items that appear, your fighting skills, and the quick strategies you devise for certain character combinations and levels are what will get you through. The biggest of these is the coins, however. If you feel you've got enough to make it through Very-Hard, then go for that. Otherwise go for it on Hard. But remember, you won't get the added message in the Special menu to add to your bragging rights if you don't beat it on Very-Hard. In any case, be sure to take out your memory card before you begin.

141. Sudowoodo - Unlock Poke Floats Stage.

In other words, complete 200 Vs. Matches. Get some friends or tough it out by yourself. This isn't a lot of matches.

142. Unown - Hit a combined total of 16,503 feet or more in the Home Run Contest.

This isn't very difficult. It's much easier if you have all 25 characters unlocked. Then you only have to average about 660 ft per character. With some characters, such as Yoshi, being able to hit more than 2000 feet, this shouldn't be difficult at all. I have a combined total of over 26,000 ft, and I'm sure some can get over 30,000, which is almost double the requirement. All you have to do is figure out what moves that your character has gives the sandbag the most damage. For specific strategies on every character, there are other guides out there that will help you on this such as IGN's totally free SSBM guide.

147. Entei - Beat Event Match 26.

You will be fighting on top of a Giant-sized Entei. This isn't very tough to get. Just use your melee fighting skills and smash attacks and you should be alright. The enemies you fight are different every time you select this match as well (unless you hit start then Z during the match). If you get the right combination of characters, this will be easy.

151. Celebi - Find Celebi in a Poke Ball in Single Player mode (1 in 251 chance) after you've unlocked everything else in the game.

By "unlocked everything else in the game" you need not every other trophy, but stages, options, characters, etc. The biggest milestone you should look for is if you've have 5000 Total KOs (Score Display). This is usually the last thing that a player unlocks. You also have to beat Event Match 51 to get the Final Destination Stage - which is usually the last stage one unlocks. I'll cover how to beat Event Match 51 down below at trophy # 192. You need to unlock all stages and characters to unlock the Sound Test. After you've unlocked everything your best bet is to just keep trying to get the Pokeball with Celebi in it. The best way to do this is to play a Vs. Match with only human players (as if CPU players get the Pokeball with Celebi inside it won't count for you), Items on Very High, and the only Items being Pokeballs. I played a 15-minute

match and found Celebi within that time. I'm not sure whether or not the 1 in 251 chance only applies to 1-P modes or not. Either way, it shouldn't take too long if you use the Vs. Match strategy I just described. Be sure that if you do find Celebi that you finish whatever you were doing (don't use pause reset) or it won't count what you've accomplished. If you're having problems unlocking certain things in the game I can give you some help. For a strategy to unlock Kongo Jungle (Beat 15-Minute Melee), check out trophy 81 above. Check out trophy 190 for a strategy to unlock Yoshi's Island (Hit Sandbag 1,323 feet or more). Other SSBM guides will detail how to unlock the other stages as well as all the characters.

155. Lon Lon Milk - Beat Target Test with all characters in less than 25 minutes (1,500 seconds) total.

This isn't hard at all. It's also covered in many other SSBM guides. Check IGN's totally free one for specific strategies for every character.

159. Kirby Hat 4 - Unlock Jigglypuff, Luigi, Mewtwo, and Mr. Game & Watch.

Again, it's covered in every other SSBM guide out there. Check those out.

160. Kirby Hat 5 - Unlock Ganondorf, Young Link, Roy, Pichu, Dr. Mario, and Falco.

Ditto 159.

175. Falcon Flyer - Unlock Big Blue Stage.

Play 150 Vs. Matches.

176. F-Zero Racers - Earn all primary (Adventure) Smash trophies.

Check out some other guides how to unlock every character and how to beat Adventure. You can also check out my strategy for trophy 84, even though it's written for Hard Mode. The same strategy will carry over, and much, much, more.

177. Mute City - Walk a distance of 3,300 feet or more.

Come on, this isn't even a mile. You can do this in 10 minutes, right (In real life)? Seriously, it will come over time. Running and jumping doesn't count, which is why you don't see this trophy right away. If you beat Classic or Adventure or both with every character, then you'll easily have this trophy.

182. Kraid - Unlock Brinstar Depths Stage.

Play 50 Vs. Matches.

186. UFO - Unlock Fourside Stage.

Play 100 Vs. Matches.

188. Game & Watch - Beat Event Match 45.

This is the easiest of the latter Event Matches. I actually beat it without losing a life and without taking any damage! Plus, you have three lives to spare. Do your up+A Smash Attack when the Mr. Game & Watches are close to send them to oblivion. If you get surrounded, roll (R or L + -> or <-) out of the way. Repeat the procedure. All too easy...

189. Target - Beat Target Test with all characters.

Look to other SSBM guides for this (Am I repeating myself?)

190. Sandbag Hit 990 feet or more in Home Run Contest

There many characters that can do this. The easiest way: Use Yoshi, grab the bat, do his aerial down+A attack on the sandbag until you only have time left to hit it with the homerun bat and you'll easily get this distance.

191. Battlefield - Beat All-Star Mode

To get All-Star Mode, you have to unlock all 25 characters. To figure out how to do this, check out some other SSBM guides. All-Star isn't tough, you just fight all characters in the game once. Five of the matches are one-on-one, four are one-on-two, four are one-on-three, and one is one-on-twenty-five (which is always 25 Mr. Game & Watches.) The rest of the matches, besides the last, are always random. You only have one life and damage is cumulated through each match, but you have three heart containers at your disposal to take away some of the pain. A really cool mode, but also pretty easy. You'll find the hardest part (on Very Easy) is the huge amount of items

that are always being dropped down. It's very likely that an explosive crate or capsule will appear right in the middle of one of your attacks. So on very Easy, Items are your worst enemy.

192. Final Destination - Beat Event Match 51.

To get to Event Match 51, you have to clear all previous event matches (which means to get Event matches 40 - 50 you are going to have to unlock all characters).

There are a variety of characters and strategies you can use to beat this. One is using Jigglypuff's sleep move when you're close to your enemies. Another is trying to hoax your enemies into falling off by jumping around the outside of the platform. It is possible however, to just plain fight them and win, even without one cheap kill. The only character that I can do this with is Link. His double -> + A Smash Attack proves invaluable in this fight. In fact, being as aggressive as possible is what will get you through. Sure, you're going to fail plenty of times, but it really isn't that hard. If you're using Link, immediately start going with Link's -> + A Smash Attacks, and keep that up. If you get surrounded, use Link's Spin (Up+B) Move. This will clear everybody out. The key is to keep everyone on one side of you, and then smashing them all with your Smash attacks. If you get catapulted into the air, come down onto your foes with Link's Down+A aerial attack. This move really hurts them a lot. You'll find your biggest menace here to be Ganondorf, not Giga Bowser. Giga Bowser has been tweaked down considerably and it takes virtually no damage to start tossing him around. Of course, unless you can completely knock him off the stage, he will be able to get back from any point, so you will need to damage him good to get rid of him. But you'll find his and Mewtwo's attacks (except for Giga's -> + A Smash Attack) to be pretty weak. Besides stunning and throwing you back, these attacks don't do much. You'll hardly get any damage inflicted. But Ganondorf is the big opportunist. As he's often in the back, doesn't usually get the brunt of your attacks, and is constantly doing his Warlock Punch (B). This seriously hurts and throws you back. If he's not doing that then he's either doing his Wizard's Foot (Down+B), which can often kill you, or his Dark Dive (Up+B), which he rarely misses and is also a huge killer. Ganondorf will usually get the most KOs, and he's usually the last enemy left. So I believe the toughest opponent here is him. However, that doesn't mean Giga Bowser is a huge nuisance. You are often impaired from doing any attacks because Giga Bowser is on top of you. If you get rid of him right away, it's easier to tell what's going on and you have more reaction time to Mewtwo and Ganondorf. That's about all I can tell you. It is difficult, but at least it's only one match. Just keep trying and you'll eventually come through.

193. Goomba - Beat Event Match 14.

This is really easy, especially if you have the right combination of opponents. Just stand in the middle and use your up+A smash attacks on your opponents until you send them flying.

203. Paper Mario - Hit 1,485 feet or more in Home Run Contest.

Use the same strategy outlined as in trophy 190. You're just gonna have to be more accurate in Yoshi's down+A aerial attacks. Yoshi can hit the sandbag more than 2,000 feet.

204. Wario - Beat All-Star without using a continue.

This is easy; in fact, I would never suggest using a continue on All-Star (Unless you're trying to beat it on Very Hard or get the Mew trophy) as it wastes 10 coins per continue. Just try doing it on Very Easy. If you get unlucky, try, try again.

220. Marin - Beat a 1-P mode after unlocking Sound Test.

You need to unlock all characters and stages to unlock the Sound Test. In order to unlock the Final Destination stage, you're going to need to beat Event Match 51. Check out my strategy for trophy 192 on how to beat this tough Event Match. For tips on how to unlock all the characters in the game, check out some other SSBM guides. For a strategy to unlock Kongo Jungle (Beat 15-Minute Melee), check out trophy 81 above. Check out trophy 190 for a strategy to unlock Yoshi's Island (Hit Sandbag 1,323 feet with Yoshi). Other SSBM guides will detail quite well how to unlock the other stages.

221. Majora's Mask - Beat Event Match 47.

This Event Match can be very annoying and difficult. Pick a character that has good multi-opponent attacks. I chose Young Link. The biggest key here is the combination of enemies you get. Some good enemies to fight are: Kirby, Jigglypuff, Luigi, Mario, Captain Falcon, and Mewtwo. Some bad enemies are: Falco/Fox, Zelda (It's actually Sheik that's the problem), Ganondorf, Marth/Roy, Pichu/Pikachu, Samus, and Donkey Kong. Kirby is the best enemy to have because it is very easy to get him to kill himself. All he has to do is his Stone (Down+B) move outside the two horns of Majora's Mask and he will kill himself. When he hits the ground, he'll just slide right on down. So if you

have him as an opponent, start fighting out side of the horns and get Kirby above you so he does his stone attack. Jigglypuff is a good enemy because she's lightweight and easy to kill. Mewtwo doesn't have enough gravity so it's easy to send him flying. Luigi will often kill himself if you fight outside the two horns as will Captain Falcon. Often times if you are on the outside of one horn and C. Falcon is on the other, he will only double jump to try to get to you. Unfortunately for him, that's not enough vertical to get over the horn. He will keep on doing this, allowing you to avoid him for the time being and have the luxury of having to only deal with two opponents. Bowser will also do this same thing. Other than to kill the aforementioned good enemies, however, you should do most of your fighting inside the two horns. It's rather safe until you get mega damage; just keep doing your melee attack to damage your opponents. Hopefully some good items will appear in your hands, as well. As soon as your opponents have enough damage, take the fight outside the two horns to send them off for good. Kill all opponents three times and then you will have the Majora's Mask Trophy.

226. Landmaster Tank - Get a combined total of 1,000 KOs

It'll take some time to get this trophy, but not that long. Some good ideas are to play a couple 99 minute matches with the damage ratio at 2.0. If you play against some lower level computer players, you'll rack up KOs very quickly.

227. Wolfen - Beat Adventure in 1,100 seconds or less

This trophy isn't hard to get. You'll often get it not knowing why. Just beat Adventure on Very Easy with your best character try to go as quickly as possible. Captain Falcon and Fox are good choices since they move very quickly.

230. Samus's Starship - Beat the Brinstar escape mode in adventure.

Wow - is this easy. This is usually one of the first trophies a person gets. I don't think I need to explain this. If you seriously can't beat this, try a different character. If you suck so much that it doesn't matter which character you use, look at any other SSBM guide - although I seriously doubt any words are going to help you.

255. Meowth - Earn every alternate (All-Star) Smash trophy.

First, you're going to need to unlock All-Star, which is done by unlocking every character. Check out some other SSBM guides to figure out how to do that. All-Star is pretty easy on Very Easy, no matter which character you use. Just beat it with every character and this trophy is yours.

267. Tom Nook - Collect more than 1,000 Smash Coins.

This will take some time - a lot of time. You'll get this trophy around when you get trophy 85 (Food) and when you unlock the Score Display (5000 Total KOs). For some tips how to get quick coins, check out section C (General Trophy Strategies).

269. Mr. Resetti - KO five player or more in the Cruel Melee.

This can be rather tricky, but using the right strategies will make it easier. The way I originally accomplished this was with Roy's Blazer (Up+B) Attack. When the battle first begins, get underneath one of the two lower platforms. Then, if only one or two opponents get close, nail them with Roy's Non-Smash Down+A Low Stab. When a bunch get around and above you, have at them with the Blazer and it will send them flying. Depending on how close to the enemy you are will determine whether or not you actually KO them. Usually, you'll get two KOs per Blazer slash. Repeat the procedure and you should be able to get five KOs. I can get 8 KOs this way. Another strategy that works is Jigglypuff's Rest (Down+B) move. When the enemies get close enough so they're touching you, use this to KO them instantly. You're left terribly vulnerable a second or two later, though - and it doesn't take much to KO Jigglypuff. This strategy works, but I think the strategy with Roy is the best. Either way you're going to fail a couple of times before you succeed.

274. Captain Olimar - Must have a Pikmin saved game on the same Memory Card as your SSBM save.

You can either go out and rent or buy this game, but I suggest buying it. It is an excellent game that is really overlooked by most. If you're using a Memory Card 59 and you have no space for the Pikmin, go out and buy a Memory Card 251 or sacrifice one of your other saved games for the Pikmin. What is more important: having every trophy or \$20/other saved games? I leave that up to you. Also, if you live in Japan, you can obtain this trophy the same way you can trophies 292 and 293. Check out those trophies below...

276. Donkey Kong Jr. - Earn all Normal (Classic) character trophies.

First you're going to need to unlock all characters. You can find out how to do that in

some every other SSBM guide. The rest is clockwork. Beating Classic on Very Easy shouldn't be a challenge no matter what character you're using.

280. Mach Rider - Beat Classic in 300 seconds or less.

This doesn't sound like much time, but remember it is total game time, not total time overall. This means that only the time that ticks off the timer at the top of the screen counts. Plus, the bonus stages don't add to your time, either. Just beat it as fast as you can on Very Easy with your best character and you shouldn't have any problems. Captain Falcon is an excellent choice, IMO.

288. Sheriff - Beat Target Test with every character in 750 seconds or less

This isn't too difficult. I can do this in about 100 seconds less. Just set a standard for yourself that no character should have a time over a half-minute. 25 x 30 seconds = 750 seconds. Some characters, such as Ganondorf, can have times as low as 10 seconds, which will really bring your second count down. For specific strategies for every character for Target Test, check out some other SSBM guides, such as IGN's free one.

289. Diskun - Get points at least once in every bonus category.

This is one heck of a trophy to earn, especially when you don't know what type of bonuses you have left to get. Some of the requirements for some of these bonuses are very difficult. This trophy has two whole sections devoted to it. Which brings us to section E...

291. (292 Japan) - Mario + Yoshi - Method unknown (for Non-Japanese version). In Japan, must bring Memory Card with SSBM save to a participating vendor that will write data on Memory Card to unlock trophy.

It is not known if this is actually trophy 291, but I would bet plenty that it's not. It's also probably not the real name of the trophy. I should've known better than to think I had completed the trophy hunt - it's never-ending! It was originally speculated that you could obtain this trophy by having a Super Mario Sunshine save on the same Memory Card as a SSBM save. This proved to be false. Right now, there is little hope for getting this trophy out of Japan...Don't give up, though!

292. (293 Japan) - Samus Without Mask - Method unknown (for Non-Japanese version). In Japan, must bring Memory Card with SSBM save to a participating vendor that will write data on Memory Card to unlock trophy.

It is not known if this is actually trophy 292, but I would bet plenty that it's not. It's also probably not the real name of the trophy. It was widely speculated that you could unlock this trophy (in the Non-Japanese version) by having a Metroid Prime save the same memory card as a SSBM save. However, this has now proven not to be the case. It would appear that Non-Japanese users have been left to bite the dust. I wouldn't be surprised if these are the only two trophies HAL has made secret. I always thought 290 was an odd number. It would be cool if there's actually 300 trophies. That would be bad, though, if there was only 300 in the Japanese version, as that would leave the rest of the world with 299! Unless, of course, there is a non-Japanese exclusive trophy not yet revealed...

E. THE BONUS LIST

You may be going, "The Bonus List?," but the bonus list applies to the trophy you will probably spend the most time on getting, although not realizing it. It may also be one of the last trophies you acquire. The trophy "Diskun" requires you to earn every type of bonus in the game at least once. That may not sound too bad, but consider the fact that there are 249 different types of bonuses, with some of the requirements being rather tricky, and you may think "Here we go again..." It's a whole new different type of trophy hunt, and the reward is just one stinkin' trophy. Like I said, the trophy hunt is for pride only. Below is the list of every bonus in the order they will appear at the Stage Clear/End of Battle Screen. Remember, you can get bonuses in the 1-P regular modes as well as in any Vs. Modes (except Stamina). While most can be earned in both types, only some can be obtained in Single player and vice-versa. Section F will detail on how to get some of the more difficult bonuses. However, I would not recommend specifically going out and trying to get every bonus until you've unlocked everything else. If you're lucky, you will eventually get points in every bonus category during your quest for the rest of the trophies (probably not). You can print off the list below though, because while SSBM does list every bonus as you get them, there is no way to gauge which bonuses you have left to achieve. Compare this list to the one in your game (from main menu: Data, Melee Records, Bonus Records) and then try to go out and get the ones you have remaining. Again, if you're having problems with your printer correctly printing what's on the screen, try reducing the margin spaces in the Page

Setup. You can also try copying and pasting this onto a TXT file and then try printing.

Bonus Name	Description of Requirements
1. Bird of Prey	Used only aerial attacks.
2. Combo King	Used many combos. (Average # of combos is 2.5 or greater)
3. Juggler	Struck an enemy many times while keeping him airborne.
4. Backstabber	High % of attacks were from rear. (70% or more of total)
5. Sweeper	High % of attacks were low. (50% or more of total)
6. Clean Sweep	All attacks were low attacks.
7. Meteor Smash	KO'd foe with a Meteor Attack.
8. Meteor Clear	Cleared the level with a Meteor Attack.
9. Meteor Master	Every Meteor Attack KO'd an opponent. (Minimum of 2)
10. Meteor Survivor	Succeeded in recovering from a Meteor Attack.
11. Flying Meteor	Hit a flying enemy with a Meteor Attack.
12. Exceptional Aim	Hit with most attacks.
13. Perfect Aim	Hit with all attacks. (At least 8 attacks per minute)
14. All Ground	Used all standard ground attacks against enemies.
15. All Aerial	Used all standard aerial attacks against enemies.
16. All Variations	Used all attacks except finishing blows on enemies.
17. All on One	Used all attacks except finishing blows on one enemy.
18. Lethal Weapon	Hit with a wide variety of attacks.
19. Berserker	Attacked in a frenzy. (60 attacks or more in 1 minute)
20. Smash King	Used many Smash Attacks. (50% or more of all hits)
21. Smash Maniac	Only used Smash Attacks.
22. Smash-less	Used no Smash Attacks.
23. Specialist	Hit with only special moves.
24. Dedicated Specialist	Used only one kind of special move.
25. One-Two Punch	Hit consecutively with all weak attacks.
26. First Strike	Delivered first blow of match.
27. 150% Damage	Took 150% damage or more. Not valid in team battles.
28. 200% Damage	Took 200% damage or more. Not valid in team battles.
29. 250% Damage	Took 250% damage or more. Not valid in team battles.
30. 300% Damage	Took 300% damage or more. Not valid in team battles.
31. 350% Damage	Took 350% damage or more. Not valid in team battles.
32. Heavy Damage	Took 400% damage or more. Not valid in team battles.
33. Sniper	Hit only with flying objects.
34. Brawler	Hit only with direct attacks.
35. Precise Aim	All attacks hit immediately after execution.
36. Pitcher	Fought only with grabs and throws.

37. Butterfingers	Had a high rate of grab and dash-grab failures.	
38. All Thumbs	All dash-grab attempts failed. (At least 4 attempted)	
39. Cuddly Bear	Performed at least 3 grabs, but did not attack or throw enemy.	
40. Compass Tosser	Used all four directional-throw moves.	
41. Throw Down	Threw last foe to clear game.	
42. Pummeler	Did a lot of damage by holding and punching foes.	
43. Fists of Fury	After grabbing, always held and punched, never threw.	
44. Close Call	Threw just before enemy broke your hold.	
45. Opportunist	Didn't attack for a very long period of time.	
46. Spectator	Spent a long time on sloped terrain.	
47. Statue	Little left-to-right movement.	
48. Never Look Back	Never changed direction.	
49. Stiff Knees	Did not crouch.	
50. Run, Don't Walk	Did not walk. (Extremely short distance doesn't count)	
51. Ambler	Walked a lot.	
52. No Hurry	Did not run.	
53. Marathon Man	Ran a lot.	
54. Eagle	Went airborne a lot.	
55. Aerialist	Did not jump from the ground. (No overlap with Cement Shoes)	
56. Acrobat	Always did a midair jump. (No overlap with Cement Shoes)	
57. Cement Shoes	Never jumped, including midair jumps.	
58. Head Banger	Hit walls a lot. (3 or more times per minute)	
59. Elbow Room	Bumped into or pushed foes a lot.	
60. Power Shielder	Used the Power Shield often. (3 times or more in 1 minute)	
61. Shield Buster	Broke enemy's shield.	
62. Shattered Shield	Shield was broken by enemy.	
63. Shield Stupidity	Broke own shield.	
64. Shield Saver	Dropped shield just before it was broken.	
65. Skid Master	Had long stun-slide distance. (9 feet or more in 1 minute)	
66. Rock Climber	Hung from many edges. (4 times or more in one minute)	
67. Edge Hog	Hung from edge to prevent opponent from doing the same.	
68. Cliff Hanger	Grabbed a lot of edges after being knocked off the stage.	
69. Life on the Edge	After being hit, grabbed edge without a midair jump.	
70. Poser	Taunted often. (6 or more times in 1 minute)	
71. Poser Poseur	Taunted right after someone else. (Within 1 second)	
72. Poser Power	Attacked someone with a taunt.	
73. Pose Breaker	Gave a quick weak attack to a taunting opponent.	
74. Instant Poser	Taunted right after knocking down a foe. (Within 1 second)	

75. Control Freak	Tapped the control stick twice as fast as second fastest tapper.	
76. Button Masher	Pressed buttons twice as fast as second fastest presser.	
77. Button Holder	Held down the A or B button. (For the entire match)	
78. Rock Steady	Did not fall down.	
79. Pratfaller	Always landed face up.	
80. Face Planter	Always fell face down.	
81. Twinkle Toes	Succeeded on every attempt to absorb damage.	
82. Floor Diver	Dropped through floors often. (12 times in one minute)	
83. No R 4 U	Did not press the L & R Buttons.	
84. Climatic Clash	Hit same enemy with progressively stronger blows.	
85. Floored	Took a lot of damage from floors. (Over 50% of damage)	
86. Punching Bag	Got stuck between two enemies and hit back and forth.	
87. Stale Moves	Persistently used the same attack.	
88. Blind Eye	Always looking in opposite direction as oncoming attack.	
89. Crowd Favorite	Audience cheered for player.	
90. Master of Suspense	Surprised the crowd often. (3 or more times in 1 minute)	
91. Lost in Space	Frequently magnified. (1/4 of time in a magnifying glass)	
92. Lost Luggage	Was in magnifying glass on all 4 sides of the screen.	
93. Half-Minute Man	Beat level within 30 seconds.	
94. Pacifist	Never attacked even once including misses.	
95. Peaceful Warrior	Never attacked, but didn't lose the match.	
96. Moment of Silence	Took no damage for 1 minute. (No overlap with Impervious)	
97. Impervious	Didn't suffer a single attack.	
98. Immortal	Never got knocked down.	
99. Switzerland	Never attacked anyone, never took any damage.	
100. Predator	Attacked only opponents with high amounts of damage.	
101. Down, But Not Out	Fell all the way down, but got back up the most in a match.	
102. Solar Being	Only left stage by flying off screen and becoming a star.	
103. Stalker	Always attacked a particular player.	
104. Bully	Always KO'd a particular player.	
105. Coward	Spent a long time a great distance away from enemies.	
106. In the Fray	Average distance between you and foes was very small.	
107. Friendly Foe	Never pushed an enemy.	
108. Center Stage	Spent a long time in the middle of the arena.	
109. Merciful Master	Won without KO'ing anybody.	
110. Star KO	KO'd an enemy and turned him or her into a star.	
111. Rocket KO	Sent all team enemies flying off the top of the screen.	

112. Wimpy KO	KO'd a foe with a weak attack.	
113. Bull's-Eye KO	KO'd a foe with a firing item.	
114. Poser KO	KO'd an enemy with a taunt.	
115. Cheap KO	KO'd an enemy from behind.	
116. Bank-Shot KO	KO'd an enemy with a deflected item.	
117. Timely KO	KO'd a foe at the time limit.	
118. Special KO	KO'd an enemy with a special attack.	
119. Hangman's KO	Attacked an enemy that was hanging from an edge for a KO.	
120. KO 64	KO'd an enemy when the enemy was at 64% damage.	
121. Bubble-Blast KO	Attacked a magnified enemy and KO'd him or her.	
122. Sacrificial KO	The same attack KO'd both you and your enemy.	
123. Avenger KO	KO'd a foe right after foe KO'd you. (Within 5 seconds)	
124. Double KO	KO'd two enemies at once.	
125. Triple KO	KO'd three enemies at once.	
126. Quadruple KO	KO'd four enemies at once.	
127. Quintuple KO	KO'd five enemies at once.	
128. Dead-Weight KO	KO'd an enemy by throwing another enemy at him or her.	
129. Kiss-the-Floor KO	Threw an enemy onto a damaging floor for a KO.	
130. Assisted KO	KO'd a foe with an item.	
131. Foresight	Hit the front of the screen.	
132. First to Fall	First one to be KO'd after match begins.	
133. Cliffdiver	Let go of the edge of a cliff and fell off stage.	
134. Quitter	Fell off stage without even trying to recover.	
135. Shameful Fall	At less than 50%, got KO'd by a foe with over 100% damage	
136. World Traveler	Got KO'd off all four sides of the screen.	
137. Ground Pounded	Got KO'd by a damaging floor.	
138. Environmental Hazard	Got KO'd by a part of the stage environment.	
139. Angelic	Was standing on revival platform when match ended.	
140. Magnified Finish	Ended the match in a magnifying glass.	
141. Fighter Stance	Ended match while taunting.	
142. Mystic	Ended match while offscreen.	
143. Shooting Star	Ended match as a star.	
144. Lucky Number Seven	Finished with :07 left.	
145. Last Second	Finished with :01 left.	
146. Lucky Three's	Finished with 3:33 left.	
147. Jackpot	Damage at end was the same number repeated three times.	
148. Full Power	Damage at 0% at finish.	
149. Item-less	Did not use any items.	
150. Item Specialist	Only hit with item attacks.	

151. Item Chucker	Hit only by throwing items.	
152. Item Smasher	Used only smash attacks with swinging weapons.	
153. Capsule KO	KO'd an enemy with a capsule.	
154. Carrier KO	KO'd a foe with a large item carrier.	
155. Weight Lifter	Frequently held heavy items. (Over 5 seconds per minute)	
156. Item Catcher	Caught an item thrown at you.	
157. Reciprocator	Threw an item thrown at you back at an enemy.	
158. Item Self-Destruct	Item caused player to Self-Destruct.	
159. Triple Items	Got the same item 3 times in a row.	
160. Materialist	Spent the longest amount of time holding items.	
161. Minimalist	Spent the least amount of time holding items.	
162. Item Hog	Got ten or more different kinds of items.	
163. Item Collector	Got every kind of item that appeared.	
164. Connoisseur	Got every kind of food that appeared.	
165. Gourmet	Used only food items. (3 or more)	
166. Battering Ram	Used only battering items. (3 or more)	
167. Straight Shooter	Used only shooting items. (3 or more)	
168. Wimp	Used only recovery items. (3 or more)	
169. Shape Shifter	Used only transformation items. (3 or more)	
170. Chuck Wagon	Only grabbed throwing items. (3 or more)	
171. Parasol Finish	Was parachuting with the Parasol at match's end.	
172. Gardener Finish	Put a flower on an enemy's head at match's end.	
173. Flower Finish	Had a flower on head when the match ended.	
174. Super Scoper	Did 100% damage or more firing the Super Scope.	
175. Screwed Up	Held Screw Attack for 30 seconds or more.	
176. Screw Attack KO	Used a Screw Attack to KO an enemy.	
177. Warp Star KO	KO'd a foe using a Warp Star.	
178. Mycologist	Got three or more Mushrooms.	
179. Mario Maniac	Used only Mushrooms, Fire Flowers, and Starmen.	
180. Metal KO	KO'd enemy while metal.	
181. Freezie KO	Froze enemy with Freezie then KO'd him or her.	
182. Flipper KO	KO'd enemy with a flipper.	
183. Mr. Saturn Fan	Only item used was Mr. Saturn.	
184. Mrs. Saturn	Held Mr. Saturn for 30 seconds or more.	
185. Saturn Siblings	Got three or more Mr. Saturns.	
186. Saturn Ringer	Caught a Mr. Saturn thrown at you.	
187. Giant KO	KO'd a foe while giant.	
188. Tiny KO	KO'd a foe while tiny.	

189. Invisible KO	KO'd a foe while invisible.	
190. Bunny-Hood Blast	KO'd someone while wearing a Bunny Hood.	
191. Vegetarian	Got two or more Maxim Tomatoes.	
192. Heartthrob	Got two or more Heart Containers.	
193. Invincible Finish	Player is invincible at the end of the match.	
194. Invincible KO	KO'd a foe while invincible.	
195. Beam Swordsman	KO'd a foe with a Beam Sword.	
196. Home-Run King	KO'd a foe with the Home-Run Bat.	
197. Laser Marksman	Hit with every blast from the Ray Gun until it ran out.	
198. Flame Thrower	Got a 10 combo or higher with the Fire Flower.	
199. Hammer Throw	Threw the hammer away.	
200. Headless Hammer	Grabbed a broken hammer.	
201. Super Spy	KO'd someone with a Motion-Sensor Bomb.	
202. Bob-omb's Away	KO'd by a wandering Bob-omb.	
203. Bob-omb Squad	Grabbed a Bob-omb just before it exploded, and wasn't hurt.	
204. Pokemon KO	KO'd a foe with a Pokemon.	
205. Mew Catcher	Mew appeared.	
206. Celebi Catcher	Celebi appeared.	
207. Goomba KO	KO'd a Goomba.	
208. Koopa KO	KO'd a Koopa.	
209. Paratroopa KO	KO'd a Paratroopa.	
210. ReDead KO	KO'd a ReDead.	
211. Like-Like KO	KO'd a Like-Like.	
212. Octorok KO	KO'd an Octorock.	
213. Topi KO	KO'd a Topi.	
214. Polar Bear KO	KO'd a Polar Bear.	
215. Shy Guy KO	KO'd a Shy Guy.	
216. First Place	Got 1st place in a timed match.	
217. Last Place	Got last place in a timed match.	
218. Wire to Wire	Led in points from the start to the finish.	
219. Whipping Boy	Trailed in points from the start to the finish.	
220. KO Artist	Had a lot of KOs. (More than 3 and double second place)	
221. KO Master	Had the most KOs. (Not awarded if Artist is earned)	
222. Offensive Artist	Caused a lot of damage.	
223. Offensive Master	Caused the most damage.	
224. Frequent Faller	Had a lot of falls.	
225. Fall Guy	Had the most falls.	
226. Self-Destructor	Had a lot of Self-Destructs.	

227. Master of Disaster	Had the most Self-Destructs.	
228. KOs	Counts each KO.	
229. Falls	Counts each fall. (Self-destructs not counted)	
230. SDs	Counts each self-destruct.	
231. Target Master	Smashed all targets in Target Test!	
232. Hobbyist	Got at least one trophy before the stage ended.	
233. Collector	Snagged all trophies that appeared!	
234. No-Damage Clear	Cleared all levels without taking any damage.	
235. No-Miss Clear	Cleared without losing a single life.	
236. Continuation	Cleared by continuing.	
237. Speedster	Cleared all levels quickly.	
238. Speed Demon	Cleared all levels very quickly.	
239. Melee Master	Cleared All-Star mode without recovering damage even once!	
240. Classic Clear	Cleared the Classic mode.	
241. Adventure Clear	Cleared the Adventure mode.	
242. All-Star Clear	Cleared the All-Star mode.	
243. Very-Hard Clear	Cleared the Very-Hard mode.	
244. Crazy Hand KO	Defeated Crazy Hand in Classic mode.	
245. Luigi KO	Defeated Luigi in Adventure mode.	
246. Link Master	Defeated all five Links in Adventure mode.	
247. Giant Kirby KO	Defeated Giant Kirby in Adventure mode.	
248. Metal Bros. KO	KO'd Metal Bros. in Adventure mode.	
249. Giga Bowser KO	Defeated Giga Bowser in Adventure mode.	

F. BONUS HELP

This section will be dedicated towards advice for some of the more difficult bonuses to obtain. Some of the bonuses can be tough to get, and some of the descriptions to earn them don't help much either. Hopefully, the right words here can help you out. If there are any bonuses not covered here that you would like help with, e-mail me and I'll see what I can do.

7. Meteor Smash - KO'd a foe with a Meteor Attack.

The trickiest thing about these Meteor Attacks is knowing exactly what one is. A Meteor Attack is (usually) an aerial attack that will send a player downward (again, usually) to the bottom edge of the screen at a pace where there is usually no chance for recovery. This speed determined by the game is unknown, but it's pretty fast. Some examples of Meteor Attacks are Link's Down+A aerial attack, Mario's ->+A aerial attack, and Luigi's Taunt (If enemy is holding on to ledge). Usually before your character delivers his Meteor Attack, there is a little sparkle by his hand or sword or foot or whatever body part is delivering the attack. It doesn't matter if you hit an enemy or not; when using this move, you will always see this little sparkle. Not all Meteor attacks have this sparkle, and I'm not 100% sure if all attacks with the sparkle are meteor attacks. My instincts, however, tell me that if there's a sparkle, it's a Meteor attack. You must KO an enemy that you hit with a meteor attack for it to be counted as a Meteor Smash.

8. Meteor Clear - Cleared the level with a Meteor Attack.

This is easy, just do a Meteor Smash on the last enemy that must be KO'd.

9. Meteor Master - Every Meteor Attack KO'd an opponent. (Minimum of 2)

Well it says there must be a minimum of two, so that's what you should do. It's not that difficult to hit two Meteor Smashes, is it?

10. Meteor Survivor - Succeeded in recovering from a Meteor Attack.

This one is very tricky to get, but usually if you've played long enough you'll get it. For one, since Luigi's taunt is a Meteor Attack (if target is hanging on ledge), and it doesn't send you down at too fast a rate, you would think this would be a good attack to simulate to try and get this bonus. But for some reason, it seems this taunt is only considered a Meteor Attack if it KO's the enemy. If you do survive, it doesn't count, and you don't get the bonus. The only way I know that you can get this bonus is for an enemy to hit you with a Meteor attack that, by all other circumstances, would KO you. But your downward momentum must be stopped by something - another enemy's weak attack is a perfect example. Then you must make it back onto the stage to get this bonus. So in other words, you must survive a Meteor Attack that you would not be able to recover from by your own means. And the only way to do that is for your downward travel to be interrupted. It's complicated, but usually one gets it not even knowing it. It's also hard to simulate, and I wouldn't try doing that. Just play with a bunch of higher level CPU opponents over and over again, and eventually, you'll (hopefully) get this bonus.

11. Flying Meteor - Hit a flying enemy with a Meteor Attack.

This one is also tricky to understand. But by "flying," this means that your opponent is flying at a rate that will KO him a moment later. This is sort of similar to the Meteor Survivor Bonus, only that you are the one doing the interrupting. And you're interrupting your opponent with a Meteor Attack. The only difference is that the flying enemy did not have to be just hit with a Meteor Attack - he could have been hit with any attack that will KO him. Confused? Let me just give you a quick example that's easy to simulate. Play on Super Sudden Death. Go to the Brinstar Level with the lava. Be Link or Young Link. Have your opponent as a human player - Kirby or Jigglypuff is a good choice. When the lava is high enough, have your opponent go down into it. Just be sure so that when he comes back up, you nail him with your Meteor Attack - in Link's instance his aerial down+A move. If you connect, you'll KO your opponent and you'll have the bonus. Though I don't believe you need to KO your opponent with your Meteor Attack to get the bonus. You just need to hit him with a Meteor Attack when he's flying at a rate that will KO him. I'm not 100% sure about this, though, so my advice is to use Link or Young Link as their Meteor Attack sends the opponent upward, KOing him. (If you used another character's Meteor attack that sent them downward, you could not KO them on the Brinstar level unless, by some magic, that you timed it perfectly right so that the opponent hit the lava at the last moment, then you hit him with the meteor attack, then sent him back down when the lava was low enough.) It sounds tricky but this simulation of it is really easy. Just hit Kirby, who just got nailed off some lava and is flying at a pace to KO him, with Link's or Young Link's Meteor Attack (aerial down+A) and you should have this bonus.

14. All Ground - Used all standard ground attacks against enemies.

This one isn't hard, you just need to remember all your ground attacks while your simulating this. You have your weak jab (A), your A repeatedly move, your ->+A, diagonally up/down -> + A, up+A, down+A, running + A, ->+A Smash attack, Up+A Smash attack, Down+A Smash attack, down+B, ->+B, B, Up+B, and grab (Z) and pummel (A) plus throw in all four directions. So, if you add that all up, that's up to 24 different attacks. Just pick a human player as your opponent, set damage ratios to 0.5, and play a stock match with a stock of one. Mario is a good player to be, with Bowser as your opponent. Make a conscious effort of every attack you're doing and it'll be easy.

15. All Aerial - Used all standard aerial attacks against enemies.

This one is just like All Ground, except, well, you get the picture. If you count them up there are a total of five different aerial attacks. Sometimes, however, your special (B) moves might be considered aerial as well. I know that Peach's ->+B Peach Bomber is considered an aerial move. So, just to be safe, do all your special moves - that's four - and your ->+A aerial, your <-+A aerial, your Down+A aerial, your Up+A aerial, and your A aerial attacks. So that's a total of nine different attacks attacks. Be sure that if your character has a multi-hit aerial attack that he hits your target with every part. A good example of this is Mario's or Yoshi's Down+A aerial attack. You can hit your target with the same moves as many times as you want, just as long as you do hit him with every aerial attack. Overall this one's easier than All Ground - they're both pretty easy if your simulating it.

16. All Variations - Used all attacks except finishing blows on enemies.

This one is just All Ground and All Aerial combined. So, if you add the previous number of attacks in each one (not including overlaps) there is a total of up to 29 different

attacks you must do. Be sure that if you're simulating this, you have two targets to work with. If you do hit all attacks on one target, you'll get the All in One bonus. So divide your attacks between two opponents and follow the steps above for bonuses 14 and 15 and you'll be fine.

17. All on One - Used all attacks except finishing blows on one enemy.

This one is the same as All Variations, now it is just on one enemy. So follow the steps out lined there in All Variations to get this bonus.

18. Lethal Weapon - Hit with a wide variety of attacks.

The description of this bonus is by far the most vague of any description out there. This one just doesn't make sense. "a wide variety of attacks"?!?! What the heck is that supposed to mean? Well, one way (and I do believe the only way?) you can get this is to hit your opponent with only your 3 smash attacks, your five aerial attacks, and your four special moves. You cannot hit your opponent any more, any less. So that's 12 attacks that you must connect on with every single one. Note that misses (I think) do not apply - just the one's that connect. So if a character has a multi-hit attack, be sure that every part of the attack hits your target. If that's not possible with the character your using, use someone else. I did it with Mario. After you hit those 12 moves, there is nothing else you can do to attack your opponent. So, to avoid going into sudden death, I'd suggest playing a coin match as you'll get more coins than your opponent while you hit him with these 12 moves. It's not difficult, but how HAL thought of this bonus is a little miffy.

60. Power Shielder - Used the Power Shield often. (3 or more times in one minute)

The most difficult part of this bonus is, again, knowing what exactly what it is. More specifically, what exactly is the "Power Shield." The Power Shield is a shield, much like the original shield, that is activated if the regular shield is activated right when an attack is hitting you - but it hasn't hit you yet. So it's the last possible moment before the attack hits you. The shield will be a little bit bigger, and make a slightly different sound if it's a Power Shield. Also, if the attack is a projectile attack, the shield will send the attack back at the opponent. So, if Falco shoots his Blaster (B) at you and you use the power shield against it, it will send the laser beam back at Falco. It's best to simulate this match between two human players. Just have one controller in one hand - doing the shooting or punching - and have the other hand pressing the R or L button on the other controller. Your right and left hands are the best team to work with when it comes to timing.

72. Poser Power - Attacked someone with a taunt.

Luigi is the only player that can do this.

81. Twinkle Toes - Succeeded on every attempt to absorb damage.

I'm not quite sure what the description means, but if you press the L or R buttons right before you hit the ground or other surface when you've just been hit by a strong attack and are sent tumbling, you'll do a quick recovery in getting up. This is opposed to waiting to be completely flat, then taking your time getting up. If you don't use this technique you'll be left extremely vulnerable - especially in battle with many opponents.

82. Floor Diver - Dropped through floors often. (12 times in one minute)

Be sure that you actually land on a floor, then go through it. In other words, don't go through multiple floors by holding down the control stick. The times that you do go straight through the floors and don't land on them first won't count.

84. Climatic Clash - Hit same enemy with progressively stronger blows.

I'm not sure on the specifics of this bonus, but I got it without even knowing it. Try doing your weak attacks (A repeatedly) on an enemy, then some regular ->+A attacks, then your smash attack. If that doesn't work, use only one weak attack, then a regular attack, then a smash attack. I don't think too many of you will have problems getting this, though, if you just play the game normally. If you've played SSBM long enough then you should have this bonus. If anybody else knows the specifics to this, please tell me.

91. Lost in Space - Frequently magnified. (1/4 of time in a magnifying glass)

Let it be known what exactly the magnifying glass is. For the longest time I didn't know. The magnifying glass is the little circle that encompasses you when you are off the screen edge, but not yet far enough to be KO'd. I always knew that this would happen, but for some reason I never put it together that that little circle was a magnifying glass. Does it look like a magnifying glass to you? Anyway, this bonus is

easy to get. Just do as it says.

114. Poser KO - KO'd an enemy with a taunt.

This is really easy. You can only do it with Luigi. But you need to do it right. Even if your enemy has 999% damage, Luigi's taunt won't send your opponent any farther than if he had 0%. So to do this, just have your enemy hanging on a ledge, then hit him with your taunt. Your target will actually fall down at a pretty fast rate.

116. Bank-Shot KO - KO'd an enemy with a deflected item.

You could theoretically use your Power Shield on an item such as a Green Shell, which would send the Shell back at your opponent. If he had enough damage, it would KO him and you'd get the bonus. But a much easier way is to use Falco's or Fox's own Power Shield - also called their Reflector (Down+B). Use the strategy mentioned above - deflect a green shell back at your opponent with Fox's or Falco's Reflector. Play on Super Sudden Death to be sure that when the shell hits your opponent, it KOs him.

122. Sacrificial KO - The same attack KO'd both you and your enemy.

This one is easy. There are various ways to do this, but just grab an opponent with DK and go off the edge of the screen. Be sure that you are not on your last life and that you do not have only one opponent, or you'll die first, and then match will be over. No Bonus then.

126. Quadruple KO - KO'd four enemies at once.

This can only be done in 1-P modes. The last fight of All-Star mode with the Mr. Game & Watches is a good place to get this bonus. Or the fight with the Fighting Wire Frames in Adventure mode is another good spot.

127. Quintuple KO - KO'd five enemies at once.

Same as Bonus 126.

139. Angelic - Was standing on revival platform when match ended.

The revival platform is the small platform you are lowered down onto the stage with immediately after you are KO'd.

143. Shooting Star - Ended match as a star.

By ending the match as a star, that means that you are floating off way above the field and are about to become KO'd. When you get smashed upward so high that you can't come back - you'll see a tiny version of yourself floating away. Be sure that you don't hit the front of the screen when you get KO'd this way, though, otherwise it doesn't count. The trick, though, is that you need to actually be a "star" when the match ends. Right after you're done floating way above the stage for a while, you float off into oblivion and turn into a little star for a short amount of time. Then you come back onto the stage - unless the match is over. It won't work on a stock match, from my experience. So you'll need to play on a Time/Coin/Bonus Match, and it's best if you're playing with human opponents. You (or your friends) will need to be that "star" when you get KO'd for a split second when the match ends. It's hard to simulate - my suggestion would to play a bunch of two or one-minute matches with a bunch of friends and eventually you should get this. It's hard to say though, as I had no problems getting it; I had gotten it without even knowing it. If you try to simulate it I'm sure it will be tough

156. Item Catcher - Caught an item thrown at you.

You can catch items; you just have to have precise timing to do it. You have to press A while not walking or running right when the item is going to hit you to do this.

166. Battering Ram - Used only battering items. (3 or more)

Set the only item in the Item Switch as hammers and you'll have a blast getting this bonus.

167. Straight Shooter - Used only shooting items. (3 or more)

Star Rods do not count - only Super Scopes and Ray Guns.

169. Shape Shifter - Used only transformation items. (3 or more)

Use Cloaking Devices to get this bonus.

172. Gardener Finish - Put a flower on an enemy's head at match's end.

For this Bonus, you can't just put a flower on an opponent's head throughout the match and keep it getting bigger until the match ends - you have to use the Lip's Stick at the last second. Stand next to your opponent, make sure there is no flower already on his head, and right after the announcer says "ONE!", hit him with the Lip's Stick and you'll have this bonus.

199. Hammer Throw - Threw the Hammer away.

This bonus is pretty tricky to get, and I don't understand why the game won't let you get rid of it more easily. First, you have to be stunned while you're holding on to the hammer so that you stop your swinging motion. Having opponents do this is not very easy. So I'd suggest going to the Brinstar or Mute City levels. Get a Hammer, fall onto the damaging floor, and when you're getting catapulted upward, press Z right before you start going back into your swinging motion. The only thing is that pressing Z at the right time is easier said than done. You must have to have super precise timing. Perhaps you must also press the control stick hard in a particular direction (as if you were going to do a Smash attack) at the same time you press Z. I'm not sure, but I've only actually done it once. I was Mario on the Brinstar level, and after trying to throw the Hammer like any other item failed, I resorted to madly pressing L, R, Z, A, and the control stick hard in any direction. Eventually, after many tries, Mario just did his air dodge, then died. The Hammer then slowly fell down. The air dodge probably happened after I actually "threw" the Hammer, though. You should also note that if you lose the Hammer when you hit the damaging floor that this does not count, as the floor is making you lose the Hammer, not yourself.

203. Bob-omb Squad - Grabbed a Bob-omb just before it exploded, and wasn't hurt.

This bonus isn't too tough, but it can be a bit frustrating. Have your opponents as humans, and have them on a platform above where the Bob-omb is. When the Bob-omb starts walking, you can sort of estimate where it will end up when it's ready to explode. When it stops walking and starts glowing red, hurry! You don't have much time to quick grab it and then throw it. Remember that you cannot be hurt in the process. Practice will make perfect to get this bonus.

205. Mew Catcher - Mew appeared.

Mew doesn't appear very often - I only remember seeing him twice. (though I'm not the only one who plays my game...) I saw him once in 1-P mode and once in Vs. Mode. I saw him first in 1-P mode (Classic), except that I didn't throw the Pokeball that had Mew inside. When I finished the mode, a Special Message came up saying I had my first encounter with Mew, but I did not get the bonus for it. To get the bonus, you (or any other human) need to throw the Pokeball that contains Mew. After I saw that I did not get the Bonus, I played a 99-minute match with only Pokeballs with the Item settings on Very High. I also didn't have any CPU opponents playing (to make sure they didn't get a Pokeball with Mew inside). After about 15 minutes, I had gotten a Pokeball with Mew inside. I had thrown A TON of Pokeballs, though. I didn't play for the rest of the match, but I made sure that the match ended the correct way by letting the timer run out. Had I used the Pause Reset (Start: then L,R,A,Start) after I had gotten Mew, no bonuses would have been recorded. Thus, I would not have gotten the Mew Catcher bonus. So if you do ever catch Mew yourself (or any other human), be sure to finish whatever you are doing and don't use the Pause Reset! (Or more importantly, the Power Button or the Reset Button on the GCN!!!) I am not sure whether or not certain perquisites need to be met before you can encounter Mew. When I first did, though, I had all characters unlocked, All-Star/Adventure/Classic cleared with every character, All-Star/Adventure/Classic cleared on Very-Hard, over 250 trophies collected, all Event Matches Cleared, all Stages Unlocked, all Multi-Man Melee's completed (At least 5 on Cruel and at least 100 on Endless), all trophies related to the Home-Run Contest earned (And had at least tried hitting with every character), Target Test completed with every character and all trophies related to that earned, all trophies related to Combos in Training earned (including trying to get as many combos as possible with every character), Random Stage Selection unlocked, and Sound Test unlocked. So if you can't get Mew, make sure all of those perquisites above have been met. Note that at that time I did not have the Score Display (5000 KOs) unlocked, and I hadn't even come close to playing in 1000 Vs. Matches (over 300, though.) Sure, this won't matter if you do have these unlocked, but what I'm saying is that you don't need to have them completed to meet Mew. I don't even know if you need all (or any) of the other perquistites I listed met to get Mew, either. So what I'm saying is that if you can't get Mew, try unlocking the stuff above first and then you should have no problems unlocking him.

206. Celebi Catcher - Celebi Appeared.

This bonus will be similar to the Mew Catcher bonus. Be sure that you have every perquistite met that I mentioned above for the Mew Catcher Bonus plus the Score Display Option (5000 KOs) unlocked. You will need all of those unlocked before you can meet Celebi. After that, there is supposedly a 1 in 251 chance that Celebi will appear in a PokeBall (I'm not sure if this is only in 1-P or not, perhaps someone could clarify?) But you can catch Celebi in Vs. Mode, and this is what I would suggest trying. Just put

the items on Very High and with only Pokeballs. Make sure there are only human opponents, as if a CPU player gets the bonus, it won't count for you. I played a 15-minute match and got Celebi this way. Celebi is a small, green Pokemon if this helps you identify him. At the end of the match, press A three times, look at the list of all your bonuses, and if you've got Celebi Catcher, then you'll get the Celebi trophy (if this is your first time getting the bonus), you'll get a special message, and you'll probably get the Diskun trophy! This is usually the last bonus that one gets, so that is why I say that. The Diskun is usually the last trophy you'll get, so you just may have completed the trophy hunt as well! At least for now...

208. Koopa KO - KO'd a Koopa.

This can be puzzling since you matter how hard you hit a Koopa, they will only go into their shell and then spin around. But it's easy. You can do this two ways. 1) Grab (Z) the Koopa while he isn't in his shell (you can't grab him when he is) and then throw him. When he lands, he dies. 2) Swallow (B) him up with Kirby and press Down to eat him. Pretty simple, eh?

209. Paratroopa KO - KO'd a Paratroopa

Use the same method as for the Koopa KO, just make sure that the Paratroopa still has his wings (don't jump on him or attack him to make his wings fall off). Note that I've only done this on the red Paratroopa in the middle of the first Mushroom Kingdom level in Adventure mode. I'm not sure if it works on the other green ones or not. (Probably does.)

233. Collector - Snagged all trophies that appeared!

This is easiest in All-Star mode, as you can't really miss any trophies that appear. They all appear every four matches in the area inbetween battles where the Heart Containers and the Warp to next battle are.

234. No-Damage Clear - Cleared all levels without taking any damage.

This might be the toughest bonus to get, in terms of gaming skills needed. Or maybe not skills, but smarts. You need to know where to put yourself, and at the right times. You can attempt to get this bonus on all three 1-P modes, but I don't think it's very possible on Adventure. You can get this bonus on Classic, but it is pretty tough. I believe All-Star is the easiest way to get this bonus. Either way, they're both going to be pretty frustrating. The most frustrating part, you'll find, is not that you always take some damage to some nit-wit weak punch (although that will happen), but some bad bad item always seems to find his way next to you. Whether it be explosive crates or capsules, Bob-ombs, crates hitting you as the slide down slopes, the list of cheap things that will give you damage is a long one. So you'll find items as your worst enemy when trying to achieve this bonus. Quite simply, there are just too many items. Of course, this is implying that you are playing on Very Easy - any other difficulty just isn't possible. If only you could have the amount of items that you get on Very Hard be on Very Easy instead. Ah well, not going to happen. I think you'll find that there is even more items on All-Star than on Classic, but I believe your roll of the dice will come out better on All-Star. Why? Quite simply, because you don't have to fight the Master Hand.

You might think you're pretty good against the Master Hand, but I think you have to be pretty lucky if you beat him without sustaining any damage. You have to be lucky because the attacks The Masta dealt out to you must have been very easy to predict and easy to avoid. Usually, it seems, there is just one attack that he throws at you that will give you minimal damage. It's tough, but I'm not saying it's impossible. I've done it before. But the final fight of All-Star - 25 Mr. Game & Watches - is a lot easier to deal with than the Hand. Another reason why is because of the character you're probably going to have to fight Master Hand with. If you're playing on Very Easy, you might have figured out that a good strategy to use against your enemies is DK's Hand Slap (Down+B). It works like a charm against those Very-Easy enemies. So, naturally, a good idea would be to use DK as he probably won't sustain any damage against enemies when he's doing his Hand Slap. But, unfortunately, you can't use the Hand Slap against the Master Hand. And DK is not the best Master Hand fighter. In fact, because his body is so big, his shield does not adequately cover him, meaning that little shield degeneration will leave you vulnerable for attack. What I'm saying is, that DK sucks against the Master Hand. I believe it would be tough to beat the Hand without taking some damage. But, who else are you going to use to get to the Master Hand? Almost every other character will have a tough time getting to him because they don't have a constant attack like DK does to keep them from absorbing damage. I have gotten the No-Damage Bonus once - with Captain Falcon. The fight with Master Hand was easy. It was getting to him that was tough, though.

But if you go and try on All-Star as I suggest, DK is the perfect choice. There are no cons to using him, as in Classic. His Hand Slap will work on everyone. The biggest thing here is luck. You have to get lucky and hope that no explosive crates and what-

have-you appear right next you while your doing your Slap.You'll fail many times just because of items. But if you keep trying, you'll eventually get lucky enough. Another good piece of advice is to not always use the Hand Slap. It usually will not kill everyone right away, and the more time you waste, the more likely a bad item is going to pop up in your face. Remember, you're fighting on Very-Easy. If you see a good opportunity to get in a Smash attack and a KO, do it. You probably will be fine. Just don't go out on the prowl all the time - your Hand Slap is your best friend. Remember that, be prepared to move over for walking Bob-ombs, and with a grain of salt, you'll be able to get this bonus. It's just going to take some time.

235. No-Miss Clear - Cleared without losing a single life.

This one's easy, you should be setting your sights on No-Damage Clear or else you'll never get all the trophies.

238. Speed Demon - Cleared all levels very quickly.

You don't have to be that quick. If you have the Mach Rider or Wolfen trophies, then you'll easily get this bonus.

239. Melee Master - Cleared All-Star mode without recovering damage even once.

You'll get this bonus if you get the No-Damage Clear bonus (If you're playing on All-Star), so check out bonus 234 above for my best advice on getting this bonus. Just Remember you can only get the bonus on All-Star, not Classic or Adventure.

243. Very-Hard Clear - Cleared the Very-Hard mode.

This is by far the easiest to do on Classic. So, make sure you have a bunch of coins, and have at it. For a strategy (as best I can) check out trophy 83 above.

244. Crazy Hand KO - Defeated Crazy Hand in Classic mode.

Again, check out trophy 83 above. Remember that you can meet the Crazy Hand the Normal Difficulty - you don't have to play on Hard or Very Hard. This one isn't too difficult.

Check back in the coming days for more help with the bonuses.

249. Giga Bowser KO - Defeated Giga Bowser in Adventure mode.

This one isn't too bad - for specific strategies against Giga Bowser, check out trophy 82 above. For a strategy on how to get through the Adventure, check out trophy 84 above. Remember that you meet Giga Bowser on Normal - you don't have to play on Hard or Very-Hard.

G. SPECIAL MESSAGES

This has absolutely nothing to do with the trophies, but my whole inspiration for writing this guide was because there wasn't any in-depth help out there for getting all the trophies. From what I've seen, there is nothing out there about the Special Messages, as well. Plus, the trophy hunt is really only about pride - and that's exactly what these messages are about. I don't know if I have all the Special Messages, but I'm going to list all the ones I have here in the order I got them. Please tell me if there's more out there that I'm missing.

The Special Messages are located from the Main Menu: Data, Special.

Credit to Billy Chlochaisri for informing me of the latest Special Messages. He even put the list in alphabetical order and noted which bonuses could be earned with continues.

* = Continues allowed

1. 1-P All-Star mode is now open! Better practice up!
2. A blast from the past! Dream Land is yours to use.
3. A great evil walks the earth...Ganondorf has been unlocked!
4. Access to Flat Zone has been granted. Time to get retro!
5. All stages are now open!
6. Check out smashing sounds! Find Sound Test under Data.
7. Congratulations! You've cleared 1-P Adventure!
8. Congratulations! You've cleared 1-P Classic!
9. Congratulations! You've cleared 1-P All-Star!
10. Cute, cuddly...and a threat to itself and others! It's Pichu!
11. Direct from Fire Emblem, it's Marth, the swordsman supreme!
12. Dr. Mario is in the house! His prescription? KOs.

13. Fast, nimble, and ready to roll, Young Link awaits you!
14. For the first time, you've survived 15-Minute Melee!
15. It's a flotilla of Pokemon! You've unlocked Poke Floats!
16. Mewtwo's mental powers are now yours to command!
17. Mr. Game & Watch is ready to rock, old-school style!
18. Mushroom Kingdom II is open: it's the dream world, Subcon!
19. Random Stage Select is now available in Additional Rules!
20. Roy from Fire Emblem has unsheathed his sword!
21. Side-scrolling madness awaits on F-Zero's Big Blue!
22. Star Fox's surly pilot Falco is now prepped for combat!
23. Take a step back in time to lovely Yoshi's Island!
24. The gateway to Final Destination has now been opened!
25. The man in green, Luigi, is ready for action!
26. The special stage, Battlefield, has now been unlocked!
27. Welcome back to DK's first locale, Kongo Jungle!
28. Welcome to Brinstar Depths! Kraid's been waiting for you!
29. Wow! You've cleared 1-P Classic with every character!
30. You can now set up the score display in Additional Rules!
31. You beat Event Match 51, The Showdown, with no falls!
32. You have all the trophies!!
33. You have over 50 trophies!
34. You have over 100 trophies!
35. You have over 150 trophies!
36. You have over 200 trophies!
37. You've cleared 100-Man Melee for the first time!
38. You've cleared 1-P Adventure with every character! Great!
39. You've cleared 1-P All-Star with every character! Sweet!
40. You've cleared 30 1-P Event Matches!
41. You've cleared Adventure mode on Very Hard! *
42. You beat Adventure mode on Very Hard with a stock of one! *
43. You've cleared all 1-P Event Matches!
44. You've cleared All-Star mode on Very Hard! *
45. You've cleared Classic mode on Very Hard! *
46. You've cleared Classic mode on Very Hard with a stock of one! *
47. You've cleared Target Test with all characters! Great!
48. You've collected more than 250 trophies!
49. You've encountered Celebi for the first time!
50. You've encountered Mew for the first time!
51. You've fought 100 VS. mode matches!
52. You've fought 1,000 VS. mode matches!
53. You've fought 10,000 VS. mode matches!
54. You've fought 100,000 VS. mode matches! Go outside!
55. You've played 4,995 VS. bouts! That's about a cent per bout!
56. You've played 50,000 VS. bouts! Enough! Take a break!
57. You've unlocked all playable characters! Get to fighting!
58. You've unlocked an alien invasion! It's Fourside!!
59. You've unlocked the singing wonder, Jigglypuff!

H. FAQS AND ANSWERS

This section will deal with questions and answers that have arisen because there was no answer to them elsewhere in the FAQ. This section will only deal with info that has not been aforementioned above.

1. Q: How do you get the secret Mario + Yoshi Trophy?

A: It was originally thought to be obtained by having a Super Mario Sunshine saved game on the same memory card as your SSBM save. However, since the release of SMS we have all found out that this method does not work. There currently is no known way to get the trophy for the Non-Japanese version, though it may work if you go to Japan. Japanese players (and their Japanese version of SSBM) can get the trophy by playing in the SSBM Japanese tournaments (Toys 'R Us and other software vendors supposedly write the data on to the memory card with a SSBM save owned by consumers.) From what I've heard, nobody knows if this would work with a Non-Japanese save on the memory card. So, as of right now, the only guarantee is if you go over to Japan, buy a Japanese version of SSBM, save it on a Japanese memory card, and bring it to a Toys 'R Us or other sponsored vendor over there. Sorry :(It's a bummer. But don't give up hope! I personally think that there will be a way for Non-Japanese gamers to snag this trophy without traveling to Nintendo's homeland; let's just wait and see. When the GCN version of Gameshark is released, I'm sure some clever individuals will find a way to unlock the trophy as well. That is, unless the trophy was omitted from the Non-Japanese version. (Nobody knows that, as well.)

2. From <cheeselweasel>:

Q: "On super smash bros melee, i dont have all the trophies for the lottery, but it says chance of getting a new trophy- 0.00 no matter how many coins i put in. do you know why?"

A: Well, the most probable answer is that your total number of trophies isn't large enough. In SSBM, there are actually certain "classes" of Lottery/Random Appearance trophies. These classes are unlocked by having a certain number of total trophies. For example, when you start out the game, the default class of random trophies are the only random trophies that you can obtain. As soon as you get a total of 50 trophies, a new class of random trophies appear. The same thing happens when you obtain 100 trophies, and 150, 200, with the final class being unlocked when you have collected at least 250 trophies. So in otherwords, you are going to have to get at least a couple of unique trophies before you are allowed to collect more random trophies. I probably should have explained this above, but I never paid much attention to this detail since I never found the problem of running out of random trophies before all the random trophy classes were all unlocked. I'm not sure which trophies are in which class, and frankly, I'm not going to find out. It's unnecessary and rather easy to unlock all the classes of lottery/random appearance trophies. If you want to figure out which trophies are in which class, go ahead; you can let me know and I'll find a way to update it into here.

You shouldn't need too many of the non-random trophies; I never knew about the whole random trophy class deal the first time I played through the game and I was missing a lot of unique trophies, but I still had all of the random trophy classes unlocked. I would imagine that if you do have random trophy classes left to unlock that you are close to one of the milestones of number of trophies listed above. After you do achieve one of those milestones, a special message will appear saying that you have over 50 trophies, or that you have over 250 trophies, etc. You'll know then that you have enough trophies for the next class of random trophy classes to be unlocked. This should solve your problem.

The easiest way to gain some unique trophies would be to beat the 1-P regular modes with all of the characters. You'll get two if you beat Adventure or Classic with Zelda/Sheik. So, if you don't have All-Star unlocked, there's a total of 52 trophies to be gained; 78 with All-Star unlocked. If you get all of these trophies, you should easily have a large enough number of total trophies to unlock all of the random trophy classes.

3. From <samnieves1>:

Q: Hang-man KO bonus - how do I get this against the computer?

A: Well, it's not too hard against the computer...when the comp is hanging from the edge just attack him with anything - say down+A - and after your attack connects the comp must be KO'd by that attack. Play the comp on Vs. Mode and set his difficulty setting to 1. That's the easiest way against a comp...otherwise, it's really easy if you have another controller. Just start hanging from the edge, grab the other controller, and attack!

4. From <Hugo Heemskerck>:

Q: hey, you wrote the faq for smash bros melee didnt you? but ive read it and ehmm i dont know what some bonuses are. 11 flying meteor: the description didnt work. Maybe its because ive got the European version. but the floored bonus:85 I dont know what it means... what floor... and the bonus wimp(168). what are recovery items??? and ehmm what is your best player? ive got quite a stupid one but if you mail me back i'll tell who it is. A Melee fan.

A: Ok, getting the flying meteor bonus is going to be tricky, but I can't offer you much more advice than what is in the FAQ. Read the FAQ, study the FAQ, memorize the FAQ... Ok, so you don't have to memorize it, but try and follow what it says as best you can. Remember that you're going to have to be extremely lucky if you don't have two controllers hooked up; trying to get this bonus against the CPU is rather difficult and virtually impossible to simulate. So, you need an extra controller hooked up. And no, it has nothing to do with you having the European version. Here, perhaps me rewriting it a little bit more short and different will help you:

Go to the Brinstar level with the lava on Super Sudden Death with one stock. Be Young Link. Have the other HUMAN player Kirby. You can be that other human player if you have no friends. Make kirby fall down towards the lava (make sure the lava ins't too low so Kirby dies without bouncing back up.) As soon as kirby starts falling down, take control of Young Link. Jump over the area where Kirby is falling and press down and A in the middle of the air. When Kirby comes flying back up (he'll come flying very, very fast!!), You must hit Kirby with your down+A move after he has bounced off the lava. If you do this, Kirby will then fly upwards and die. You should then have the bonus.

That is the best I can help you; the rest is up to you.

For the floored bonus, a floor is a damaging ground. There are only two inthe game - on the Mute City F-Zero level (where all the cars race by), and on the Brinstar level with lava. The best level to do this is on the F-Zero level. When you are on the floating

platform and fall down onto the race track and you will take damage. Take over 50% damage and then you have the bonus.

And for wimp, recovery items are items that restore your health. Hearts, Maxim Tomatoes, Food, etc. They're pretty easy to find. If you don't know what I'm talking about then you need some help and can check some other FAQ out there.

For 1 on 1 matches, my best player is Captain Dougless James Falcon. For multi-man matches, it's gotta be Link.

5. From <Mikey S.>:

Q: Have you really played 100,000 vs. bouts in smash bros. melee?

A: Absolutely not. But some people have. Believe it or not, 100,000 matches isn't the biggest special message; 1,000,000 is. At least, that's what some believe. Nobody has done that to date, but they figure there to be a special message for that because of who knows what. I think it's just a myth. Last time I checked one person had over 200,000 matches fought. He should be well beyond that by now if keeps going at his current rate (he's been playing for a very, very long time).

People have even devised methods for fighting matches as quickly as possible!! For example, one way you could keep playing through matches without paying attention is with a 'turbo' type controller. You would set the start button to auto-repeat, and then lock the analog sticks neutral position all the way over to the left or right (so that if the controller is really in the neutral position, the cursor or character will move all the way over to the left or right). You'd have to set matches to 2 players, one stock, and random stage select on. The 'turbo' start button would automatically commence matches, and the analog stick would kill the player immediately if the neutral position had been reset to all the way over to the left or right (the character would walk off the arena)!!! So, you could do that, turn off your tv but leave your cube on, go to bed, and matches would automatically be added to your total! People have even calculated rates of how many matches per day are possible, and how long it will take for a person to get to 1 million! It's quite crazy, and it's a pursuit I'm not up for taking.

UPDATE: Apparently, somebody has claimed to have obtained this message. There has been pics of the shot, but some believe that it has been photoshopped. It says, "1,000,000 Vs. Mode Matches! Didn't expect to see this, did you?" or something of the sort. I don't know, I personally think it's not true.

6. From <Robert Erlings>:

Q: could you please tell me how to get the poser ko and the pounded bonus thank you very much

A: You're lucky I even opened your message; there was no subject. First of all, I already explained how to get the poser KO bonus in my FAQ; I can't explain it any better than what's there. The only thing I can say is that it would be hard to simulate against the computer; you're going to need an extra controller to do this easily. So actually read my FAQ if you want to figure it out. Secondly, there is no bonus called "pounded." There is a Ground Pounded bonus, however, so I'm assuming you're talking about that. All you need to do to get this bonus is get KO'd by a damaging floor. There are only two in the game - the Brinstar level with Lava and the F-Zero Mute City level. The easiest way? Go to the Brinstar Level with acid. Get killed by the lava. Then you have the bonus.

7. From <RacquetKing12>:

Q: I am having trouble getting the diskun trophy because i cant get the pacifist bonus. It says to get it u should never attack once. I do this but never earn the bonus? Can you tell me how i can earn this bonus. THANK YOU!

A: Well, I'm not completely sure whether or not you can get this bonus in Vs. Mode. I've tried myself, and I can't get it to appear. I can only get it in 1-P modes. I don't know if that means it's impossible to get it in Vs. mode, however. Let me tell you a strategy that works well when in doubt: Just play the game. Play the game for fun, or with other objectives in mind besides the one you have. You'll stumble upon a bonus that way. But, I do know that you can get this bonus in 1-P modes. The description there will work. Be sure you take some damage, though. So, try to get the bonus in 1-P modes; you should be able to do it.

8. From <Jolts>:

Q: I read in a Tips & Tricks magazine about those Mario Riding Yoshi and Helmetless Samus trophies too, and they had a good idea about somehow having to get those trophies using one of the Game Boy Advance games (Super Mario Advance 1, 2, or3, and the new Metroid Fusion) connected to the Game Cube using the new link cables to use the GBA as a controller. I would check this out myself, but I don't have the proper equipment or the

money for it. I just thought that you might be able to check, but if not that's okay since I'm really not too worried about those damned trophies anyway. :)

A: Well, I do have SMA 1, 2, 3, Metroid Prime, Fusion, and a link cable, and I don't have a new trophy. There's an old saying, "There's nothing under the sun that already hasn't been done." In other words, somebody else has already tried, and there is no new word whether or not the trophies are ascertainable. So, as of this point, there is no way to get the two trophies outside of Japan.

9. From <Ted Raymond>:

Q: Though I'm not sure exactly what you mean by specifics to the "Climactic Clash" bonus, I have found that whenever I play as Marth or Roy, I tend to get it at the end of a vs. match (similarly, I almost always get Berserker as Ice Climbers).

The easiest way to do it would be to use their respective forward+B specials(Dancing Blade and Flare Dance or something). Each hit, I believe, is progressively stronger.

You need an enemy with low life, and make sure you use forward every time. Roy's Up motion on the third strike is a spike, so it may make you miss the last hit. A human player who continually presses towards you as you're attacking might come in handy.

But other than that, there's not much more for me to say. Your FAQ was very helpful, by the way. I have been training for the Crazy Hand Trophy as Link(who is my favourite) for a while now, but I figured you had to go through Classic on hard or very hard. Ugh! Adventure is so much harder!

Oh well, wish me luck anyway, and thanks for the help from the FAQ!

A: Your description would definitely make sense, since that is true about Marth and Roy's attacks.

Yeah, that Crazy Hand trophy is pretty damn difficult, isn't it? You could only consider the Diskun trophy more difficult simply because it's requirements take much, much more time, but... In terms of gameplaying ability, the Crazy Hand trophy has to be the one to beat.

Some people have emailed me saying it's easier for them to do it with Roy; I said that's fine - there are other FAQs out there that cover how to get that trophy with Roy. Mine was focused on a character that there wasn't a FAQ for - Link. You might want to try some others; I still feel Link is the best choice, however.

Once you beat the it once, you can do it again and again (although it has been a while since I've played...)

10. From <AMerIcAnAthLEeT>:

Q: Is it true that if you have saved memory on your card of mario sunshine and metroid prime you will receive trophies? because i just mario sunshine and saved it , but no trophy appeared?

A: Yeah, no one was quite sure how that would work, but most assumed that the saved game on the same memory card would trigger the unlocking of the hidden trophy where Mario was riding Yoshi. However, there was no proof of this. It was known that this wasn't the way it worked for the Japanese. What it said on Nintendo's Company's (Japan) website is that you could take your memory card with your SSBM save on it to a local vendor and they would write the data onto the memory card enabling you the two secret trophies plus the Captain Olimar trophy if you hadn't already earned that one. But, this method has neither been announced or is practical overseas.

I. ACKNOWLEDGEMENTS

For the most part, everything in this guide has all come from me. But, I do need to thank some people whose words they've written has helped me in completing the trophy quest. I thank IGN for writing their guide as I used that to find out the specific names of character moves. I also used their trophy list as a reference guide when I was in the hunt - again, thank you. I must also thank Daniel Engel with his Bonuses FAQ for helping me figure out how to get some of those tricky bonuses. Thanks Billy Chlochaisri for informing me of eight special messages that I didn't know about. Other than that, everything else in this guide came completely from me.

(Cliché) Oh, and most importantly, I need to thank Nintendo for making such a great game and gaming system! (End Cliché)

J. COPYRIGHT INFORMATION

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