

Super Smash Bros Melee Trophy Descriptions

by TigerhawkT3

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Game: Super Smash Brothers Melee
Guide: Trophy Descriptions With Commentary
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Version History:

0.90, 11/05/04: Transcribed all Trophy Descriptions.
1.00, 10/08/05: Added commentary to every trophy, plus some extra info.

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Additional Sources

Photos of the trophies are available at:

<http://ssbm.detstar.com/trophies/>

or at:

<http://ssbm.detstar.com/secrettrophies/>

or at:

http://dynamic.gamespy.com/~supersmashbrothers/game_ssbm_troph_description.php

This last site also has descriptions, with additional content. For information on the SSBM beta version go to:

<http://ssbm.detstar.com/beta/>

Introduction

This FAQ is intended to provide factual information about Super Smash Brothers Melee to whoever wants to know. This includes all of the Trophies and their descriptions, with my personal comments for each one. Trophies 291, 292, and 293 are only attainable with the "Action Replay" game-enhancer.

Text in square brackets are my own comments.

To see this file and a few other cool things, visit my web site at:
www.geocities.com/tigerhawkt3/index.html

Trophy Descriptions

1. Mario: Known worldwide as Mr. Nintendo, Mario uses his incredible jumping ability to thwart the evil Bowser time after time. While he's best known as a hero, Mario has played many roles, including racer, doctor, golfer, and villain. His tastes have changed over 20 years of gaming; he long ago swapped the colors of his shirt and overalls.

[Mario is Nintendo's flagship character. He's an all-around character, as is usually the case in Nintendo's competition-type games.]

2. Mario: Mario is a character without any glaring weaknesses and plenty of strong attacks: he's even equipped with a Meteor Smash. He's a straightforward character who'll reflect the actual skills of the player. Mario's Cape will turn other characters in the opposite direction and can also reflect missile weapons.

[Mario's Meteor Smash is his Forward+A attack while in the air. This sends other characters flying offscreen. I don't really like his cape - it's just not that useful. He can dodge projectiles without it and he can fire projectiles without it. I don't use it that much.]

3. Mario: Mass determines how easily a character can be sent flying, as well as a character's physical strength: Mario's mass is the standard upon which other Smash fighters are measured. His Super Jump Punch sends foes skyward in a shower of coins, while the Mario Tornado pulls in nearby foes, spins them silly, and scatters them every which way.

[Again, Mario is "normal" (relative to other characters). The coins in his Super Jump Punch are just for effect; they're not lottery coins nor the special multiplayer coins. This move is really good when default percentages are set very high: just get lower than them and blast them offscreen. The Tornado is more to annoy and unbalance than it is to actually do damage or KO someone.]

4. Donkey Kong: While he now prefers the laid-back jungle lifestyle to construction site mischief, DK is often forced back into action by the Kremling Krew. The great ape is quite fast despite his burly physique, and he keeps his strength up with a steady diet of his favorite food: bananas. His one extravagance (and only piece of clothing) is a monogrammed necktie.

[DK is pretty cool. He's not very fast, but he has great power and a decent jump. He also has one of SSBM's coolest songs - it's the only one in the game with lyrics.]

5. Donkey Kong: Donkey Kong is a huge target in a fight, so he hates crowds. When he's in the fray, his Giant Punch deals serious damage to multiple opponents. The big ape's Headbutt hits so hard that it temporarily buries opponents in the ground. DK is a lot faster than he looks, and he's lethal in the hands of a master.

[Giant Punch is pretty self-explanatory and lots of fun. It should be noted that the Headbutt buries opponents for longer periods of time when their damage percentage is higher. This means that someone at 0% will pop right out of the dirt, but a character at a few hundred percent will be stuck for a while, making them even more vulnerable to attacks.]

6. Donkey Kong: Being the strongest simian around, DK has the upper hand once he grabs an opponent. He can even lift his foe up and make him or her an

unwilling traveling companion; if DK grabs you, shake your Control Stick as fast as you can to break his grip. His Spinning Kong covers more lateral distance than vertical, so use it quickly to recover.

[You can use DK's throw to carry enemies to a ledge and then toss them off. However, humans and high-level CPUs won't let themselves be toted around for too long. Use the Spinning Kong as a recovery move when you're higher than or at the same level as a ledge, because the move doesn't carry him up, but rather forwards.]

7. Link: Even in his youth, Link was already becoming the warrior who would carry the destiny of Hyrule (and many other lands) on his shoulders. His epic struggles against the forces of darkness are written in legend, and he is bound to the Princess Zelda and the archfiend Ganondorf by the awesome power of the Triforce.

[His backstory is pretty similar to Mario's, except that he's an elf, not a plumber, and his archenemy isn't a reptile. He still has to rescue the princess from the evil king, though.]

8. Link: Burdened with a shield, a heavy sword, and plenty of equipment, Link is not a very mobile character. Nevertheless, he's skilled with the blade, and his varied supply of missile weapons makes him a powerful fighter. To master Link, you must control the pace by balancing your long-range attacks with head-to-head swordplay.

[Link can move around pretty quickly, but he can't jump for beans. His sword can be swung twice for his Smash attack (Smash+A, A) and can usually tag opponents who jump toward him rather than targeting only those who approach him from the ground. Learn the ranges and timing of his ranged attacks so you'll know when to use them.]

9. Link: Link's Bow, Boomerang, and Bombs all take time to wield, so you may want to try drawing them in midair to prevent your foes from attacking you while you're vulnerable. The Spin Attack can score consecutive midair hits, and the final slash is very powerful. Link's Bombs are his trump card, but he can't pull one out if he's carrying another item.

[The Spin Attack is like Mario's Tornado, but it looks cooler and has a larger range. You can more easily lob bombs at enemies when you're part of a team.]

10. Samus Aran: This intergalactic bounty hunter's full name is Samus Aran. Clad in a Power Suit made by the Chozo race and infused with their enhanced blood, she cleared the planet Zebes of a Metroid infestation. Samus is an orphan, the sole survivor of a Space Pirate raid that destroyed an Earth colony named K-2L.

[I played a few minutes of one of the older Metroid games and got stuck, but Metroid Prime was awesome (especially with an enormous FAQ to help me out). Samus has lots of cool high-tech weapons and equipment that can yield quite impressive results.]

11. Samus Aran: Samus has an abundance of projectile weapons, making her a long-distance attack specialist. The most powerful weapon in her arsenal is her Charge Shot, but be warned: it can be reflected. Her Missiles have homing capabilities, but when fired as Smash Attacks, they fly on a straight trajectory and have boosted power.

[Power up your Charge Shot whenever you have a moment of peace, and it should reach full power pretty soon. Smash Missiles can knock enemies off balance and

confuse human players with their fiery explosions.]

12. Samus Aran: While Samus's arsenal of missile weapons is indeed formidable, her enemies are in for a rude awakening if they guard against nothing else. Her Grappling Beam captures foes and latches on to walls, and the Screw Attack drags foes upward in a series of spins that doubles as a recovery move. Samus can also use her Bombs to perform Bomb Jumps.

[The Screw Attack is more irritating than it is damaging, which can be good against human players. Jump over enemy teams while your teammate is occupying them and do some bombing runs to rattle them around a bit. Lastly, her Grapple Beam doubles its length and acquires some interesting attributes if you press the right buttons (see any Samus FAQ for details on this).]

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

[He's a green dinosaur. While there are purple varieties of Yoshi, his original color is not purple, so don't expect him to give you a hug and teach you the alphabet. In fact, he's more likely to eat you, as dinosaurs should.]

14. Yoshi: To make up for his lack of powerful airborne attacks, Yoshi has a miraculous jumping ability and is resistant to damage while in the air. Yoshi can also swallow a foe and transform him or her into an egg: try doing this close to an edge! The speed and power of the Egg Roll increases if you hold down the B Button, but it'll be tougher to control.

[Yoshi can cause havoc with Egg Roll on stages like the Great Fox (the side-view orientation of the original SSB stage). If you have nimble fingers or a helpful teammate, enemies caught in an egg can be attacked and damaged.]

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

[Practice with the Egg Throw, as a skillful player will be able to surprise amateurs with a pinpoint Egg Throw to their exact location. His Yoshi Bomb can break through Hammer rampages.]

16. Kirby: A denizen of the far-off, peaceful planet Pop Star, Kirby became a citizen of Dream Land after defeating King Dedede. Even though he's only about eight inches tall, Kirby is an extremely skilled technician. He has the unique ability to absorb the powers of his enemies, and his elastic body makes him a versatile adventurer.

[Kirby is a cute, pink puffball, except when he's slicing people up with a bright blue sword, hitting them with an enormous hammer, or transforming into a huge lead ball with spikes on it, at which times he is rather more crazy powerful than he looks like he should be. He can steal other characters' standing B attacks, which is quite demoralizing to victims.]

17. Kirby: Kirby's small size lets him dodge many attacks, but his light weight makes him fly far when struck. Using his ability to inflate, he can jump five times. His Swallow attack creates wild combos; not only can he copy foes' moves, but he'll also put on special hats and mimic their voices. His Hammer is

unwieldy but powerful.

[If you remember Kirby from SSB, he falls a little faster than he used to, making recovery more difficult. If you use the Hammer on the ground, he'll swing it from one side to the other, but if you use it in the air, he'll strike vertically, spinning like a pinwheel.]

18. Kirby: Because of his weight, Kirby is always in danger of being sent flying, but his ability to puff up and fly allows him to come back from amazing distances. His Final Cutter strikes on the way up and on the way down, and it sends out a beam of force upon landing. Kirby transforms into various objects and crashes down when he uses his Stone technique.

[If you move the control stick diagonally up instead of straight up for Final Cutter, the move will make Kirby cover some ground. His Down+B will make him drop like a large, unyielding rock. This is also useful if you want to fall down really fast, if you want to move to a lower platform or something.]

19. Fox McCloud: Fox McCloud is the leader of a band of adventurers-for-hire known as Star Fox. Fox and his fellow pilots Peppy, Slippy, and Falco patrol the Lylat system in their mother ship, the Great Fox. From the cockpit of his Arwing, Fox leads the ceaseless pursuit of the evil scientist Andross, who doomed Fox's father.

[Fox's earliest game was for the SNES. He's also had a game on the N64 and two on the GameCube (not including SSB or SSBM). He hasn't gained much weight over the years, but he has gained a few million polygons.]

20. Fox McCloud: Fox is among the quickest and nimblest of the Smash Bros. characters. His speed is offset by low firepower, however, and he's better at one-on-one fights than melees with multiple foes. His Blaster is unique: it does damage, but it doesn't make enemies flinch. His Fox Illusion is best used as a surprise attack.

[Fox is tough to maneuver, but he's very agile (like a fox). If an opponent times their attack correctly, they can interrupt you in the middle of Fox Illusion, so don't rely on it too much.]

21. Fox McCloud: Fox falls quickly, so he's a tough target to strike from below; however, this advantage can work against him when he goes flying sideways. You can use the Control Stick to set the direction of the Fire Fox technique while it's charging up. On a side note, Fox is also much lighter than he was in the N64 Super Smash Bros. game.

[Fire Fox can be aimed in any direction, even downwards. It's one of Fox's most useful techniques, because it has decent power, unlike most of his attacks.]

22. Pikachu: It's safe to say that Pikachu is the most famous and popular of all Pokemon. It has electric pouches in both cheeks; when in danger, it shoots electricity at its enemies. Although Pikachu can evolve into Raichu by exposure to a Thunderstone, many trainers like Pikachu so much that they don't let it evolve.

[Pikachu is actually a powerful, cool character to use. It has strong attacks and is also light on its paws, with access to highly useful techniques. Those of you who object to all things Pokemon on a matter of principle are missing out on a great character.]

23. Pikachu: While its electric attacks, such as Thunder and Thunder Jolt, are powerful, Pikachu is at its best speeding around the fray and waiting for its

chance to strike. You can control the path of Pikachu's two-directional Quick Attack, allowing you to jump twice. Hold down the B Button to charge up Skull Bash.

[Quick Attack will move you around at great speed. Skull Bash can be useful when edge guarding or when allowed to charge it up while protected by a teammate. Thunder can be used while jumping over opponents so that the bolt will miss Pikachu and strike them, or it can be used to strike Pikachu itself and act as a powerful clearing move.]

24. Pikachu: The angle of the Control Stick controls the direction of Pikachu's Quick Attack. Pikachu will move blindingly fast, and it will also cause damage to any character it runs into. Move the Control Stick during the Quick Attack and Pikachu will move in up to two directions. Be sure to check out the ceilings on the level when you use Thunder.

[Quick Attack can take a few minutes to get the hang of, but it's really useful, even doing some damage. Pikachu's Thunder can be stopped by platforms above it, so it's best in wide oped stages.]

25. Ness: Ness is a young boy who's mastered the psychic power known as PSI. Ness was living a normal life in the suburbs of Onett until a meteor crashed into a nearby mountain and sent him on a wild adventure. Believing in the ultimate powers of wisdom, courage, and friendship, Ness proves that some heroes come in small packages.

[Ness was nerfed in SSBM. He went from being one of SSB's most powerful characters to being a weak and clumsy choice in SSBM. His yo-yo attacks used to be great for knocking people away, but now you can only cause damage with the actual yo-yo part of the attack, which is tiny, instead of the entire string area. This causes yo-yo attacks to miss most of the time. Also, his techniques have gotten a lot slower and more complicated. Use him if you like, but I wouldn't recommend it.]

26. Ness: The key to mastering Ness is controlling his unique midair jump, which makes up for what he lacks in speed. His PK Flash attack may seem weak at first glance, but it grows more powerful the longer you hold down the B Button. To do a lot of damage with PK Fire, try to burn your opponent as many times as possible.

[PK Flash only gets powerful enough to use when held down for several seconds. Even without the charge time, it's an extremely slow, powerful attack. Try aiming it with the Control Stick to get more use out of it.]

27. Ness: Ness's mind is his best weapon. PK Thunder is a PSI missile weapon that can be guided using the Control Stick, and if Ness hits himself with it, he turns into a living missile capable of doing massive damage. This move can also be used for recovery. PSI Magnet turns energy missile attacks into health; try out certain Pokemon for stamina replenishment.

[Another of Ness's nerfed techniques, the PK Thunder charge is no longer such a damaging, hard-hitting KO move. It has also gotten a lot harder to recover with it in SSBM. PSI Magnet relies on enemy characters to be of use, and as such is way too much of a hassle.]

28. Capt. Falcon: Usually a relentless bounty hunter, Captain Falcon shifts gears to become a race pilot once the F-Zero Grand Prix begins. His beloved racer, the Blue Falcon, can exceed the speed of sound, and he knows how to drive it; he'll go down as one of the all-time greats. Now 36 years old, Captain Falcon wears his F-Zero X visor.

[The F-Zero games were awesome. It's great to see Captain Falcon here. Although I believe he was better in SSB, he's still a formidable force in SSBM. Combining the fastest running speed in the game with powerful, useful techniques, Captain Falcon is a great choice for almost any match.]

29. Capt. Falcon: Falcon's style is a balanced combination of raw power and speed. His attacks are slow, but when combined with Falcon's high mobility, he's a formidable combat force. The Falcon Punch packs the highest degree of destructive power, while the explosive Raptor Boost can be used to smash airborne foes into the depths.

[The Falcon Punch takes only a second or two to wind up, and when it's ready, Falcon lets loose an enormous, fiery smash that causes fantastic damage and knocks foes flying. When used on the ground, the Raptor Boost blasts opponents upwards, and when used in the air, it serves as a Meteor Smash, sending enemies offscreen at a dizzying rate of speed.]

30. Capt. Falcon: The Knee Smash, used in midair on foes in front of you, is slow and has a short reach, but if it connects, it'll send foes flying a long way on a low trajectory. Falcon uses his Falcon Dive to grab an enemy in midair and fling them away with an explosive blast. He can do this technique repeatedly without landing, so it can also be used as a recovery move.

[The Knee Smash is Captain Falcon's aerial Forward+A move, and it acts as a Meteor Smash. The Falcon Dive makes Falcon leap a short distance upwards, and if he makes contact with an enemy, he'll grab onto them and send them flying with a small explosion. Whenever this happens, the Falcon Dive can be used again. If you do the Falcon Dive and don't manage to hit anyone, you'll be locked from using any moves until you hit the ground (like would normally happen).]

31. Bowser: Bowser has a long history of kidnapping Princess Peach to lure his nemesis, Mario, into traps. He leads an enormous group of mischievous creatures, not the least of which are his seven children. With outrageous strength, flammable breath, and more spikes than you can shake a Star Rod at, Bowser is a constant threat.

[Bowser is large and powerful. He's good at smashing insignificant specks into very flat insignificant specks. He doesn't have any real projectile attacks, but several of his moves have a long reach. He looks great in this game and is a welcome addition to SSBM.]

32. Bowser: In many ways, Bowser is the toughest character around. Not only does he have near-impervious hide, but his great mass makes him almost impossible to hurl offscreen. Of course, his weight also makes him rather slow to maneuver, so when facing him in battle, it's best to press your attack and not give him a chance to counter.

[It's worth repeating: Bowser is very slow. However, he's also very big and strong. Some of his attacks take a few moments to actually strike, so learn the timings and plan accordingly.]

33. Bowser: Bowser's Fire Breath strikes continually, but it grows gradually smaller over time until it's barely smoldering. The Koopa Klaw rakes enemies at a distance and pulls nearby foes in close for a good gnawing. Bowser's Whirling Fortress moves laterally over the ground; it works in midair as a recovery. The Bowser Bomb is powerful and paves the way for more attacks.

[Fortunately, Bowser's Fire Breath can be held indefinitely. Unfortunately, its

effective range diminishes rather than its damage. If you wait a few seconds between uses, it'll come back to full power when you need it. If you run at a foe and do a Koopa Klaw at its maximum range, it will smack the enemy and send him flying instead of grabbing him. Bowser's recovery move works like DK's, so use it to recover distance, not height. The Bowser bomb is similar to Yoshi's Down+B, except that it moves more slowly.]

34. Peach: Princess Peach presides over the Mushroom Kingdom from her huge castle. Her loyal subject Toad does his best to protect her but always seems to fail spectacularly. Besides her royal duties, Peach is interested in both tennis and golf; since she's so magnanimous, she'll even deign to play a few matches with the evil Bowser.

[In the early days, Peach was a helpless damsel in distress. In SSBM, she hits enemies with everything from golf clubs to an umbrella. She also combines explosive techniques with a poignant reminder to inspect your vegetables before you eat them.]

35. Peach: Peach's ability to float is invaluable in Super Smash Bros. Melee, as she can return from incredible distances. Balancing this talent, though, is the fact that she's quite light and therefore can be sent flying with a single powerful attack. Her attacks are fairly weak, so you'll have to hang around to win.

[Peach has some entertaining abilities. Her Peach Bomber lets her "butt in" to her opponents' affairs with a vengeance. She has a third jump that lets her hover for a few seconds, and her Parasol launches her up a little ways and then lets her float slowly down. However, she really is pretty light, so be careful.]

36. Peach: Peach's Smash A attack will set her swinging with either a frying pan, tennis racket, or golf club. These bludgeoning devices appear randomly and have different reaches and power levels. The princess uses Toad to absorb attacks, and he counters by sending spores out at attackers. Don't worry about the little guy, though; he takes his job seriously.

[I believe the frying pan is the strongest and the golf club has the most range. Toad's counter works quite well, but remember that it only works if you're facing your enemy. Peach's vegetable unearthing attack (Down+B while on the ground) gets you an item to throw. The more contorted the vegetable's face, the more powerful it will be. Sometimes, Peach will pull a Mr. Saturn out of the ground.]

37. Ice Climbers: That's Popo in the blue and Nana in the pink. These two stars of the game Ice Climber have scaled many an icy summit in their mountaineering careers. Back in their glory days, they chased eggplants, cucumbers, and other vegetables that inexplicably fell from frosty summits where a condor reigned supreme. They're rarely seen apart.

[I really, really dislike the Ice Climbers. I had never even heard of their original game, much less played it. They just seem to be here because Nintendo couldn't find any more cool characters that they themselves own the rights to. They are a pretty random addition to a roster that includes Mario, Samus, and Link.]

38. Ice Climbers: This unique twosome fights together as a team. Your score will not be affected if the CPU-controlled character is KO'd, but a lone Ice Climber won't be able to use teamwork moves, which will make for a tough and frantic solo fight. The Ice Shot fires mini-glaciers out of their hammers, while Squall Hammer is at its strongest when Nana and Popo combine their

strength.

[The Ice Climbers are the only dual fighters in the game, fortunately. You only have direct control over one of them (the blue one, Popo) while the other is controlled by the CPU, which doesn't work nearly as well as it should. It's far too easy for one of the little munchkins to get knocked offscreen; if the blow only hits Popo, you're entirely KO'd, but if it hits Nana, your power is cut in half and some abilities (like Belay) become useless. Not a good thing to have happen.]

39. Ice Climbers: The colors of the Ice Climber's parkas denotes who's in the lead: Nana's in pink or orange, while Popo's in green or blue. Their hairstyles are also slightly different. Belay allows them to cover great distances, but doesn't give foes the chance to target their landing. Blizzard is best used in close quarters; in the fray, Nana and Popo will sometimes freeze opponents.

[Belay isn't an ordinary recovery move. Nana leaps up a very short distance and then tosses Popo very high up. This would be useful only if Popo could recover Nana after he made a safe landing, and he can't. The result is a character that, even if he makes it back to the stage, is crippled. Attack power is cut in half, and Blizzard will only fire in one direction as opposed to both.]

40. Zelda: The crown princess of Hyrule. Zelda entrusted Link with the future of Hyrule after a revelation came to her in the world of dreams. She known much about the Triforce; in fact, the only person who likely knows more about Triforce lore is Ganondorf himself, whom Zelda evaded in Ocarina of Time by transforming into her alter ego, Sheik.

[Zelda is a princess like Peach. The difference is that Peach just waits around for Mario, while Zelda does her best to escape Ganondorf and, when Link arrives to the rescue (in Ocarina of Time), uses her magical powers to help him reach and defeat Ganondorf. These powerful abilities have made their way into SSBM, where a simple kick can be much more than a simple kick.]

41. Zelda: Zelda is a bit slow and, because of her light frame, easy to send flying. On the other hand, her magical skills lend her reliable and explosive attack power. Zelda's easier to use if you focus on waiting and countering rather than pressing attacks. She can use Nayru's Love to reflect projectile attacks or as an offensive weapon.

[Zelda's magic is very powerful. Nayru's Love pushes enemies away when used at close range. Master Zelda's attacks and techniques, and they will become the bane of your foes.]

42. Zelda: Zelda's midair Lightning Kick centers immense magical power in the ball of her foot. If she strikes perfectly, the attack is as strong as can be. If her aim is slightly off, it'll be exceedingly weak. Farore's Wind again utilizes Zelda's magical prowess, this time by transporting her great distances. It's vital to know the lay of the land before using this move.

[The Lightning Kick (Forward+A) can be very strong, so practice with it until it's second nature (not first nature, though - breathing is pretty important). Zelda's Up+B recovery move does no damage to nearby opponents, but it does move her very far. Be careful, though, as walls or the stage floor will block it even though it's a teleport.]

43. Sheik: This is Zelda's alter ego. Using a variation of the name of the ancient Sheikah tribe, she appears before Link and teaches him melodies instrumental to his success. It's believed that she's not just a quick-change artist, but rather that she is able to instantaneously alter her clothing and

her eye and skin color by using her magical skills.

[So far as I know, Sheik first appeared in Ocarina of Time. Now, this may be just me, but I don't think it's just "her" eye and skin color that magically changes. "She" doesn't look, act, or sound like a female to me. Sheik looks like an entirely different body. What do you think?]

44. Sheik: Strategically switching between Zelda and Sheik is key. Compared to her Zelda form, Sheik is nimble and has gorgeous moves, but she lacks a strong knockout attack. The number of needles thrown in Needle Storm is based on how long you hold the B Button before releasing it. Use the Control Stick to wave the Chain after brandishing it.

[If you like using Zelda, you had better learn all about Sheik, because you can switch between these characters by simply pressing Down+B. Sheik is less floaty than Zelda and doesn't use magic. Needle Storm can be saved for later by holding B to charge and then tapping L or R. Release Needle Storm by pressing B again. The only part of the Chain that does useful damage is the tip, regardless of how fast it's moving when it hits.]

45. Sheik: The best strategy to use when playing as Sheik is to let her flow from one powerful attack into another, like a river of quicksilver. Zelda has some techniques with more punch, however, so in one-on-one battles, use Transform as needed. Sheik only travels a short way when using Vanish, but the move comes with a small explosion that damages foes around her.

[It really is best to use combos while fighting as Sheik. Attack constantly to get "in the zone" and keep your opponents on the defensive. In general, Sheik is used in a manner completely opposite that in which Zelda is used. Of course, you can switch between the two as often as you like, as it only takes a second or two to complete the change.]

46. Luigi: Although Mario's younger brother has always played second fiddle, Luigi finally garnered the spotlight with his very own game, Luigi's Mansion. Things are looking up for the eternal understudy; he's even picked up his own rival in Waluigi. The day he's referred to as the "lean, mean, green machine" may not be too far off.

[Luigi has pretty much always been around with Mario. He's gotten steadily more popular over the years, but he's still nowhere near Mario in terms of fame or popularity. In my opinion, naming his new rival "Waluigi" was not creative at all. The clever part about Wario's name was that an "M" turned upside down is a "W", and a name with "war" in it is a good name for a villain. "Waluigi", however, is another matter entirely. I don't mean to upset anyone who thinks Waluigi's name is a stroke of genius, but, again, it's just my opinion.]

47. Luigi: Luigi has worse traction than his brother, but he's a more powerful jumper. His Fireballs aren't affected by gravity, so they fly straight horizontally. The Green Missile is similar to Pikachu's Skull Bash, but there's a 12.5% chance of a spontaneous misfire. Luigi's taunting pose inflicts minor damage.

[Luigi was a Mario clone in SSB and he's still a Mario clone in SSBM. He has a unique move now, though: the Green Missile. The CPU always chooses to use this as its recovery move, even when the situation is entirely inappropriate for it. I believe there's a Special Bonus (as in Marathon Man, Acrobat, etcetera) for doing damage with his Taunt's little kick.]

48. Luigi: Smack someone with Luigi's Super Jump Punch, and if the timing is just right, it will become a Fire Jump Punch of incredible strength. However,

Luigi can only jump straight up when delivering this blow, and if his aim is a bit off, he'll only do a single point of damage. The Luigi Cyclone sucks foes in and twirls them about.

[The close range Fire Jump Punch is a great KO move. Mario's Super Jump Punch may be useful for high percentage matches, but Luigi's is really only useful during normal or low percentage fights.]

49. Jigglypuff: This Balloon Pokemon invites its opponents in close with its big, round eyes and then puts them to sleep with a soothing lullaby. It puffs itself up when angry, and while it may look adorable, it's not to be trifled with: it knows several powerful techniques. Jigglypuff evolves into Wigglytuff after exposure to a Moon Stone.

[Jigglypuff was terrible in the original SSB. Its only useful move was Rest, which many people didn't even know about. If you got really close to an opponent (almost having to be pushing past them) and activated Rest, you got a hugely powerful near-instant KO move. That particular move has made it into SSBM, but now it's much, much harder to be in contact with enemies (even if they're just standing there). However, you won't have to rely on it as much now that almost everything else about Jigglypuff has improved.]

50. Jigglypuff: Jigglypuff's normal attacks are weak, and because of its light weight it's easily sent flying. However, with its incredible midair agility, it seems to dance when airborne. Rollout is a powerful speed attack, but be careful not to fly off the edge. Pound does serious damage, and it can also help as a recovery move.

[Rollout is similar to Yoshi's Egg Roll. When you use Pound, you will temporarily stop falling and move a bit to the side. Alternate this move with ordinary jumps and recovery should get a little easier.]

51. Jigglypuff: Jigglypuff can put its enemies to sleep if they are in range of its Sing attack, although the attack does not work on airborne foes. Rest puts Jigglypuff into a deep sleep, but at the instant it drops off, an intense energy force radiates out of the exact center of its body. If this force comes in contact with an enemy, look out! Rest is Jigglypuff's wild card.

[Sing only puts enemies to sleep for an instant, at which point they will wake up and pummel Jigglypuff's pink, musically inclined face. Rest is very powerful, but it's pretty hard to use.]

52. Mewtwo: A genetically created Pokemon, Mewtwo is the result of many long years of research by a solitary scientist. Although Mewtwo was bio-engineered from a fossil of the legendary Pokemon Mew, its size and character are far different than its ancestor. Its battle abilities have been radically heightened, making it ruthless.

[Ever since seeing Pikachu, Jigglypuff, and their Poke Ball item pals in SSB, players have been imagining how great it would be if an at least minimally cool Pokemon was available for play. Mewtwo is here, and he fits the bill nicely.]

53. Mewtwo: As Mewtwo relies mostly on its powerful brain, there are times when it scarcely uses its arms and legs. Since Mewtwo spends much of its time floating, it flies far when struck. Shadow Ball traces a jagged path once released: the longer Mewtwo holds it, the more powerful it becomes. Mewtwo uses Confusion to spin its foes around.

[If you've seen a lot of Mewtwo in SSBM, you might have noticed that his only normal attacks don't use his arms or legs, but rather his tail. Oddly enough,

the tail-based moves are powerful enough to fit nicely with the telepathic attacks. Confusion can be disorienting but it's not very strong. The Shadow Ball damages enemies if they run into it while Mewtwo is charging it in his hands. The larger a Shadow Ball is when you release it, the more recoil you'll feel. Beware of using this move with your back to a ledge, as you'll probably fall off and not have much time to recover.]

54. Mewtwo: Mewtwo is definitely not a speedy character, but its ESP-powered grab and throw moves are comparatively strong. Teleport has a short range, but doesn't leave it open to attack. It's best used as an escape move during disturbances. Mewtwo can daze a foe if it makes eye contact and uses Disable; the move is useless unless Mewtwo is facing its enemy.

[Teleport, in the SSBM world, isn't really a teleport; it just moves Mewtwo very quickly. This means that if you fall under the main stage platform, you won't be allowed to Teleport up through it. If you use Disable on an enemy when it's still stunned from a recent use of Disable, it'll do only a tiny bit of damage but it'll knock them flying.]

55. Marth: The betrayed prince of the Kingdom of Altea, the blood of the hero Anri flows in Marth's veins. He was forced into exile when the kingdom of Dolua invaded Altea. Then wielding his divine sword Falchion, he led a revolt and defeated the dark dragon Medeus. Afterwards, Altea was annihilated by King Hardin of Akanea.

[There's supposedly a new Fire Emblem game being released for the GameCube. There has been a recent Fire Emblem Game Boy Something-Or-Other game, but the upcoming game is quite anticipated. Fire Emblem is another game like Ice Climbers in that Nintendo seems to really be looking for spare games and characters for which it owns the intellectual property rights. Fire Emblem was pretty obscure before its characters made an appearance in SSBM. Fortunately, though, Marth and his clone are awesome fighters.]

56. Marth: Marth is a magnificent swordsman. While his swordplay is faster than that of Link, he lacks power, and his quickness is offset by a marginal endurance. His Shield Breaker gains power the longer it's held. The Dancing Blade combination uses both the Control Stick and the B Button to produce a series of up to four attacks.

[Marth has absolutely no projectile attacks. When using Dancing Blade, press Forward+B to make the first swing and then just the B button for each additional consecutive hit. His Shield Breaker can be rather powerful, especially if an opponent is kept sleeping by Bellossom's sleep powder or something and you have time to charge it fully. It'll release when you let go of the B button or when it reaches full power, whichever comes first.]

57. Marth: The tip of Marth's blade causes the most damage, so you should try to create adequate distance between you and your enemy to gracefully strike with that point. Marth's Dolphin Slash is fast and powerful, but it leaves him vulnerable upon landing.

[Time your attacks so that the tip of Marth's blade strikes enemies. The Dolphin Slash is very simple: Marth holds up his sword and jumps. This is quite effective, although it doesn't jump high enough to offset Marth's tiny normal jumps, which makes recovery difficult. Marth's Counter (Down+B) must also be mentioned. When executed, Marth changes his stance and flashes white for a few moments. If anyone hits him while he's flashing, he'll block their attack and lash out with one of his own. This is most useful when you're being attacked by multiple high-level CPUs or people, as it can interrupt their offensive long enough for you to get your bearing. Hopefully, it'll also teach them not to

gang up on you again.]

58. Mr. Game & Watch: First appearing in 1980, the Game & Watch series is the father of all portable liquid crystal games. The main character is simple and monochrome but has a timeless individuality. There are 39 different games in the series and they've sold over 43 million units worldwide. Pictured at left is the particularly popular Fire model.

[The first time I heard the phrase "Game & Watch" was as the title of a regular feature in Nintendo's magazine "Nintendo Power". They never explained the origin of the term, so the first I heard of it was in SSBM. Production of Game & Watch must have stopped when the Game Boy first appeared, as I can't recall ever seeing one or even hearing it mentioned anywhere or ever before besides the Nintendo Power feature and right now in SSBM. Oh well; now we know.]

59. Mr. Game & Watch: A resident of a totally flat world, Mr. Game & Watch's frame-by-frame movement is distinctive. His image is known far and wide, and respected by gamers everywhere. In Super Smash Bros. Melee, he hurls sausages with his Chef technique. The random strength of his Judgement is determined by the number displayed; food appears on lucky 7.

[Chef hits with a lot more power if you can manage to hit opponents with the actual frying pan. Judgement (Forward+B) has nine possible effects. "1" is pathetically weak, "7" makes food appear, "9" is a huge KO move, and there are ice and lightning attacks in there somewhere. It doesn't really matter which numbers they are since it's random anyway.]

60. Mr. Game & Watch: A man of great stature in the world of Nintendo characters, Mr. Game & Watch is a comparatively light fellow and doesn't feature many powerful attacks. When he's in danger of falling, Fire calls out a rescue brigade to send him skyward once more. He can also catch missile weapons with Oil Panic; once he's caught three, he can dump the bucket on his foes.

[Fire Brigade can damage foes if used at close range. The strength of Oil Panic varies according to what exactly he's got in that bucket. If he's caught three of Samus's Charge Shots, his enemies should run as fast and far as they can. Unfortunately, I find this move far too cumbersome to execute in battle. Actually, I believe I've never successfully used this attack ever before, in battle or even in Training.]

61. Dr. Mario: Immaculate in his medical garb, Dr. Mario destroys killer viruses with his amazing vitamin capsules. With his dedicated nurse, Princess Peach, at his side, Dr. Mario spends day and night in his laboratory working on new miracle cures. Somehow, he's managed to keep up with all the new viruses that have arisen over the years.

[Yet another obscure Nintendo property, Dr. Mario is a Mario clone. He's basically the opposite of Luigi, with Mario situated in between the two. If I remember correctly, he was the star of a little puzzle game.]

62. Dr. Mario: There's hardly any difference in the abilities of Mario and Dr. Mario, so choosing is largely a matter of taste. Dr. Mario is a tad slower due to his lack of exercise, but his Megavitamins pack a bit more punch than Mario's Fireballs. The capsules travel on a unique trajectory and make a distinct sound on impact.

[Dr. Mario is heavy, and his Megavitamins have a shorter range than Mario's Fireballs just like Luigi's Fireballs have a longer range than Mario's Fireballs.]

63. Dr. Mario: The differences between Dr. Mario and Mario are more pronounced in some areas than others, but basically they can be played in similar fashion. While it may be hard to spot the contrasts, they do exist. For example, Dr. Mario's Super Sheet is longer and narrower than Mario's Cape, and any opponents hit by Dr. Tornado will fly off in diverse directions.

[Here, Nintendo is actually admitting that it's hard to tell the difference between some of the characters on their SSBM roster. Oddly enough, Zelda and Sheik are like two characters in one, the polar opposite of this carbon copy filler material. It might have been better if they had tried to do that more often rather than put in so many clones.]

64. Ganondorf: Said to be the sole man born to the Gerudo tribe in a hundred years, Ganondorf aspired to conquer the world. He plundered a piece of the sacred Triforce from the Temple of Time when Link pulled the Master Sword from its pedestal. With the Triforce of Power in Ganondorf's possession, Hyrule was plunged into darkness until Link and Zelda defeated the fiend.

[One of the few clone characters who is actually cool, Ganondorf trades speed for power. Lots of power, in fact. Even his tiniest palm strike is augmented by dark magic, which manifests itself as a glowing purple light. It's close, but I can safely say that Ganondorf is my favorite character in SSBM.]

65. Ganondorf: Since he's slow and can't jump very high, Ganondorf relies mainly on his immense physical strength to overwhelm his enemies. His great weight also makes him a difficult foe to send offscreen. Ganondorf's Warlock Punch is slow but absurdly powerful, and when he strikes with his Gerudo Dragon, enemies rise skyward enveloped in dark flames.

[A move notably different from its Captain Falcon counterpart is the Tilt Up+A. It'll charge up for a few seconds, and then let fly with an enormously powerful kick. Overall, Ganondorf's moves are slow, both in the windup, execution, and cooldown. Practice with Ganondorf to learn how to fight with him properly, and you'll become a fearsome offensive powerhouse. Remember, though, that he has no projectile attacks. Sorry.]

66. Ganondorf: Ganondorf's slow speed works against him in single combat, but in melees, his crazy power lets him earn his keep with innumerable KOs. Ganondorf can't strike quickly, but each blow he lands adds up. Ganondorf is at his quickest when he uses the Wizard's Foot, and his Dark Dive blasts foes in a burst of dark energy.

[Dark Dive is similar to Captain Falcon's Up+B recovery attack. The same thing goes for his Down+B Wizard's Foot (which travels downwards if executed in the air). By the way, you may have noticed that in this particular trophy and in some of his multiplayer victory screen poses, he has a sword of particular coolness. I fervently hope that he gets to use this weapon in a future SSB game.]

67. Falco Lombardi: A Star Fox team pilot, Falco's constant air of casual indifference belies his precise piloting skills. He avoids discussion of what he did before joining the team, but many consider it likely that his past was filled with reckless behavior. He's not much for cooperation, but he does respect those more skilled than he is.

[My recollection of Star Fox 64's Falco Lombardi was of an irritating smart-mouth who could probably see the letter "I" in the word "team". In SSBM, though, he's a clone of Fox who uses the same moves with slightly different attributes. Using Falco instead of Fox requires some changes to strategy.]

68. Falco Lombardi: Where his leader, Fox, has blinding speed, Falco has his own distinct skills and advantages. He has both a higher jump and a longer reach than Fox, and although his Blaster lacks rapid-fire capabilities, it strikes with shocking force. Unlike Fox, Falco can stop enemies in their tracks with his Blaster fire.

[Falco's Blaster rattles enemies, but it also fires slower, so it's only marginally more useful than Fox's. Practice each aspect of Falco's movement to avoid being surprised by this clone's differences.]

69. Falco Lombardi: Falco's amazing jumping abilities have many merits, but it's vital to realize that it comes at the cost of some attack power and defensive strength. He falls at a high speed, which disrupts potential attackers, but this also prevents successful recoveries occasionally. Hit an opponent with Reflector, and he or she will fly straight up; this is Falco's quickest attack.

[What else is there to say about Falco? Hmm. well, here's something: he's a bird. With blue feathers. Interestingly enough, he can't fly or even fall slowly. Maybe it was Opposite Day at Nintendo when they programmed his attributes.]

70. Young Link: Link's younger incarnation is often considered to be the true Link: he was a young boy in the very first Legend of Zelda game, and he has appeared as a youth in most of the subsequent games. Since his debut on the original NES in 1987, Link's appearance has changed over and over again, each time adding to the mystique of his incomparable story.

[I'm not a big fan of Young Link. He's lighter, weaker, and has less range than Link's adult form. This makes the challenge where you have to use Young Link to defeat Link a real challenge. To succeed with this character, you'll have to practice approaching your opponents at certain angles and times that will help you avoid their attacks and deliver some of your own.]

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

[If you try to snag a ledge with the Hookshot, you won't be able to use the Up+B recovery move, and vice versa. Because of this, I see no point in this feature other than novelty value.]

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

[The only place besides Young Link's target test I can think of where wall-jumping might, repeat might, be used at all is in the Underground Maze stage in Adventure mode (there are some narrow vertical corridors there, although I don't know if they're narrow enough to wall-jump in).]

73. Pichu: A Tiny Mouse Pokemon identifiable by its big ears, Pichu evolves into Pikachu. It's not very skilled at storing up electrical energy and will sometimes discharge it if jarred. Although it's small, it has enough electrical power to give even an adult quite a shock. It's often startled by its own power.

[Yet another clone. Pichu is terrible, as its own electrical attacks damage itself. Its Quick Attack is actually a little slower than Pikachu's, and I can't figure out why. He's smaller and faster with every other maneuver.]

74. Pichu: Compared with Pikachu, Pichu is a tad more nimble and a little more difficult to hit. Those are the only two advantages, however, and since Pichu damages itself when it uses electrical attacks, it's best suited for handicapped matches. Even though Pichu's tough to catch, it's easy to throw its tiny frame great distances.

[For all its disadvantages, being slightly harder to hit is a joke of an advantage for Pichu. If other characters have to be deliberately weakened to be an even match for Pichu, that says something (to me at least) about how bad this character is.]

75. Pichu: Pichu is the lightest character in Super Smash Bros. Melee, and it's top of the class in weakness, too! For Pichu, it's all about scampering her and there to pick up items that will help it survive. The first warp in Agility causes 1 point of damage to Pichu, and the second causes 3, so try to limit the number of times you use the move.

[I can't stress this enough: Pichu is lacking in fighting ability compared to pretty much any other character. If you're up against someone much worse than you and want to mix things up, Pichu will certainly give your opponent an edge.]

76. Roy: The son of the lord of Pharae Principality, Roy was studying in Ostia when the Kingdom of Bern invaded League of Lycia. His father fell ill at this time, so Roy assumed leadership of Pharae's armies. After his fateful meeting with the Princess Guinevere, his destiny became inextricably linked with the fate of the entire continent.

[Having never before heard of anything to do with Fire Emblem before its appearance in SSBM, this entire history is, frankly, gobbledegook to me. Sorry.]

77. Roy: While Roy's moves are well balanced, he's a little on the slow side, and doesn't excel at midair combat. His blade, the Sword of Seals, gives him excellent reach, and makes his Double-Edge Dance slightly different than Marth's Dancing Blade. When it's fully charged, Roy's destructive Flare Blade delivers an instant KO.

[Roy is a more powerful version of Marth. He's a little slower and can't jump quite as well, but I think his increased strength makes up for that. The standing B Flare Blade is ridiculously powerful if charged for even a few seconds. If you wait for it to fully charge up, Roy's strike will cause a firestorm and turn your target into a mere memory while dealing ten percent damage to himself. This means that if you miss, your only accomplishment will be self-damage.]

78. Roy: Roy's blade is different than Marth's; he does the most damage hitting with the center of his sword. So, a fearless advance into the arms of his foe is Roy's best bet. Blazer is a bit slower than Marth's Dolphin Slash, but it's still a mighty attack that sets anyone it strikes aflame. Roy's attack after using Counter differs slightly from Marth's.

[Roy's Blazer recovery move is only a little slower than Marth's, but it doesn't strike at enemies so much as it plows through them with a fiery blade of wrath. Suffice it to say that I find it pretty cool. Roy's Forward+B attack

is executed in the same manner as Marth's but a tiny bit more time must be left between strikes for it to play out fully.]

79. Male Wire Frames: Who built the Fighting Wire Frames and to what purpose remains a mystery. They're a simple collection of wires which house a sparse framework of bones and organs that lends them a rather disturbing appearance. They look rather big and powerful, but in reality, both their offensive and defensive abilities are subpar.

[Hey, it's SSB's Fighting Polygon Team! Not really. These guys have a lot more visual detail than the Polygon Fighters, and there are only two types. The Male Wire Frame has the basic attacks of Captain Falcon.]

80. Female Wire Frames: This is the female model of the Fighting Wire Frames. The female's abilities are roughly the same as the male model's. All Fighting Wire Frames lack the ability to use special techniques, and their attacks lack any real physical strength. Additionally, they're slow and are therefore easy to outmaneuver. They tend to attack in gangs.

[The Female Wire Frame has the basic attacks of Zelda. Wire Frames are usually weak, but they can get tough, especially when you're trying to get back to the stage and all five Wire Frames are edge guarding against you, which happens all too often.]

81. Fighting Wire Frames: The Multi-Man Melee mode consists of 10-Man, 3-Minute, Endless, and other such matches, which pit you against the Fighting Wire Frames under varied rules. Of particular note is the Cruel Melee, where the Wire Frames pull no punches; they'll come after you with a single-minded fury rarely seen in CPU opponents.

[The 15-Minute Melee is of particular consideration because its successful completion is required to unlock something (I forget what). I very strongly recommend using DK's Hand Slap (Down+B) for most of the fifteen minutes. Play a defensive game because it doesn't matter how many of them you defeat, but if they KO you, you'll lose. The Wire Frames get a lot harder when you're almost done with the match, so if you think you're home free at thirty seconds left, think again. Don't get too upset if you get KO'd and your fourteen and a half minutes of effort comes to naught, because it'll happen several times.]

82. Giga Bowser: An even more imposing figure than the original King of the Koopas, Giga Bowser is roughly twice the size of his scaly, fire-breathing, spike-studded Super Smash Bros. Melee counterpart. Predictably, this monstrous creature's offensive and defensive powers are a grade higher than those of regular Bowser. Good luck defeating this colossus!

[This guy is a huge mountain of reverse-reverse psychology. The ordinary thing to think would be that he's hard, because he's, well, Giga Bowser, after all. It would be reverse psychology if he looked tough but was easy to beat. However, they're actually just fooling you into thinking they're fooling you, which means they weren't fooling you at all. In a nutshell, the dude is one tough customer.]

83. Master Hand: The Master Hand awaits anyone who survives the long and difficult road to the Final Destination. This symbolic link between the real world and the imaginary battlefields of Super Smash Bros. Melee is quite a handful in battle, and just because it wears a white glove doesn't mean it fights clean. Get ready to be flicked, swatted, punched, and poked like crazy!

[SSB's Master Hand was a pathetic pushover, so this guy is a very nasty surprise. He uses his unique un-KO-able trait to do really cheap things. He

will pull all sorts of stunts, like grabbing you up, grinding you around in his palm, and throwing you right off the stage. Another difference between this Hand and the original SSB hand is the unique warnings you get before attacks: in SSBM, you don't get any. Be afraid.]

84. Crazy Hand: Where the Master Hand loves to create, its alter ego is impulsive and destructive, consumed with that hollow feeling which comes from destroying one's own creations. The Crazy Hand appears when a player clears obstacles quickly and the Master Hand's power is low. You have only one chance to defeat the Crazy Hand.

[When they say this Hand is Crazy, they're really, really not kidding. This hand is even more powerful than the Master Hand and much harder to deal with. As if that wasn't enough, he always shows up with a friend. Be very afraid.]

85. Food: These food items will restore your health when you eat them. There are 28 different types of food, and the nutritional value and yumminess quotient differs slightly with each type. Party Balls tend to hold the largest amount of food items. You may be vulnerable when gorging yourself, but you do need to eat to survive.

[Food generally heals a few percentage points of damage. If you see a bunch of Food items strewn on the ground, step into it and repeatedly tap the A button to eat all the food within reach. Even if you're not damaged, eat it to keep your opponents from doing so.]

86. Maxim Tomato: Maxim Tomatoes cure 50 percentage points of your accumulated damage. Once you eat one, after a brief moment, your damage meter slowly drains the appropriate amount, regardless of whether or not you pick up another item right afterwards. In the Kirby series, these juicy, health-restoring items were a favorite of the pink hero.

[These only heal half as much damage as they did in the original SSB. Still, you should chase after these like your character's life depends on it, because it usually does.]

87. Heart Container: Heart Containers drift toward the ground slowly and replenish 100 percentage points of health. In The Legend of Zelda, these items beefed up Link's life meter; in most cases, Link found them in the possession of bosses or hidden in secret areas. Heart Containers are often scattered across the land in several fragments.

[In SSB, these healed absolutely all damage, even if you were at 999%. In Ocarina of Time, they completely refilled Link's health and added one or one quarter (depending on the type) to his max health. In SSBM, they only heal 100%. Even so, grab them up whenever you can.]

88. Warp Star: The Warp Star originated as Kirby's ride: it helped the ponderous puffball get around at high speed. Hop on the Warp Star in Super Smash Bros. Melee, and your character will rapidly launch up and off the screen. You'll return in a flash, causing an explosion as you hit the ground. Try holding a direction to alter your landing!

[While you're airborne, your opponents can't touch you. It's a pretty powerful item.]

89. Ray Gun: The Ray Gun is toy-like in appearance and shoots short, fat, highly reflective beams of green light. The gun is fairly weak, but since it fires so fast, it can easily juggle enemies. It contains enough energy for only 16 shots. Try dropping it with a few shots left and watch your foes waste time

and energy retrieving it.

[The bolts from this Ray Gun are slightly different from SSB's. They seem a little weaker, don't zap opponents, and don't have nearly as cool a sound effect as they used to. The Ray Gun is still very handy for repeatedly pegging opponents from afar, especially when they're trying to get back to the stage.]

90. Super Scope: A peripheral device for the Super Nintendo Entertainment System, the Super Scope is a wireless weapon that shoots infrared light to a receiver placed on top of the television. In Super Smash Bros. Melee, it can be fired rapidly or charged up to release a more powerful blast. It only has enough energy for 3 charge shots.

[I recommend using the charge shots. It's so harmful to be hit by them that the human player controlling the damaged character will often flinch themselves, so powerful is the charge shot. Use it as a sniping KO move and a major demoralizer.]

91. Fire Flower: Once you grab this item, press and hold down the A Button to make the flower breathe flames until its power gives out. The Fire Flower is incredibly useful when you want to push someone off the edge of a stage. In Super Mario Bros., it transformed Mario into Fire Mario, changing his garb and enabling him to throw fireballs.

[You can't trap characters against a wall and fry them like you could in SSB, but it's still a very effective item when you want to make your opponents a little more wary of approaching you.]

92. Lip's Stick: This magical stick was used by the character Lip in the Japanese game Panel De Pon, which was later released as Tetris Attack in the United States. Lip's Stick causes a flower to sprout from an enemy's head, inflicting damage as it grows. Quickly tap the Control Stick back and forth to get a flower off of your head.

[If your opponent is human and doesn't know that they can try to shake off Lip's Stick effects, they'll run around with a flower on their heads, taking damage all the while. It makes a funny sound to boot.]

93. Star Rod: This magic wand holds 16 star shots and sends foes flying at a low angle when thrown. It's most powerful when Captain Falcon or Sheik performs a Smash Attack while holding it. In Kirby's Adventure, the Star Rod is the secret power behind the Fountain of Dreams. King Dedede steals the Star Rod in order to seal away the nasty Cloaked Nightmare.

[I have many fond memories of playing the old Kirby's Dream Land for the original Game Boy. I beat the entire game, including the final battle with King Dedede (.dededede.). That was an extremely fun game. That said, I know nothing about Kirby's Adventure. In SSBM, Tilt+A or Smash+A to fire a yellow star at enemies.]

94. Beam Sword: With its distinctive glowing blade, the Beam Sword is eye-catching and lethal. At first, the blade is about the size of a short sword, but the length changes depending on who wields it. The blade also lengthens in direct proportion to the power of an attack, so it reaches its maximum size when swung as a smash attack.

[The Beam Sword is an excellent edge guarder, and it can infuriate opponents when they can't seem to get close to you to knock the sword away from you. Side note about Pikachu: when Pikachu Smash swings any swingable item, it'll spin around and hit opponents behind it, too.]

95. Home-Run Bat: Smash an enemy with this slugger, and you'll send them flying out of sight; hence the name Home-Run Bat. The sound of the bat being swung immediately strikes fear into the hearts of opponents and can turn the tide of a battle. It's slightly risky to use, though; it has a very limited range, and it takes a little time to wind up for your swing.

[This item has an instant-KO Smash attack. Guard it well, and use it wisely.]

96. Fan: The Fan can be swung so rapidly that it leaves opponents unable to counterattack. It is, however, an exceedingly weak weapon. Despite this shortcoming, the Fan is quite effective as a shield breaker, and it works well at disrupting an enemy's equilibrium. Throw the Fan to send your foe bouncing straight up into the sky.

[I find the Fan irritating when it's used against me and useless when I accidentally pick it up. A Fan-happy player (CPU or otherwise) will make the match funky and weird. I'd suggest turning this item off.]

97. Hammer: If you grab the Hammer, you'll run across the screen swinging it back and forth nonstop. In Donkey Kong, Mario used the Hammer in exactly the same fashion. It's an extremely powerful item, but you have no recovery move when carrying it. Every now and then, the mallet head will fall off, and you'll end up completely vulnerable, swinging just the handle.

[This item has a vulnerability it didn't have in SSB: sometimes, it'll fall apart. In my opinion, this evens it out and makes it suitable for multiplayer matches. When the head falls off, pick it up and do a little bowling with its massive power.]

98. Green Shell: Hit or throw a Green Shell, and it'll follow the contours of the environment, causing heavy damage to any characters it hits. These Koopa shells have many uses in the Mario series: they've been picked up, kicked, thrown, swallowed and even spit out. Mario just uses them as tools to pummel Bowser's numberless henchman.

[Green Shells are ubiquitous throughout Nintendo-time and Nintendo-space. These shells have lots of power in SSBM, and they can be reused if they manage to drift to a stop.]

99. Red Shell: Throw a Red Shell, and it will home in on random characters and send them flying straight up. Red Shells moving around the surface are dangerous to all players, but they may also present attack chances for players with good timing and strategy. Red Shells won't leave the platform they're on once they start moving.

[These things are pretty frightening. They'll slam into whoever's closest, wreaking havoc when they patrol the edge of a platform, knocking away anyone trying to recover. I don't relish dealing with these as they can be a mite unpredictable, so I usually turn these off.]

100. Flipper: Made famous as an unpredictable obstacle in Balloon Fight, the Flipper stops and hangs in midair when thrown. Any character who comes in contact with the bumper-balls on its ends will be knocked away as the Flipper spins wildly. Flippers can be a bit irksome: in Balloon Fight, they caused accidents to friends and foes alike.

[Jeez. What a pain in the neck these things are! If I'm going to be sent flying, I'd like to have the dignity of having been masterfully set up and then smashed to kingdom come. I can't stand these intrusive little slaps. This is an

item I always turn off.]

101. Freezie: Freezies slip and slide along smooth surfaces and will happily slide off the edge of a stage if left alone. In Mario Bros., they would stop and freeze portions of the ground; in Super Smash Bros. Melee, they can be picked up and hurled as weapons. Hit a foe with a Freezie, and he or she will be temporarily encased in a huge block of ice.

[Freezies can be fun. When you hit someone with them, they'll be launched into the air a very short distance, and when they land, you can whale on them until they pop out.]

102. Mr. Saturn: The origins of the Mr. Saturn race are unknown, but many believe they came from outer space. They reside in Saturn Valley and speak their own unique language. In Super Smash Bros. Melee, Mr. Saturn is just another item with which to pelt foes. These guys are laid back and not into fighting, so you can rest easy... or can you?

[These little guys trundle around the stage, waiting for something to happen to them. They can be picked up and thrown multiple times, but they don't do very much damage.]

103. Bob-omb: These little guys are just what they appear to be: walking bombs. Pick one up and hurl it for an incredibly potent attack. If no one picks them up, Bob-ombs light their own fuses and start wandering around armed and dangerous. In Super Mario 64, Bob-ombs chased Mario down once they noticed him. Pink Bob-ombs are nice and capable of speech.

[You won't find pink Bob-ombs in SSBM. The Bob-ombs you will find, however, are extremely hazardous, as they can explode while walking around on their own, if someone attacks you while you're holding one, or, of course, if you chuck them at someone. The explosive radius isn't that extensive, but it's frighteningly powerful.]

104. Motion Sensor Bomb: The perfect accessory for ambushes, the Motion-Sensor Bomb has been a favorite covert weapon of spies and other stealthy operatives. It adheres to any surface, and once armed, detonates with incredible force when it detects motion in its range. In the frantic world of Super Smash Bros., it doesn't take long for it to go.

[These made important appearances as weapons in Rare's Goldeneye 007 and Perfect Dark, both for the N64. If you toss one, see someone toss one, or hear it click to a surface, look out, because it doesn't discern between friend or foe. These explode with considerable force, so watch out.]

105. Super Mushroom: Super Mario Bros. veterans will recognize these power-ups, which hid inside brick blocks and helped Mario and Luigi withstand enemy attacks. In Super Smash Bros. Melee, they temporarily turn your character into a giant. Not only will your size and strength increase, but so will your mass, making it harder for foes to knock you off.

[You can also jump a lot higher and run a lot faster, so use this to your advantage whenever you can. The only real downsides are that you'll become a bigger target and you'll fall faster, so remember these disadvantages and make sure they don't get you KO'd. As a side note, this item will also deepen your character's voice by about an octave, which may seem to some of you like the item's coolest effect.]

106. Poison Mushroom: Poison Mushrooms made their debut in Super Mario All-Stars, where they'd cost characters a life if picked up. These nasty fungi are

dark and foul-tasting, and in Super Smash Bros. Melee, they make you shrink on contact. With your diminished stature comes a loss of power and mass, making you a prime target to get smashed offscreen with even a light attack.

[I find it pretty much impossible to tell the difference between the two Mushroom types, especially in battle. You'll run slower and lose a lot of jumping power with the Poison Mushroom. However, you'll also be a much smaller target for your opponents and you'll fall much slower, too. If you can actually see what kind of Mushroom you're about to snag, I congratulate you. If not, either stay away from them entirely or get all of them. Either way, it's up to you (unless one appears right in front of you and slides into you before you have time to react, which happens uncomfortably often. As a side note, this item also increases the pitch of your character's voice by about an octave, often yielding hilarious results.]

107. Starman: This item makes you invulnerable to all attacks for a short period of time. The Starman bounces around and eventually tumbles out of the stage, but all you need to do is touch it to power up. It possessed similar powers in Super Mario Bros., except you could also harm enemies just by touching them while under its influence.

[If this item also made enemies stand still, it would be terrifying. However, since enemies can easily see and hear that you're invincible, you won't get much of a chance to do anything useful with your power. I usually turn off this aggravating item.]

108. Parasol: The Parasol, which was originally used by Kirby, can be used as a weapon to bludgeon enemies. Even better is the fact that players can open it while airborne and float lazily back toward safe ground. It's incredibly useful in returning to the field of play after an opponent gets the better of you and sends you flying.

[The Parasol is a reasonably powerful hitter, and it'll automatically open whenever you're airborne. Of course, if you'd rather hurry up and land instead of hanging around in midair like a pinata at a fiesta, you're probably better off tossing this item away.]

109. Screw Attack: One of Samus Aran's power-ups from the original Metroid, the Screw Attack turns a jump into a rotating attack move. When carrying this item, any character's ordinary jump move will turn into a Screw Attack. By the same token, if you throw this item at an enemy, your foe will spontaneously do a Screw Attack.

[Your normal jump and your double jump will both turn into Screw Attacks. This means that if Samus finds this item, she will be able to do three Screw Attacks in a row! If you prefer your regular jumps, though, chuck this item at an opponent. Be careful that you're a good distance away from them, though, because anyone hit by this item will do a Screw Attack that can injure you as well, if you're caught in it.]

110. Metal Box: First spotted in Super Mario 64, the Metal Box holds the power to turn your character briefly into heavy metal. Your mass is exponentially greater while metallic, making it difficult for others to throw you. Be careful, though: not only will you move a bit slower, but you'll also fall much more quickly than you ordinarily would.

[In Mario 64, this item made you invincible as well. Don't expect the same benefit in SSBM. Otherwise, this item is pretty much what it says. You exchange hang time for greater power, and your character will look a lot cooler, too.]

111. Bunny Hood: Don the Bunny Hood to improve your agility drastically, allowing you to jump great distances and move at high speed. The ears are a cute accessory; they're even adorable on characters they don't quite suit. The Bunny Hood was key in Majora's Mask, where it made Link move at one-and-a-half times his normal speed.

[This item could make you KO yourself if you're not careful. Make sure you don't jump up too high, and beware of running near the stage's edges. This item is most useful with slow characters like Bowser or Ganondorf, eliminating their only real disadvantage and making them much more capable fighters.]

112. Cloaking Device: This state-of-the-art camouflage device bends light rays in such a way that players using it appear almost invisible. The device fosters confusion, and players using it will not take damage while cloaked. This does not mean, however, that players become invulnerable, so they can still be sent reeling or flying across the screen, depending on their damage percentages.

[An invisible player will distort the scenery every so often, so look for that effect when you're beset by cloaked enemies. You really won't take any damage while you use it, but an invisible player who's already at a high percentage should still be careful that they don't get smashed offscreen.]

113. Barrel Cannon: The Barrel Cannons were used in Donkey Kong games as a vital means of transportation, and their explosive nature is used similarly in Super Smash Bros. Melee. On the Kongo Jungle stage, one can catch characters as they fall from the main platform. Careful! The Barrel Cannon rotation may accidentally send you flying off the screen.

[If used correctly, these things can save your life. Watch the direction of the arrow; it denotes the path you'll take when you leave the barrel.]

114. Party Ball: Party Balls are just what they sound like: a recipe for wild fun packed into a paper ball. Throw or strike one into the air, then wait for it to trigger its time-release. Parties are always unpredictable, so here are the odds on how zany your party might be:

Self-destruction: 10%

Food banquet: 36%

Bob-omb fest: 12%

Other: 42%

[I like the Party Ball. It adds an entertaining new way to release a group of items, with confetti and a fanfare accompanying it. These manage to add fun to the game without adding almost anything unpleasant.]

115. Crate: A Crate will release lots of items when it's broken open. It's very heavy, so unless your character is strong, you'll walk slowly while under its burden. You can throw Crates up, down, left, or right, but it's hard to hit opponents because the throwing process takes time. Every now and then, a Crate will explode under duress.

[Crates don't explode that often, but it happens with enough frequency to warrant using projectile attacks to break it open (if your character has any). If you don't have time for sharpshooting bomb disposal, pick it up and quickly toss it, and it should both explode far enough away to avoid damaging you and not take up too much time.]

116. Barrel: Like Crates, Barrels are often filled with items and occasionally explosive. Thrown Barrels may break on contact or go rolling along the ground to smash into characters. Like the Crate, the Barrel is heavy, so it will restrict the speed at which the character carrying it can move. This speed

differs between characters.

[These are more worth the effort to pick up and throw at people, since they can roll into enemies on their own. However, beware that it doesn't roll up a hill, stop, and come right back at you.]

117. Capsule: These small containers contain items that fly out when the Capsules break. Capsules will explode roughly 12.5% of the time, so deciding when and where to break them can be quite a strategic decision; sometimes, it's better to throw them rather than attacking them directly. Explosive Capsules pack a tremendous punch.

[Never hit these to open them. They can be easily thrown and their possible explosion is fearsome. If your opponent manages to catch the Capsule, however, they might decide to give you a taste of your own "medicine" (bad joke, I know).]

118. Egg: Eggs are basically the same as Capsules in that they'll release items when you break them open. They've been known to explode, too. The likelihood that certain items may be inside Eggs depends on the type of stage being played. Sometimes Eggs will contain health-replenishing food items; other times, they may hold weapons.

[Eggs appear most often when a Chansey has been summoned from a Poke Ball item. It's impossible to tell before you pick them up whether they'll be immediately consumed for health or whether you'll hold on to it as an item. Don't concentrate too hard on experimenting with the half dozen or so eggs that Chansey usually tosses out.]

119. Smash Coins: These coins are used in Super Smash Bros. Melee Coin Battle mode. The gold coins are worth ten points, silver are worth five, and the copper are worth one. Hit an opponent and coins will come raining down. If you're knocked off the screen, you'll lose half of your coins. Once time's up, the player with the most coins wins.

[Whenever someone is hit or KO'd, coins appear, with their value depending on the power of the hit. They aren't automatically added to the attacker's score, so if you get hit, try to pick up the coins your opponent earned. This is a lot harder for KO coins because a KO'd character usually won't be onscreen in time to pick up the coins. These coins are not the Smash coins that can be spent on Trophies and Continues; they're just for individual matches.]

120. Pok, Ball: These balls are used to capture and contain wild Pokemon. Most Pokemon must be weakened in some way before they can be captured, but once they're inside a Poke Ball, they enjoy their new home, since Poke Balls contain an environment specially designed for Pokemon comfort. Master Balls are the strongest type.

[These are fantastic items. A random Pokemon will pop out and fight for your team. They usually won't damage you nor your teammates, so don't hesitate to toss them all over the arena. Sometimes, you get a useless Pokemon like Goldeen or Mew, but by the same token, legendary Pokemon like Ho-oh or Lugia sometimes appear. Make these items your number one priority.]

121. Venusaur: Evolving from Ivysaur, this deceptively toxic Pokemon has a huge flower on its back that emits a cloying fragrance: the scent lulls its enemies into a state of calmness. Venusaur's flower synthesizes sunshine into pure energy for its Solarbeam move. Think of Grass-type Pokemon, and Venusaur comes first.

[Venusaur stands in place and shakes, making the ground tremble and damaging any enemies who come too close. It only lasts for a few seconds, but try not to get caught in it.]

122. Charizard: It's hard to believe, but this massive Flame Pokemon evolves from the tiny Charmander. Not only can it fly at heights of over 4,500 feet, but its flaming breath is hot enough to reduce anything to ashes in seconds. The flames at the end of a Charizard's tail are said to be a fairly accurate barometer of its power.

[Charizard uses the same attack that he did in SSB. He stands facing the camera and turns his head from one side to the other, alternating bursts of flame to each side. He does this several times. Even though his attack hasn't changed, he looks a lot better than he did a few years ago.]

123. Squirtle: Retreating into its shell and spitting water at its foes is Squirtle's trademark response to danger. It's one of the three Pokemon that trainers can receive from Professor Oak in Pokemon Red and Blue. Squirtle evolves into Wartortle and then Blastoise, ramping up its water power with each evolution.

[Squirtle doesn't make an appearance in SSBM. It looks like a turtle, except that it's cute and blue.]

124. Blastoise: Blastoise is the next evolutionary step after Wartortle. The thick jets of water they shoot from the cannons on their backs are strong enough to cut through steel plating. When in danger, they hide inside their armored shells. Blastoise is so popular among trainers that it's considered the definitive Water-type.

[Blastoise faces one direction and fires a dozen or so blasts of water from his cannons. These blasts have quite a bit of recoil, so if he pops out of his Poke Ball near a ledge with his back facing it, he'll probably fall off within just a few shots.]

125. Clefairy: Clefairy are very cute Pokemon, which makes them popular pets. However, as they're only found in a few areas, it takes a lot of work to find one. Strangely enough, legend has it that Clefairy are more active during the full moon. These Pokemon are known to use Metronome, a move that unleashes randomly selected techniques.

[Clefairy unleashes any of a variety of powerful attacks that are based on those of some of the other Pokemon. It'll first stand around waving its tiny arms for a few seconds, then blast nearby foes with great damage. This is different from its behavior in the original SSB, in which it actually imitated very exactly the attack of any one of the game's other Pokemon. Note: if it explodes like Electrode, the blast won't hurt the one who released it.]

126. Electrode: Electrode, an electric Ball Pokemon, is the evolved form of Voltorb. It has the tendency to explode with even the slightest provocation, which has earned it the nickname "Wrecking Ball." Electrode is the quickest Pokemon found to date, and its distinctive white-over-red coloring is the opposite of Voltorb's.

[He pops out, he waits a few seconds, he goes boom. If you released one of these, run away, because Electrode doesn't differentiate between friend and foe.]

127. Weezing: The evolved form of Koffing, Weezing is basically a pair of Koffing fused together. They tend to float in the air and emit gas or noxious

smoke from the outgrowths that cover their bodies. As strange as it may seem, diluting Weezing emissions as much as possible creates one of the most exquisite perfumes known to man.

[Weezing floats in the air and emits a cloud of noxious gases which will juggle any opponent caught in the blast for several seconds. This Pokemon does the same thing it did in SSB.]

128. Chansey: Renowned for its kind temperament, Chansey has been known to offer injured creatures a highly nutritious egg to aid their recovery. Legend has it that this charitable creature brings happiness to anyone who captures it. All Chansey are female, and every now and then one is found in possession of a Lucky Egg.

[Chansey does no damage. Instead, it tosses out a few eggs that will either heal some damage, break open to reveal new items, or explode. It is possible for anyone to Smash Attack Chansey off the stage.]

129. Goldeen: These Water-types are often referred to as "water dancers," as their elegant fins make them incredibly agile underwater. They can even travel upstream in rapids at a speed of five knots; of course, they're not quite as nimble on dry land. Goldeen's Horn Drill is so strong that it can KO an enemy with one strike if it connects.

[As The Simpson's Nelson Munce would say: Ha, ha! These Pokemon are fish, and there are no water-based stages, so this Pokemon is utterly useless. It's only valuable before it pops out of the Poke Ball, as players might run toward or away from it, depending on whose team they are on.]

130. Staryu: These Starshape Pokemon that evolve into Starmie are found in large numbers at the seashore. At night, Staryu's red center glows and blinks on and off. It's said that as long as its red center remains, it can regrow its limbs. Whether it's related to Cleffa, another Pokemon with a vaguely star-shaped appearance, is unknown.

[This Pokemon homes in on the nearest enemy, hovers in the air, and lets loose a barrage of tiny stars. If you keep moving, you should be able to escape it before it stops to attack.]

131. Snorlax: Snorlax love to sleep and love to eat: these portly Pokemon get grumpy if they don't get 880 pounds of food per day. After snacking out, they always nap. They have cast-iron stomachs and can eat moldy and even rotten food with no digestion problems. They are the heaviest Pokemon on record, weighing in at over 1,000 pounds.

[This thing is huge. It does damage to any enemies who touch it when it pops out, and then it flies straight up and then, a few seconds later, straight back down again, damaging enemies once more.]

132. Articuno: Clouds gather, the barometer plunges, and fresh snow falls from the frigid air when this legendary Pokemon takes wing. Graceful and elegant, it boasts long tail feathers that flap in the wind and are lovely to behold. As would be expected, its combat moves are based on its cold nature; they include Ice Beam and Blizzard.

[This bird is cold like the Arctic, and it's number "uno" out of the original three legendary birds. Articuno is a cold-based legendary bird. Its attack is hugely powerful, so if it's not yours, run away from it.]

133. Zapdos: Zapdos flaps its wings, and summer storms appear, throwing

lightning every which way. It's said that you can hear this legendary Pokemon coming, as its wings make a very distinctive popping sound as it flies. In addition to electrical moves like the dreaded Thunder, it also wields a vicious move called Drill Peck.

[Zapdos has electrical powers that zap enemies, and it's number "dos" out of the original three legendary birds. Zapdos is another legendary, with a wide range attack that does enormous damage.]

134. Moltres: As tradition has it, the onset of spring heralds the return of this legendary Pokemon from its southern home. Its bright orange color and fiery aspect lend to its overwhelming appearance. Sky Attack, the strongest of flying moves, is a perfect fit for this burning phenom, but it obviously also excels at powerful Fire-type moves.

[This Pokemon has attributes that are as hot as molten things (not molten ice, more like molten rock), and it's number "tres" out of the original three legendary birds. This legendary Pokemon is a large fire-based bird. Like the other legendaries, it'll do fantastic damage.]

135. Mew: Mew is an extremely rare Pokemon that has been seen by only a few people. Information on every Pokemon in the world is contained in Mew's cell structure, so it has the ability to use any and all TMs and HMs. Some Pokemon scholars believe Mew to be the ancestor of all existing Pokemon, but the idea is debatable.

[Mew sounds like the perfect combatant, but it does nothing. You just get a Special Bonus for it.]

136. Chikorita: Chikorita was one the the first three Pokemon available in Pokemon Gold, Silver, and Crystal. A Grass-type Pokemon, it emits a delightful fragrance from the leaves on its head and loves to spend its time leisurely sunbathing. When called into battle, it uses its Razor Leaf move to strike at opponents' weak points.

[This is basically the Grass-type Pokemon that replaces Bulbasaur in the newer versions of Pokemon. This little green "thing" will hop out of the Poke Ball, whisper "Chiko!" and start throwing boomerang-shaped leaves in a single direction. It juggles whoever gets caught, so watch out.]

137. Cyndaquil: Cyndaquil frighten easily, so they're often found curled up in balls. When threatened, they flare the flames on their backs to drive off enemies. Cyndaquil was one of three Pokemon that trainers could choose from at the beginning of Pokemon Silver, Gold, and Crystal. No one knows if their eyes are open.

[This thing is pretty weird: it has a fire-looking growth on its back, and to attack, it hops up into the air and floats there, upside-down actually, and blasts fire from its back. Even though it sounds strange, the actual effect of this Pokemon is quite ordinary, as it is pretty much a hovering flamethrower.]

138. Togepi: These adorable Spike Ball Pokemon hatch from eggs given out by Professor Elm's assistant. Common superstition holds that their shells are chock-full of happiness and that they become good-luck charms when handled with kindness. It's impossible to predict which ability a Togepi will call upon when it uses its Metronome move, so you'd better be ready!

[Togepi's attacks are not used by other Pokemon in the game, so be ready to do something. You'll always have to wait and see what will happen.]

139. Bellossom: From time to time, these beautiful Flower Pokemon will gather in numbers and perform an odd sort of dance to call out the sun. While in the midst of this strange exhibition, their petals brush together to create a peaceful and soothing melody. A Gloom will only evolve into a Bellossom if it's exposed to a Sun Stone.

[Bellossom can be exceedingly useful. Unlike Jigglypuff's Sing ability, Bellossom will keep nearby enemies snoring for quite a while, giving you lots of time to unleash any powerful, charged attack. If you're too busy watching the little thing do its hypnotic hula dance, you might miss the opportunity, so keep your wits about you.]

140. Marill: This Aqua Mouse Pokemon evolves into Azumarill. The round ball on the end of its tail acts like a flotation device, so it can float safely in the roughest of water conditions. It resides on Mt. Mortar in seclusion; few of the creatures are ever seen. Marill's cuteness has earned it a large and loyal fan base.

[This little blue puffball runs in a single direction, shoving enemies along in front of it like an adorable bulldozer. Marill doesn't do much damage with each attack, but it juggles enemies, which could provide a setup for other players to strike.]

141. Sudowoodo: An Imitation Pokemon with an aversion to battle, Sudowoodo always poses as a tree in order to avoid being attacked. Despite their arboreal appearance, these Pokemon are actually Rock-types, and therefore highly vulnerable to water. When it begins to rain, they vanish. Sudowoodo can be found blocking Route 36 in Johto.

[Look! Down on the ground! It's a weed! It's a tree! It's Sudowoodo! This "pseudo-wooden" Pokemon isn't a tree. It just looks one.]

142. Unown: These Symbol Pokemon resemble hieroglyphics found on rocks, a resemblance that's said to be more than superficial. Quite a few different shapes of Unown have been confirmed, and it's believed that each type has unique abilities. These enigmatic Pokemon can be found in the Ruins of Alph.

[These freaky little devils are a mysterious enigma. Adding to their frightening status is the fact that they attack pretty much exactly like bugs, or the Beedrill swarm in SSB. Well, not that scary, actually.]

143. Wobbuffet: A Patient Pokemon, Wobbuffet lives in darkness to hide its mismatched black tail. Even for a stoic Pokemon, this creature is a testament to self-control; it will not actively attack an opponent. Its Counter and Mirror Coat moves are solely used for reflecting attacks directly back at its antagonist.

[First things first: it's called Wobbuffet, not Bobafett. Now that we've cleared that out of the way, let's continue. If you attack it, it'll smack you but good. If you run into it a little too hard, it'll just bop you around but do no damage. Just stay away from this oddity, even if you released it yourself. Come to think of it, it should be a pretty good edge guarder, but you can't tell before it's released, and any other Pokemon could probably do an even better job anyway.]

144. Scizor: This Scissors Pokemon, the evolved form of Scyther, has arms ending in large, strong pincers with distinctive eye-spot markings. It's unable to fly very far with its undersized wings, but it can affect its body temperature by flapping them at high speeds. Its sleek look has made Scizor quite the popular catch among collectors.

[I wonder why they named a Scissors Pokemon "Scizor". Anyway, he looks cool, and his attack consists of jogging across the screen and then leaping out. Any enemy who touches him will be reasonably damaged.]

145. Porygon2: Representing the next step in technological progress, this Virtual Pokemon is a higher-powered version of the man-made Pokemon, Porygon. Compared to the sharp edges of its relative, Porygon2's body is extremely smooth and rounded. In battle, it utilizes a special move called Conversion 2 to alter its type.

[The new and improved Version 2.0, Porygon 2 emerges from the Poke Ball, darts a few feet forward, then disappears into an ethereal, virtual world through a transdimensional vortex tunnel. Actually, its exit mostly looks like transparent graph paper. With green lines.]

146. Raikou: These Thunder Pokemon travel near and far, blasting out electrified whirlwinds. They carry storm clouds on their backs, so they can produce lightning regardless of the local weather; it's even said that they descended to the earth via lightning bolts. Their extreme quickness lends itself to flight, so they're very hard to capture.

[A legendary Electric Pokemon not capable of flight. It looks kind of like a yellow dog, but it acts like a yellow dog with mystical electric superpowers. In SSBM, it's very strong. Don't get caught by it.]

147. Entei: A volcanic Fire-type, Entei is hotter than liquid magma and as tough as nails. This powerful creature was one of the three Pokemon running around the Burned Tower of Ecruteak City. Entei is extremely difficult to seek out and capture, as it tends to wander all over the landscape, sprouting intense flames from its body.

[Entei is similar to Raikou, except that it looks like a slightly taller brown dog and has fire powers instead of electrical.]

148. Suicune: This mystical Aurora Pokemon constantly journeys in search of places with pure flowing water. Suicune wields the power to instantly purify any contaminated water it finds. Some say Suicune is the north wind reborn. Its strange and dramatic story is told over the course of the Crystal version of the Pokemon game.

[This one looks like a sky-blue cat. It seems to be hip to both wind and water attributes. Again, legendary Pokemon are useful allies.]

149. Lugia: The waters of the Whirl Islands are home to this legendary Pokemon, whom few have seen. Lugia lives quietly in the deepest ocean trenches for one very good reason: its combined aerial and psychic powers are so strong as to be extremely dangerous. The special moves of this gargantuan creature include the destructive wind assault known as Aeroblast.

[One of the best legendary Pokemon to get, Lugia has a fantastically strong attack. How will you recognize it? It's a bird, it's white, it's very large, and it'll probably cause a KO or two.]

150. Ho-oh: As it soars around the skies of the world, this Rainbow Pokemon leaves a trail of rainbows and myths in its wake. Its signature move is called Sacred Fire, and it is believed to appear only before trainers who are pure of heart. If you see a trainer with Ho-oh, you can assume that catching it took a lot of work.

[The most damaging Pokemon available. It looks like a particularly garish rendition of Quetzalcoatl. For those who have no clue what that is, it's a brightly colored bird, an "ancient deity and legendary ruler of the Toltec in Mexico", according to Yahoo! Education's online Encyclopedia. In SSBM, it's a highly, highly powerful Pokemon.]

151. Celebi: Celebi has the power to travel through time, and thus wanders from one age to the next. It is considered a deity by the forests: plants and trees are said to grow in unimaginable abundance wherever Celebi visits. Like Mew, Celebi is a Pokemon shrouded in mystery. Its special techniques blend grass and psychic powers.

[Unlike Mew, this is a Grass and Psychic Pokemon that looks like a little green alien. Like Mew, it does absolutely nothing in SSBM besides provide a Special Bonus.]

152. Toad: Toad, Peach's longtime servant, first showed off his strength in Super Mario Bros. 2, then proved to be an agile driver in Super Mario Kart. There are many Toads in Peach's castle and across the Mushroom Kingdom, and although they look similar, they have varied natures. Not the best of guards, Toad must often be rescued.

[Toad is a cute little dude with a hat that looks like a mushroom. He also wears a blue vest and diapers/underwear. He isn't such a popularized character (like Mario, Luigi, or Peach), but most gamers would probably recognize him. In SSBM, he runs back and forth like a lunatic when you fight the Yoshi team in the first level of Adventure mode, and he provides a counterattack for Peach.]

153. Coin: The Mushroom Kingdom is dotted with these mysterious coins. There seems to be an endless supply hidden in various blocks, and Mario gains an extra life when he manages to collect a hundred of them. No one can confirm whether or not these coins are actually used as the currency of the Mushroom Kingdom, but it's a safe assumption.

[These are the coins Mario collects. Need I say more?]

154. Vegetable: These vegetables, which first appeared in Super Mario Bros. 2, can be plucked from the ground and hurled at enemies. Unlike regular veggies, they often sport eyes or even faces: in fact, when Princess Peach plucks them from the ground to use as projectiles, the expressions on their faces dictate how much damage they'll do.

[Vegetables provide Peach with a stereotypically female ability: gardening. Okay, so she'd rather throw the Vegetables at people rather than saute them, but it still fits in with Peach's general character and style.]

155. Megavitamins: Megavitamins come in six color combinations of red, blue, and yellow. Dr. Mario uses these capsules by tossing them into contaminated bottles to destroy viruses. The origin of these wonder pills is a mystery, but the most likely theory is that they're the result of Dr. Mario's lifelong efforts to find a cure for the common cold.

[When Dr. Mario tosses these, they bounce like an especially demented football, and they make a sound you would worry about if your doctor had prescribed them to you.]

156. Lon Lon Milk: The pride of Lon Lon Ranch is this delicious and nutritious milk. When Link played Epona's Song for Lon Lon cows, they would perk up and provide him with a bottle full of the tasty beverage. The fact that Link sometimes used bottles that had housed bugs is a matter of questionable

hygiene. In Super Smash Bros. Melee, Young Link drinks milk instead of taunting.

[Super tasty, and now fortified with extra calcium, for stronger Kokiri bones! Seriously though, this is one taunt that should definitely remove damage, but it doesn't. It just provides an entertaining "link" to the Zelda series.]

157. Kirby Hat 1: Here's Kirby sporting several results of his Copy ability. In Link's hat he can shoot arrows, while Mario's cap gives him acces to Fireballs. The Donkey Kong suit offers up a Giant Punch, while Samus's helmet allows Kirby to fire off charged-up energy shots. Finally, while wearing the Yoshi hat, Kirby can swallow enemies and turn them into eggs.

[When you use others' abilities, remember that Kirby is very small and will usually not have the range of the ability's proper owner. The damage, however, is the same.]

158. Kirby Hat 2: Kirby's got several of his finest hats on here. In Ness's baseball cap, he can use the power of PSI to unleash PK Flash, while Captain Falcon's visor gives him the ability to unleash a huge punch. His adorable Pikachu cap comes complete with stored-up electric charges, allowing him to shock his foes, and the Fox ears come with a matching Blaster.

[Projectile attacks will be pretty much the same, but moves like the Falcon Punch will be powerful yet tiny.]

159. Kirby Hat 3: With all of these hats, Kirby could open his own haberdashery! Peach's crown lets him use Toad, while the Ice Climber parka allows him to shoot ice blocks. Kirby has Fire Breath in the Bowser Horns, and he can copy Zelda in both her forms. In Zelda's headdress he can use Nayru's Love, while Sheik's wrap gives him a needle arsenal.

[I don't know why they need to list all the attacks. It's always the standing B move that is copied.]

160. Kirby Hat 4: Looks like Kirby's copied a bunch of hidden characters! In Luigi's hat, he can shoot green fireballs, while copying Mewtwo gives him the power to throw Shadow Balls. Copying Mr. Game & Watch lets Kirby hurl sausages, and doing the same to Jigglypuff earns him a Rollout move. Marth's hair comes complete with a powerful Shield Breaker move.

[When Mr. Game & Watch is copied, several things change. First, Kirby turns entirely black. His usual animations are still smooth, but his stolen sausage-flipping maneuver is animated with two frames, just like the original. His Final Cutter and his Hammer remain their correct colors.]

161. Kirby Hat 5: Secret hats galore! In Pichu's hat Kirby can shoot out electricity, while Dr. Mario's headgear gives him Megavitamins. When Kirby wears Falco's beak, he gets to use Falco's powerful Blaster; by the same token, he can fire arrows while in Young Link's cap. When Kirby copies Ganondorf, he gets the Warlock Punch, and copying Roy produces a Flare Blade.

[Important note: moves that inflict self-damage are not changed when stolen. This means that every time you use Pichu's Thunder Bolt move or Roy's fully-charged Flare Blade, you will incur damage just like the original character would. Players who forget this will be reminded by getting KO'd when they were sure they didn't have that much damage.]

162. Princess Peach's Castle: Princess Peach's magnificent royal castle appears to be inhabited solely by the princess and a multitude of Toads. Bowser tried

to steal the castle's Power Stars in Super Mario 64, and in Paper Mario, the surly archfiend actually lifted the castle into the stratosphere with his own filthy fortress.

163. Banzai Bill: Once they're fired from cannons, Bullet Bills fly on straight paths. In great numbers, they're a nightmare; while Mario can stop most with a single jump, the rare giant Banzai Bill is much tougher to avoid. In Super Smash Bros. Melee, all Bullet Bills are Banzai Bills. They burrow into Princess Peach's castle and then detonate with immense power.

[Once you see this thing coming (and believe me, you'll know about it), skedaddle out of its way as fast as your legs, protective egg, or telekinetic powers can take you. The Banzai Bill has a huge damage radius, so get as far as you can.]

164. Lakitu: These airborne menaces used to ride their clouds exclusively as Bowser's henchmen. They typically hover just out of Mario's reach and hurl Spinies with irritating precision. More recently, however, they've been known to take on less evil tasks, such as doing camera work for sports events and even helping Mario on his quests.

[I remember going into the room in Peach's castle with fully mirrored walls in Mario 64 and actually seeing Lakitu the camera operator hovering above Mario. I thought it was a nice touch to add to the game, since Lakitu was pretty much forgotten after the game's opening sequence.]

165. Pidgit: Pidgits are wingless birds enchanted by the vegetable-hating Wart to be the bearers of bad dreams. They live in Subcon, a land contained within Mario's dreams, where they fly around on magic carpets. Mario and friends were able to use these carpets for short distances once they dislodged the piloting Pidgit.

[These appear in SSBM as 2D sprites in the classic Mushroom Kingdom II stage. If you like, you can hop onto their carpet and get a free ride. Be careful: these carpets can take you right out of the stage, so be ready to jump.]

166. Birdo: First seen in Super Mario Bros. 2, Birdo is known for shooting eggs and fireballs from her mouth. Mario and his friends would have to jump onto the eggs in midair, pick them up and throw them back at her. Long missing from the Nintendo scene, Birdo recently reappeared in Mario Tennis and Super Mario Advance.

[Birdo also appears as a sprite in the Mushroom Kingdom II stage, and if she isn't attacked, she'll start shooting little fireballs.]

167. Klap Trap: This low-slung alligator made its first appearance in Donkey Kong Country. You can subdue it by jumping on its back, but its powerful jaws make it dangerous to approach from the front. In Super Smash Bros. Melee, it swims in the river and sometimes jumps in the Barrel Cannon to stop players from using it.

[You probably won't see this guy very often, but he's there; he just keeps his trap clapped shut.]

168. Shy Guys: There are many types of Shy Guys: they've been known to walk on the ground, fly through the air, traipse about on stilts, wear flowers or camouflage, throw balls, swing bats, sail on pirate ships, carry fruit, do the Bamboo Dance, ride submarines, play guitar, play tennis, wear red, come in large or small sizes, steal people's toys, cause mischief...

[In SSBM, these things hover by in small flotillas on some stages, quickly flying away and dropping Food when attacked.]

169. Pak E. Derm: This pesky pachyderm bars Yoshi's path by sticking poles high into the air. Pak E. Derm has been practicing this skill for years, and he's so masterful that he can even block Yoshi's high-flying Flutter Jump. Pak E. Derm is a little unstable, however, and he tends to topple over if Yoshi pounds the ground anywhere nearby.

[I never played Yoshi's Story, so this guy is mostly a mystery to me. If you're wondering what his deal is, he's a tiny elephant in white, red-polka-dotted underwear. He puts up little street signs with an open hand on them, palm facing out (to emphasize their blocking nature, I suppose).]

170. Tingle: Tingle is a mysterious middle-aged man who thinks he's "the very reincarnation of a fairy." His bizarre behavior and unique speech are just little pieces of his vibrant personality. Tingle travels by way of a small hot-air balloon, making maps of the lands below him. Pop his balloon, and Tingle will fall to earth to sell his maps.

[This is the kind of character that would make nervous mothers shove their kids behind them to keep this guy from even seeing them. A middle-aged man who thinks he's a fairy? That's just a little far-fetched.]

171. Moon: High in the sky above the Clock Town Tower, a menacing moon slowly sinks toward the city. Shrouded in mystery and feared by all, it threatens to devour everything and everyone in a cataclysm of fire. Strangely, inside the moon is a beautiful, pristine plain broken by a single tree. The moon breaks after Link defeats Majora's Mask.

[This Moon is one of Nintendo's scariest creations. Its facial features and expression are absolutely frightening. Seriously; just look at it and try not to shudder, I dare you.]

172. Turtle: When Link played the New Wave Bossa Nova, what masqueraded as a lone island rose out of the waters of the Great Bay Coast and revealed itself to be a giant turtle. This mighty terrapin is ancient and wise beyond belief. It sensed Link's destiny and braved the stormy seas in order to transport him to the Great Bay Temple.

173. Four Giants: "Swap... Mountain... Ocean... Valley... The four who are there..." Link summons these four giant guardians to aid in his battle against the Skull Kid, who's possessed by Majora's Mask. They appear from the four compass points to catch the moon, which is about to crash into Clock Town. Without abandoning the innocent Skull Kid, they're able to protect the town.

[If you've never seen these guys, they look like heads with beards, arms, and legs, but no body. Their skin is red and their beards are green. They're just another example of Nintendo's burgeoning "creativity". Weird, weird, weird.]

174. Master Sword: The Master Sword varies a bit between titles in the Legend of Zelda series, but it's generally the most powerful blade that Link can carry. It's a magical weapon that can be wielded only by a true hero, and, as its name implies, it's the weapon of choice in decisive battles. At the end of The Legend of Zelda: Ocarina of Time, Link returned it to its stone pedestal.

[In Ocarina of Time, the awesome Biggoron Sword had twice the range and power of the Master Sword, but you couldn't block while holding it, making the Master Sword sometimes preferable in certain situations, such as the fight against Ganon.]

175. Falcon Flyer: Captain Falcon's speedy midsize star cruiser boasts an on-board computer that allows Falcon to control it remotely... perhaps that's why it's never appeared on-screen in an F-Zero game. Without this ship, Falcon couldn't prowl the galaxy like a lone wolf: the Blue Falcon is a state-of-the-art machine, but it's only used for F-Zero races.

[This ship is pretty cool. Unfortunately, I haven't really seen or heard of it before, so all I know is that it's Falcon's ship. It acts as a stage in SSBM.]

176. F-Zero Racers: In the year 2560, an association of wealthy space merchants created the F-Zero Grand Prix in an attempt to add some excitement to their opulent lifestyles. The jet-powered racers have no tires, but use G-Diffuser systems to float a foot above the surface. Many believe the F-Zero championship is the highest claim to fame in the galaxy.

[This trophy shows what seems to be the original 30 machines in 3D, which is cool in itself. F-Zero is an awesome series. The latest title, F-Zero GX, has great visuals, sound, and gameplay, but it's a really, really hard game to beat. Seriously, all but the first stage or two are extremely difficult. When you're not getting your head handed to you, though, the game is great fun, so it's probably best for multiplayer matchups.]

177. Mute City: F-Zero courses are set hundreds of feet above ground and kept afloat by opposing-gravity guard beams on both sides of the tracks. Mute City, which grew from an intergalactic trading post to a city with a population of over two billion, is the most famous stop on the F-Zero Grand Prix. This course layout is from the F-Zero X era.

[This trophy is particularly cool. You can navigate in 3D through the entire course, appreciating the exciting track in great detail. If I remember correctly, this stage is one of the earlier and easier ones in the game.]

178. Arwing: The Arwing is the symbol of Star Fox. Like an F-Zero racer, it's equipped with an opposing-gravity device. It can barrel roll and flip with ease thanks to its quick acceleration and flexible control. In battle, the ship uses retractable wings for precise flying. Every Arwing has smart bombs as its sub-weapons.

[Arwings have rapid fire lasers, guided missiles, and bombs. They have two flying modes, one for cruising in a single direction and another for navigating in any direction in boss battles and multiplayer.]

179. Great Fox: The mother ship of the Star Fox team. When in battle, the ship's robot, ROB, can assume control of the bridge, allowing all hands to take to their Arwings or combat positions. The ship runs plasma engines capable of warp speeds, and its front lasers are effective both in battle and in clearing paths through asteroid belts.

[The Great Fox provides a battleground for not just one stage in SSBM, but two. In Corneria, the ship presents players with a side view so that combatants can run along its length, and in Venom, the ship faces players head on so that characters can fight on its wings.]

180. Peppy Hare: Peppy was a member of the original Star Fox team with Fox's father, James McCloud. Peppy was the sole survivor of the Battle of Venom, where a treacherous teammate named Pigma Dengar betrayed the team. Peppy now rarely climbs into the cockpit of an Arwing, preferring instead an advisory position in mission planning.

[Peppy got pretty irritating in Star Fox 64 with his constant comments about Fox's father ("you remind me of your father more every day", or "your father would have been proud"). Once or twice is okay, but it seemed like Fox's father was all Peppy wanted to talk about. I think he meant well, though.]

181. Slippy Toad: Slippy Toad is the mechanical genius behind most of the Star Fox team's new weapons and technology, and just lately he's been spending the bulk of his time in Research and Development. He's also a competent pilot, but his enthusiasm tends to outweigh his technical flight skills. He and Fox have been friends ever since their school days.

[Having Slippy in your team in Star Fox 64 provided you with intelligence on bosses, including weak spots and remaining health. Otherwise, he's mostly just Fox's buddy.]

182. Kraid: A boss enemy from Metroid, Kraid lives in the depths of Brinstar. He immobilizes enemies with his three red eyes, and his powerful jaws can crush anything. He can also shoot the three spikes in his belly; it's said he often fires them at his prey. Once Samus defeated Ridley and Kraid, the way to Tourian opened.

[I never encountered this guy before since I've only really played Metroid Prime, but he's really quite large. In SSBM, he'll occasionally take a swipe at the stage, rotating it and providing much fun and excitement in this manner.]

183. Chozo Statue: These statues, which provide power-ups to Samus and have some connection with her Power Suit, have been found in many places, most notably Zebes. The Chozo boasted the most advanced civilization in their galaxy. Some say that when they could advance no further, they chose to withdraw and observe other life forms.

[Without the Chozo, Samus wouldn't have her enhanced jumping ability, her power suit, any other technology, or her life, because they adopted her when her parents died in a Space Pirate raid. The Chozo are mysterious and wise, and they also have the coolest toys.]

184. Whispy Woods: A boss enemy from Kirby's Dream Land, Whispy Woods is a big tree that shoots whirlwinds at Kirby. It isn't the toughest enemy; all Kirby has to do is avoid the occasional whirlwind, suck in apples that fall down, and then shoot them back at the tree. In Super Smash Bros. Melee, Whispy Woods is quite the blowhard.

[I remember this guy! I have such vivid memories of everything about that game, even the music. It was cute and fun, and it provided a reasonable challenge without being too difficult to get through. Actually, this was my sister's game. She also had Super Mario Land, and I had the actual Game Boy and Super Mario Land 2: 6 Golden Coins. As a matter of fact, I also had Batman Forever for a few weeks, but it had a serious bug (a grappling hook was supposed to be used to get past the first level, but it didn't work).]

185. Fountain of Dreams: This mystical fountain in Dream Land uses the power of the Star Rod to create a gush of pleasant dreams that flow like water. The dreams then become a fine mist and drift over the land, bringing peaceful rest to one and all. It's been confirmed that there are identical facilities on other planets near Pop Star.

[I never played this game. This psychedelic set is used as a stage in SSBM.]

186. UFO: At the beginning of EarthBound, this flying saucer appears along with the ominous message, "The War Against Giygas!" Adding to the mystery are three

more UFOs, which fly amok in the skies over Onett; how all of these alien craft are connected is anyone's guess. In Super Smash Bros. Melee, this slippery UFO appears on the Fourside level.

[These pretty much just fly around and add to the scenery. I can't think of anything they actually do, but I'm sure that if there were more cows or small-town farmers standing around, we'd see an abduction or two.]

187. Pok,mon Stadium: Trainers come from far and wide to congregate at Pokemon Stadiums, the ultimate venues to show off their Pokemon teams. There are many different arenas with varying terrain designs, some of which afford advantages to certain Pokemon. This particular stadium is reserved for huge events and boasts a big screen and spectacular fireworks.

[This seems like a very boring stadium, as it has a very normal and fair layout of a flat stage with two platforms positioned symmetrically. Every so often, though, new scenery will erupt from the floor, adding lots of excitement to a match. See if you can spot yourself on the big screen in the background.]

188. Game & Watch: This stage of Super Smash Bros. Melee takes its motif from the Game & Watch series. It incorporates settings from Oil Panic, Helmet, and Manhole, and it's sure to send a wave of nostalgia crashing over old-school gamers. If you want to truly reproduce the Game & Watch experience, try playing this unique level in Fixed-Camera Mode!

[I thought I was at least a semi-old school gamer, with a green screen Game Boy (clear case, though) and a Genesis, but I'm not nearly old enough to be this old school. While I did play some LCD games here and there, I had hardly even heard of Game & Watch, as I've mentioned before. Don't be fooled by this stage's simple appearance, as it can get quite hectic.]

189. Target: This is one of the targets you must hit and destroy in a bonus stage of Super Smash Bros. Melee. All bonus stages are specially designed to test the individual abilities of each fighter. Clearing the target-breaking levels requires an ultimate combination of skill timing, and the specific techniques of each character.

[Any attack whatsoever is always enough to shatter a target. If you ask me (which you have, by reading this guide), the target tests in the original were a lot easier than in SSBM. If any of you remember Pikachu's old target test, you'll know what I mean.]

190. Sandbag: Sandbag exists for one reason only: to get smashed in the Home-Run Contest. Pound on Sandbag as much as possible in the time allotted, then swing for the fences as you compete for the longest home run of all time. Getting hit doesn't hurt Sandbag at all. As a matter of fact, it loves to see players wind up and let loose.

[What a good natured little fellow. It's lucky that he doesn't mind being beaten up, because it happens all the time. For a score of 2000 feet or more, use Yoshi. Grab the bat, then damage Sandbag with Yoshi's aerial Down+A move. Just hop a few feet into the air and pedal Sandbag's face in, and repeat. When the timer gets too close to zero, the Sandbag should have about 150% damage and can be knocked huge distances.

191. Battlefield: Super Smash Bros. Melee borrows settings from many different games to create its stages, but the Battlefield is an original creation. While its initial impression may strike some players as a bit ominous, the layout itself is fairly standard, lending it to serious, straightforward matches. Additionally, it's used to pit players against the Fighting Wire Frames.

[This stage has a flat platform, two platforms near the edges of the stage, and another higher up in the middle. Tremble in fear of the rainbow-themed disco ball under the stage, as it will suck out your brain if given half a chance.]

192. Final Destination: As time passes on this stage, the level appears to travel through a wormhole from the imaginary Super Smash Bros. Melee world into reality. You move through a cloud-filled sky over a vast mountain range, then into a deep-space vista of dark blues and purples. The scenery is as real as you get in this fantastical world.

[This stage is just flat. It also has a tiny black lightbulb underneath, but sadly, its light isn't bright enough to read by. This stage is where you'll fight the Master Hand and the Crazy Hand. If you like, you can battle normal opponents once you've unlocked it for general play.]

193. Goomba: Goombas are actually traitors who've defected from the Mushroom Kingdom's forces. They're a slow and predictable nuisance, as they always try to wander into Mario's path. Fortunately for Mario, they don't have much stamina, as a single jump on the head is generally enough to defeat them.

[They're Goombas. If you don't recognize the name, they're the little mushrooms that Mario jumps on and skooshes for a living. If you still don't know what they are, you've led a uniquely distorted and deprived life. They're like the "badger, badger, mushroom, mushroom!", but without the badgers. (I'm referring to a popular Flash animation. It's really funny. If you haven't seen it, google "badger mushroom animation" and you should find it easily. If you can't find it, email me and I'll find it for you.)]

194. Koopa Troopa: Common soldiers in Bowser's army, Koopa Troopas can retreat into their shells. Unbelievable as it may seem, they're clearly unaware of being kicked and sent sliding when in this position. There are many Koopa types, each with a different shell color and unique traits. They all wear T-shirts and shorts under their shells.

[Their shells will slide along the ground until they run into someone or fall off the stage. They have retained their memorable sound effect from when they knock into Mario's enemies, other shells, or, in SSBM, anyone who gets in their way.]

195. Koopa Paratroopa: These winged Koopa Troopas can fly, but they're none too smart: they tend to spend a lot of their time simply jumping or fluttering around a small area. As a result, no one thinks of them as majestic, soaring creatures. They lose their wings and become normal Koopa Troopas if Mario or Luigi jumps on their backs.

[These things are similar to Green Shells, but since they come from the hyper-elite Koopa Paratroopas, they will actively home in on anyone on their platform, even attacking the very character who threw it. Be careful where you throw these.]

196. ReDead: Seven years after Ganondorf took control of Hyrule, ReDeads roamed the ruins of Castle Town, moaning. At first, Link was shocked at the state of the town, and the apparent lack of survivors. He later learned that the townsfolk had evacuated to safety, and that the ReDeads were just magic animated into hideous humanoid shapes.

[They look like voodoo mummies. I'm serious, they're that freaky. In Ocarina of Time, Link could freeze them for several seconds just by playing the Sun's Song. They could then be hacked to pieces, preferably with a jumping attack

from the Biggoron Sword, which would kill one in a single hit.]

197. Octorok: These common enemies made their debut in the very first Legend of Zelda game and have been a staple of every game in the series since. They shoot rocks from their mouths at high velocity, but the projectiles are simple to block and do very little damage. Octoroks have low stamina, so they don't pose much of a threat to good fighters.

[These jack-in-the-boxes were infuriating! They would float quietly in the water, and then when Link passed close by, they would pop up and fire a rock at him. To defeat them, he would have to hold up his shield to reflect their missiles back at them.]

198. Like Like: In The Legend of Zelda, these slow-footed monsters inhaled Link and ate his shield, just beating out Wallmasters for the coveted title of "Most Aggravating Enemies Ever." Supposedly, their name comes from an old, almost indecipherable Hyrulian proverb: "Shield-eaters and world leaders have many likes alike."

[The Like Likes would suck Link up and take his stuff, an insult if I ever saw one. Wallmasters were a bit more insidious, hanging out on the ceiling and then dropping down. They could be avoided by constantly running to get out from under their shadows. These huge, gruesome hands were then immediately dispatched in the name of all things good.]

199. Topi: Topis debuted in the game Ice Climber, shuttling ice with which to repair cracks in the floors. They were kept really busy, as Nana and Popo constantly cracked floors with single strikes of their ice hammers. Despite the monotony of their chilly work, these creatures never slacked off for an instant.

[In SSBM, these furry fellows slide around, and are easily defeated with a few attacks. Don't get juggled by them, though, as they're only found on Icicle Mountain, a constantly scrolling stage where a delay can mean instant death.]

200. Polar Bear: This bizarre beast appears whenever the Ice Climbers take five during their ascents. Each leap the upright bear makes causes an earthquake and makes the mountain scroll upward. If the climbers fall off the bottom of the screen, they'll drop into a bottomless chasm. For reasons unknown, it sports pink shorts and sunglasses.

[You may be surprised to find that not one of these big lugs will ever offer you any sort of refreshing, brown-hued soft drink. This variety of polar bear is the pink-shorts subspecies, not the soda-loving one. In SSBM, they'll take a lot more punishment than Topis, but they're still not much of a threat.]

201. Raccoon Mario: In Super Mario Bros. 3, Super Leaf caused Mario to grow raccoon ears and a tail. By sprinting and rapidly wagging the tail, Mario gained the ability to fly for short periods. Like the Cape in Super Mario World, the tail also reduced the speed at which he fell, making midair moves easier. Needless to say, real raccoons were jealous.

[I think I tried using the Cape for a few minutes, but I couldn't get the hang of it. Maybe by Super Mario Bros. 3, Raccoon Mario was easier to use.]

202. Metal Mario: Mario was in for a surprise the first time he hit a Metal Box in Super Mario 64. The metal cap that popped out transformed Mario into living metal, giving him great stamina, a heavy tread, and the ability to walk underwater. In Super Smash Bros., Metal Mario showed up as an incredibly stubborn midlevel boss.

[The Metal Box also made Mario invincible. It doesn't do that in either SSB or SSBM, fortunately. SSB's Metal Mario really wasn't that stubborn. Once you knocked him far enough, he fell like a ton of metal (which theoretically would fall at the same rate as a similarly shaped ton of feathers, but whatever).]

203. Paper Mario: The Star Rod: Bowser stole it, and Mario wants it back. Bowser vs. Mario is familiar for Mario aficionados, but Paper Mario is novel. What this game brings to the 3D polygon-filled world is its art style: everything is wafer thin! What the visuals lack in realism, they more than make up for in unique artistry.

[Have you ever seen those booby traps where the ceiling drops down, horribly crushing those who triggered it? The characters in Paper Mario are all too familiar with that particular phenomenon. The game succeeds at being fun, and it has a vibrant, colorful style. I haven't seen much of it, but it didn't look like a bad game; rather, the unique visuals added a humorous element that didn't mar the gameplay at all.]

204. Wario: An old acquaintance of Mario's. His failure to seize Mario's castle has fueled Wario's desire for a palace of his own. Wario has herculean strength and can do things that even Mario can't imitate. His unexpected skills include a talent with items and the ability to assume many roles, among them a snowman, a zombie, and a bat.

[I've said this before, but Wario is a clever name for a great character. Wario is like a "big bad wolf" version of Mario, but the only difference between their names is the inversion of the first letter. To me, this is a product of true inspiration.]

205. Plum: Plum is one of the first playable golfers in Mario Golf. She's not all that strong, so her drives tend to lack distance. On the other hand, her strike area is large and allows for refined control. She's a very stable golfer, both well balanced and easy to master, which makes her a favorite among beginners and pros alike.

[I don't know almost anything about her, since I never played (nor knew anyone who played) Mario Golf. However, I did notice a particular fact that might be of interest to those of you who are easily amused: Plum wears saddle shoes. Hilarious.]

206. Daisy: The princess of Sarasaland, Daisy met Mario when he helped defeat the evil alien Tatanga in Super Mario Land. Princess Daisy is a bit of a tomboy when compared with her counterpart, Princess Peach. After her appearance in Mario Golf, some gossips started portraying her as Luigi's answer to Mario's Peach.

[In SSBM, Peach has an alternate costume (X or Y on the character select screen) that gives her a yellow dress and dyes her hair brunette, making her look suspiciously like Daisy. It is completely unknown (to me, at least) what relation Peach has to Daisy, if any. Are they sisters? Pen pals? AIM buddies? If you know how they're related, congratulations on your knowledge of a completely useless factoid (of which this guide consists pretty much entirely).]

207. Waluigi: This tall, thin, evil-looking guy seems to be Luigi's rival. He works hard at his mischief: Waluigi reportedly spent a lot of time training for his debut in Mario Tennis by honing his ability to antagonize the Mario brothers. While it's general knowledge that he's the same age as Luigi, his relationship to Wario is unclear.

[To me at least, the name "Waluigi" is entirely uncreative, and not even properly executed. It isn't "Mario and Wamario", so why did Nintendo decide on "Luigi and Waluigi"? They could have done any of several things: 1) left Luigi without a rival, which doesn't seem like such a terrible loss, 2) come up with a completely original name that had nothing to do with Mario's, Wario's, or Luigi's, which is how most of their characters are named, or 3) given Luigi a name that started with an invertible letter, such as "S" or "Z". In fact, if he actually had gotten an Italian-sounding name that started with "S", his rival could have gotten a name that started with "Z", with more sinister connotative potential. Instead, we're stuck with "Waluigi". Oh well.]

208. Thwomp: Thwomps spend most of their time suspended in midair, waiting. When Mario passes below, they crash down with amazing speed. As you may guess from their appearance, they're heavy and solid enough to make any attack on them futile. Small ones are called Thwimps: despite their weight, they often form groups and bounce around.

[I remember the Whomp's fortress level in Super Mario 64, where you had to wait until the big blue dude smashed down and then immediately jump on top of him so that he would carry you up and let you jump up to a coin. I also remember Bowser's castle in Mario Kart 64, where a group of them would lie in wait, and then hurry into position when a driver (usually me) got closer, usually causing havoc with unnatural accuracy.]

209. Boo: These shy spirits inhabit Mario's world and have been known to vanish or freeze when met face-to-face. In recent years, they seem to have overcome their fears in order to pursue tennis and other social activities. They usually appear in groups and fly in formation. From time to time, giant Boos make surprise appearances.

[You might be surprised, but I have never heard these guys say "Boo". However, my time with Super Mario 64 has made me realize that they do chuckle unnaturally often. These creatures are the "Nintendo-ized" versions of ghosts. This means that they may be lost souls eking out a tortured existence in an existential plane wholly alien to their true nature, but they're always cute and puffy.]

210. Koopa Clown Car: Bowser's single-seat personal airship doesn't exactly handle like a dream, but it wasn't designed to be sporty. The Koopa Clown Car was made to carry Bowser's huge weight, not to mention a logic-defying arsenal of massive bowling balls. In Super Mario World, Mario busted the the Koopa Clown Car by pelting it with Mecha Koopas.

[I had never before heard of the Koopa Clown Car nor of Mecha Koopas. Since when do viedeogame bosses have any logic to them? They always have secret lairs, equipment, and diabolical plots. It may be a little wild, but that's what makes them fun, right?]

211. Viruses: These contagious viruses make life difficult for Dr. Mario. They infect everything they come into contact with, and the good doctor must attempt to to neutralize them with his trusty megavitamins. Dr. Mario can stop these pesky germs by lining up megavitamin capsules of the same color with nasty microorganisms.

[This sounds like another game that seems like Tetris, but isn't Tetris. The main difference here seems to be the color-matching feature. Another big part of Dr. Mario's charm is Mario. If it didn't have the chubby plumber, it probably wouldn't be very popular. Then again, I don't think it was popular in the first place.]

212. Bucket: In Mario and Wario, an excellent game released only in Japan, this hidden item gets placed on Mario's head, rendering him sightless. The fairy Wanda then guides the helpless Mario past numerous obstacles to the goal. The M on the bucket becomes a W when turned upside down, signifying that Mario has fallen under Wario's wicked control.

[This is a pretty clever idea. A bucket on the head sounds simple, but most other games that try to limit your visual input don't have quite the immediate appeal of a wastebin acting as apparel. As I've said before when discussing Mario and Wario, the upside-down letter is good thinking.]

213. Racing Kart: The famous racing karts from the ever-popular Mario Kart racing series come loaded for speed with three different engine sizes: 50, 100, and 150 cc. The karts' handling differs with the characters driving them, but all of them utilize Mario Kart standards like drift, jump, and turbo. They're extremely durable and impossible to total.

[Mario Kart 64 was a really simple game. In addition to the gas and brakes, there was a button to jump and slide, and another to use items. The controller's other buttons weren't really used. The way that collisions were penalized was for the player's kart to spin and tumble for a few seconds. Overall, though, it was a really fun game.]

214. Baby Mario: Long ago, when the stork was carrying Baby Mario and Baby Luigi to the Mario household, the stork was ambushed, causing Baby Mario to tumble onto Yoshi's Island. This marked the beginning of the Yoshies' adventure to deliver Baby Mario to his parents. Since then, Baby Mario's been spotted on golf courses and tennis courts.

[It's Mario. However, this version of the Jumpman is only a few pounds and a few weeks old. He still has a hat, although it is far too big for him; instead of normal overalls, he wears special infant overalls with no legs. Additionally, his shoes are baby blue instead of brown. Yet another weird Nintendo idea.]

215. Baby Bowser: Even as a youngster, Baby Bowser was already playing pranks and causing trouble for Baby Mario and his pal Yoshi. Even at this early age of his evil career, Baby Bowser had tons of henchmen at his disposal. Many experts speculate that Mario and Bowser have some sort of connection that can be traced back to their mutual births.

[Everyone's favorite ferocious, fire-breathing supervillain, now in a convenient travel-sized package! This little monster has a ponytail and a positively enormous snout. What I'm really waiting for is the introduction of Geezer Bowser, who uses dentures to gnaw on tough, stringy heroes and who complains about dwindling Social Security payments. He could have a walker to hit his enemies with, and he could even use the tennis balls on the feet to pelt plumbers from afar!]

216. Raphael Raven: The basically laid-back Ravens come in several sizes. The smaller ones travel in flocks or traipse around small platforms all day long. The biggest of their breed is called Raphael the Raven, and his enormous size renders most direct attacks useless. Instead of fighting, Raphael and the Ravens helped Mario out in Paper Mario.

[Raphael Raven looks like a purple gumdrop with webbed feet and a bill. I guess this one is friends with Mario. Good for him.]

217. Dixie Kong: More than just Diddy Kong's girlfriend, Dixie Kong is also a

fearless adventurer and a reliable team player. She earned her wings helping Diddy rescue Donkey Kong from the clutches of King K. Rool. Dixie's amazingly quick and nimble, and she's even able to twirl her ponytail in order to float slowly through the air.

[Her hair actually lets her slow down her fall through the air. Correct me if I'm wrong, but her hair only spins with one ponytail in a single direction. If her hair were to actually act as a real rotor assembly, it would have to have two ponytails spinning in opposite directions. If it didn't, the force of spinning her hair in one direction would cause her body to spin in the opposite direction. That's why you always see helicopters having two rotors (usually a large one overhead and a small one in the rear spinning vertically.)]

218. King K. Rool: The demented head of the Kremlings and big boss in the Donkey Kong series, K. Rool is a giant, greedy glutton with a serious eye tic. While he fits the evil boss mold nicely, he's just enough of a bumbler to have gained a few fans over the years. His plan to blow up the DK Isles with his Blast-o-Matic shows how unbalanced he is.

[That eye of his is seriously messed up. Twitches of any sort can feel really weird, and they get irritating after a while. A tic like K. Rool's should be distracting him so much that he forgets about the Kongs and starts thinking about how to solve that spasm.]

219. Goron: Most Gorons inhabit the stony slopes of Death Mountain. They can achieve incredible land speeds by curling up into balls and rolling; they also curl up into small balls to sleep. They're a gentle and calm people, but their leader, Darunia, is impassioned and brave. Gorons use strong and dexterous fingers to make blades and bombs.

[When they're resting, they look exactly like rocks. When Link would get near one in Ocarina of Time, they would raise their heads and grunt, and then stand up and grunt once more. When he stepped away, they would grunt and sit down, and then smack their heads back onto the floor with a huge thump. They were very pleasant to talk to, and Darunia got very excited about Link's musical talents.]

220. Marin: Marin is a young girl who cares for Link after a shipwreck washes him up on the shores of Koholint Island. She's a talented harpist, well liked for her kind and gentle nature. She holds fast to the ideals of truth and honor; if Link happens to steal something during his adventure, she greets him with a shout of "THIEF!"

[If Marin thinks that she could do better against Ganondorf and his minions, then she should try it. Link is just improving the odds of survival. Everything he does is meant to help save someone or something. If Link stole something, it probably didn't belong to someone very nice in the first place. Link puts his life on the line every time he does battle, so why is Marin doing this to him when he is only trying to help her (and everyone else)?]

221. Majora's Mask: A lonely Skull Kid put on Majora's Mask and unknowingly allowed a great evil to invade the land of Termina. The mask manifested its evil power into the fearsome-looking moon, and the Skull Kid became merely a puppet under its malevolent power. In the ultimate battle with Link, Majora's Mask transformed into three separate forms.

[It's purple, yellow, white and red - and pure evil. Didn't the Skull Kid's mother ever tell him not to open his face when a stranger knocks, or not to accept masks from strangers (especially when the mask IS the stranger)? I wonder when this mask was made, and by whom.]

222. Ocarina of Time: This ocarina, the treasure of the House of Hyrule, was entrusted to Link by Zelda when she fled from Ganondorf's insurrection. When used in conjunction with three Spiritual Stones, it opened the way to where the Master Sword rested. In Majora's Mask, it gave Link limited control over time, but it has other uses: it's fun to play as a musical instrument.

[This Ocarina is extremely useful. Link uses it to accomplish certain tasks, such as summoning his horse, or to activate spells through song, such as playing Zelda's Lullaby whenever he saw the Triforce symbol. It also enabled him to travel seven years backwards and forwards through time. In Majora's Mask, Link can transform into a Deku Scrub, a Zora, or a Goron, and the Ocarina changes right along with him. The Deku Scrub gets a set of pipes, the Goron gets a drumset, and the Zora gets a highly customized Fishbone guitar, which looks like a fish skeleton.]

223. Samurai Goroh: A rival bounty hunter, Samurai Goroh has crossed paths with Captain Falcon in many a dark corner of the universe. He also goes head-to-head with Falcon in F-Zero races, so the threads of their fates seem to be deeply intertwined. Samurai Goroh is famous for his katana, and his signature T-shirt is instantly recognizable.

[Players may be put off by the standard hot pink paint job that accompanies the Fire Stingray, but serious gamers will overlook the garish coloring and appreciate the solid stats on Goroh's vehicle. In F-Zero GX, Goroh forces Falcon into a difficult race through a canyon, with Goroh's cronies standing ready to send rocks into Falcon's path.]

224. Dr. Stewart: Dr. Stewart inherited the Golden Fox upon the death of his father and soon became an F-Zero pacesetter. The Fox, which bears the lucky number 3, doesn't have the highest of traction ratings, but a skilled pilot will thrill at the sensation of drifting through corners. This machine requires a high degree of technical ability.

[A very proper, respectable racer, the middle-aged Dr. Stewart is one of the more experienced drivers on the F-Zero courses. His calm demeanor and otherwise ordinary lifestyle set him apart from the wilder racers.]

225. Jody Summer: An ex-fighter pilot, Jody brings her skills to the F-Zero Grand Prix as an ambassador to the interstellar regime. Her machine, the White Cat, is not built for strength or endurance. However, it's incredibly light and has excellent traction. A good match for beginners, the White Cat's a solid all-around racer.

[A surprisingly nice machine, the White Cat is situated in the lower echelons of F-Zero hot rods. It's a balanced, solid racer that can perform quite well even in the hands of a novice.]

226. Landmaster Tank: Team Star Fox's high powered, anti-aircraft hover tank. Its caterpillar-like treads allow it to perform quick lateral rolls. It can even fly for short periods of time. Its main cannons closely resemble the weapons technology on an Arwing, so the same rules apply: if you charge them up, you can shoot guided missiles.

[It can easily move from side to side, but jumping over obstacles is limited, since the standard Arwing thrusters are used. This means that an obstacle you could dodge in an Arwing by going either left, right, up, or down becomes twice as hard to avoid, often forcing you to fire on and destroy many of the barriers you'll come across in the Landmaster.]

227. Wolfen: The beloved ship of the mercenary team Star Wolf, which was hired to destroy Fox and his team. The ship's abilities rival an Arwing. As a matter of fact, the Wolfen II was an improvement over its predecessor and could nearly outperform team Star Fox's ships. Star Wolf's leader, Wolf O'Donnell, is Fox's most persistent rival.

[One of the more difficult levels in Star Fox 64 pits the Star Fox team against the Star Wolf team in an all-out dogfight, while still having to accomplish several other goals in order to successfully complete the mission. The highly skilled Star Wolf team battles team Star Fox in a fully 3D battle arena, making this a particularly exciting fight.]

228. Andross: Star Fox's archenemy. Whether it's a metallic manifestation of Andross or just a hologram is unknown, but from its outward appearance, it's safe to assume that it's not the fiend's true form. Andross occasionally sucks matter in and then violently exhales, sending out a cloud of metal tiles. Its eyes are its weak points.

[This is Andross before his 64-bit facelift. Notice the wrinkles in his cheeks and the unsightly bags under his squinting eyes. I never played the original Star Fox, so I don't know how tough he was to beat. However, I'll bet that he was the last boss and thus very powerful.]

229. Andross: This incarnation of Andross was so big as to be ridiculous, but it at least appeared to be a living being. Andross was once a brilliant scientist, but was banished from the galaxy for his dangerous experiments. From the planet Venom, he readied his troops and directed his sword of vengeance toward the Lylat System.

[After drastic cosmetic surgery, doctors finally accomplished this marvel of pixel biology for the Nintendo 64. The weak points at this first stage are his hands. Depending on several factors determined by the player's various accomplishments, Andross was defeated differently. In one form, after his hands were shot up, Andross's face would be replaced by a mechanical mug with its eyes as weak points. In another form, Andross's true and very powerful brain would appear, making a very difficult battle for any players who got to that point.]

230. Samus's Starship: This compact ship is used by Samus as her base of operations. Of course, Samus can't fly it into the catacombs of every planet she visits, so she leaves it on the surface as her sanctuary. Samus can recharge her Power Suit inside the ship, so it tends to be the only safe and secure spot on inhospitable alien terrain.

[Samus's Starship is generally the first save point. She exits her craft and then begins exploring, returning every time she needs to explore the surrounding area once more. In Metroid Prime, the Starship is actually an entry in Samus's Log Book.]

231. Metroid: A parasitic life form that can absorb all types of energy, Metroids have strong resistance to most conventional weaponry. To defeat them, Samus Aran had to freeze them with Ice Beam shots and then blast them with missiles. Mochroids, which look like Metroids, are weaker, with fewer internal nuclei.

[In Metroid Prime, the Metroids could be defeated without too much trouble using other weapons, the best way was indeed to freeze them and then shatter them. If a Metroid grabbed onto Samus's face, the only way to escape was to curl into a Morph Ball and lay a Morph Ball Bomb, which caused them to be shaken off. In the last area, there were special Fusion Metroids that, when

defeated, split into two Metroids, each of which could only be defeated by a specific beam. However, this area spawned these Metroid continuously so that the best approach was to just run through as fast as possible.]

232. Ridley: The head of the Space Pirates on Zebes, Ridley soars through space on wicked wings. Ridley may look like a mindless monster, but he's actually quite intelligent. After the SR-388 incident, where Samus captured the infant Metroid, Ridley took the Space Academy by storm, annihilating the complex and taking the Metroid back.

[In Metroid Prime, Samus faces off against Meta Ridley, who has been enhanced with cybernetic parts and armor plating. The easiest way to beat him is to battle him until his wings are destroyed and he's forced to land, then just using the Wavebuster constantly until he's gone.]

233. Fire Kirby: When Kirby swallows a fire-wielding enemy, he transforms into Fire Kirby. Not only does he breathe fire in this form, but he can also sprout flames on his entire body and damage enemies by crashing into them. Fire Kirby wears the bright red headdress of his enemy Burning Leo. The hat turns into a helpful weapon when thrown.

[This ability is reflected in SSBM, where Kirby's Dash attack (Run+A) turns him into a fireball with a long tail. If this sounds useful, beware that Kirby's Dash attack, unlike those of the other characters, won't stop automatically if you reach the edge of the platform while you're attacking. This means that if you're not careful, you'll end up diving off into a SD all too often.]

234. Fighter Kirby: Kirby dons a warrior's headband and becomes a fierce fighter when he swallows an enemy skilled at physical attacks. Fighter Kirby uses many colorful punching and kicking moves as he overpowers his enemies with his sparring skills. The Vulcan Jab is just one of the many techniques Kirby can use thanks to his copying power.

[Don't underestimate this particular pink puffball, because he'll contort himself into fascinating shapes in order to reach out and tag unbelievers with powerful attacks. In SSBM, Kirby is a skilled and powerful fighter with an array of useful moves.]

235. Ball Kirby: When Kirby swallows a ball enemy, he turns into a ball and can bounce off of floors and walls. It's tough to control, but well worth it for the strong attack power it gives Kirby. After his debut in Kirby's Adventure, Ball Kirby has popped up in several more Kirby games, such as Kirby's Pinball Land and Kirby's Block Ball.

[If this transformation manifests itself anywhere in SSBM, I haven't seen it. It doesn't seem so far-fetched for Kirby, as the only difference seems to be that his feet disappear.]

236. Waddle Dee: Many delicate creatures like this one inhabit Dream Land. They generally live carefree lives and have never considered themselves to be followers of King Dedede. Waddle Dees are innocent and generally harmless to man and beast. While they have virtually no offensive or defensive power, they'll sometimes try to wield a parasol.

[The parasol they use is the very same one that makes an appearance in SSBM as an item. I have a very vague memory of some early enemy in Kirby's Dream Land that looked like this, but it was only the size of Kirby, who appeared to be a quarter of an inch tall on the Game Boy's green screen, so I'm not entirely sure about this guy.]

237. King Dedede: Dedede's the self-proclaimed king of Dream Land. While he says he's king, Dedede performs no administrative functions and the citizens of Dream Land continue to live as they always have. He's able to suck in air and fly like Kirby does, but only as a result of the vigorous training he undertook after being bested by Kirby.

[I have an extremely solid memory of King Dedede (.dededede.) as the final boss in Kirby's Dream Land. While most bosses in the game had between four and eight hit points, King Dedede had about a dozen. He was impossible to beat until a friend mentioned that you have to suck up the stars that pop out when he attacks and spit them back out at him. Once I knew that, it was pretty easy. Also, the music during the fight was extremely catchy.]

238. Rick: Rick made his debut alongside Kirby's other friends, Coo and Kine. He looks like a meek hamster, but when he puffs himself up, he's bigger than Kirby. When he's carrying Kirby on his back, he can mimic Kirby's copy powers with some special moves of his own. Rick's claim to fame is his exceptional traction on icy surfaces.

[I never played this sequel, so I don't know much about this character. His feet/shoes look like the same pink balloons as Kirby's, so I don't see why he would have good traction on those slippery areas. That said, this is a pretty cute little hamster.]

239. Gooley: While Kirby swallows enemies in order to copy their powers, Gooley wraps them up in his tongue to steal their abilities. In Kirby's Dream Land 2, he occasionally appeared inside of a bag, but by Kirby's Dream Land 3, he was a full-fledged partner. He could be controlled by setting him up as Player Two.

[He looks like a dark blue gumdrop with a snakelike tongue and googly eyes. This is mildly odd to me, but it must work out well for ol' Gooley.]

240. Meta-Knight: The mysterious head of the Meta-Knights, he wields his sword with dignity. He delivered his sword to Kirby and demanded single combat in a show of his knightly honor; his strict adherence to his code of ethics makes him a rarity in Dream Land. Sometimes he throws off his cape in battle. It occasionally transforms into wings.

[This is one of the cooler-looking Nintendo characters in my opinion, especially in the Kirby series. I think I would have liked to see this guy in Kirby Super Star.]

241. Paula: Paula is a PSI master who used her incredible psychic abilities to call Ness from afar. Ness rescued Paula from the blue-stained clutches of the Happy Happyist cult, and she became integral to his EarthBound adventure. Originally, Ness didn't know either PK Thunder or PK Fire, so Paula probably taught him these techniques.

[I just don't know what to say about the phrase "Happy Happyist". My mind kind of freezes up when I hear something that freaky. Regardless, Paula must be a powerful psychic indeed if she could teach the techniques of PK Thunder and PK Fire to Ness. I wonder how they would look if she executed them.]

242. Jeff: Another of Ness's close friends in EarthBound, Jeff is the only son of the famous scientist, Dr. Andonuts. Jeff is a mechanical genius, able to turn common, broken tools into complex weapons like the Hungry HP-sucker and the Slime Generator. He's a bit on the shy side but incredibly intelligent and brave in the heat of battle.

[I have had enough of the shy genius stereotype. It's a stale cliché. I would

like to see a genius who drinks, swears, and infuriates people. He (or she) probably wouldn't be a very likeable character, but he (or she) might conceivably gather some fans in spite of these traits (or because of them).]

243. Poo: Poo, the crown prince of the mysterious eastern country of Dalaam, joined Ness after completing rigorous training in his home country. While he doesn't stand out among Ness's friends, his vast experience and strong willpower make him a key to their success. Poo can assume the form of an enemy to gain its powers.

[Rule number one when discussing Poo: don't talk about him at the dinner table. Ignoring his interesting name, he sounds like a very desirable ally.]

244. Starman: Just one kooky subset of the diverse cast of enemies in EarthBound, these strange creatures are aliens in the employ of Giygas. Variations of the Starman race include Starman, Starman Jr., Starman Deluxe, and Starman Super. They all use PSI powers, but their strength differs depending on the level on which they're found.

[These guys are rather imposing, grey figures who look a bit like clay figures because of their simple, neckless heads, potato-like feet, and tentacle hands. Interestingly enough, this makes them look pretty cool.]

245. Bulbasaur: Bulbasaur is a cute Pokemon born with a large seed firmly affixed to its back; the seed grows in size as the Pokemon does. Along with Squirtle and Charmander, Bulbasaur is one of the three Pokemon available at the beginning of Pokemon Red and Blue. It evolves first into Ivysaur and then continues by evolving into Venusaur.

[Being a dual-type Grass/Poison Pokemon, Bulbasaur has all the strengths of each type, but he also has all of their weaknesses, which can make for a tough battle. Bulbasaur is a decent Pokemon who evolves into a powerful combatant.]

246. Poliwhirl: Poliwhirl is a Tadpole Pokemon able to live on either land or in the water. When on dry land, it's constantly sweating to keep its skin nice and slimy. When in danger, it spins the whirlpool on its stomach to put enemies into a deep sleep, then it runs away. It evolves into either Poliwrath or Politoed.

[If you look carefully, you'll notice that Poliwhirl's whirlpool spirals outward counterclockwise, but it changes direction when it evolves. One of the biggest changes in this Pokemon upon its evolution is the appearance of arms.]

247. Ditto: Every Ditto has the ability to copy a Pokemon's entire cell structure in an instant and become its exact replica. They're terrible at remembering techniques, but when they use Transform, they temporarily learn all of their foe's moves. If a Ditto starts to laugh, it weakens and can't hold its transformation.

[The one skill that a Ditto can memorize is Transform. Unfortunately for Ditto, it can't match the power of the Pokemon it copies. In the Pokemon show, there was a Ditto who could Transform everything except for its face, which retained the goofy, simplistic features of a natural Ditto.]

248. Eevee: As adaptable a Pokemon as any yet discovered, Eevee's evolutionary progress changes to meet the conditions of its environments. So far, five evolutionary forms have been discovered and then catalogued for this unique Pokemon: Vaporeon, Jolteon, Flareon, Espeon, and Umbreon. All evolutions have special benefits.

[I've heard that the best of the original three evolutions is Jolteon, because of its blinding speed and hard-hitting attacks. I've never seen or heard anything about the new evolutions, but their names sound neat.]

249. Totodile: Little but feisty is the best description for these Water-type Pokemon. The first thing they do when they see something is latch onto it with their powerful jaws. Totodile was one of the three Pokemon that Professor Elm offered to trainers in Pokemon Gold, Silver, and Crystal. They evolve into Croconaw.

[This Pokemon is the equivalent of Squirtle. Instead of a turtle Pokemon, though, it's a crocodile Pokemon. That's a lot cooler because crocodiles are cooler than turtles.]

250. Crobat: A Bat Pokemon that evolves from Golbat, Crobat's hind legs have evolved into a second pair of wings, which allows it to fly at great speeds but limits its ability to rest. The affection a Golbat has for its trainer is vital for the evolution process: if a novice trainer has a Crobat, it shows that he or she cares for Pokemon well.

[I never knew that bats made good pets (and they really don't), even as Pokemon. The second pair of wings is an interesting development, but they're very small wings.]

251. Cleffa: With silhouettes that resemble stars, Cleffa are often sighted when the night sky is filled with shooting stars. Cleffa evolves into Clefairy, but only if it has a strong bond of friendship with its trainer. Since Cleffa are so cute and loveable, many trainers choose to keep it in this unevolved form.

[This Pokemon is unbearably cute. In fact, I am so unable to bear it that I can't stand looking at the thing. It's all pink and puffy and small it's sickening.]

252. Igglybuff: Igglybuff, which evolve into Jigglypuff, are so incredibly elastic that they always seem to be bouncing. They have extremely stubby legs, so for these Pokemon, bounding from place to place is much faster than walking. Unlike its equally adorable relatives, Jigglypuff and Wigglytuff, Igglybuff has red eyes.

[Oh no, not another ultra-cute puffball. Igglybuff looks very like Cleffa, but it evolves into a more common, less powerful Pokemon.]

253. Steelix: A combination of Steel- and Ground-types, Steelix are the longest Pokemon yet to be discovered, reaching over 30 feet in length. Since they live so deep under the surface of the earth, the intense pressure has made their bodies stronger than diamonds. Steelix is every bit as intimidating as its relative.

[Now here's a Pokemon I could like: Steelix is an enormous, tough-as-nails serpentine monster. Steelix has three pairs of hilt-like crosspieces that extend out of its body, which is a shiny silver color.]

254. Heracross: Heracross are powerful creatures that are known to drive their single horns into the bellies of their foes and the toss them over their heads. The immense power of their Megahorn move is said to be the strongest among Bug Pokemon. They are one of several types of Pokemon that can be found by shaking trees.

[The Heracross is like a cross between a cockroach and a rhinoceros. That said,

it looks pretty good, compared to a bug or to a three-ton herbivore.]

255. Meowth: This... is Meowth's dream. Meowth strides all over the globe, scattering invitations to other Pokemon, insisting they come to "Meowth's Party." At this wonderful party, guests are packed in like sardines as Meowth climbs up the stage with its faithful guitar. It strikes a chord, pauses, and then rocks their world!

[Apparently, Meowth dreams of being more than the token sidekick to a pair of utter losers. I'll bet you didn't know about that, did you? What I didn't know was that cats can play the guitar. I can barely manage it, and I have fingers.]

256. Professor Oak: The leading expert on the study of Pokemon. It seems there are always new and mysterious species of Pokemon being brought to light, and Professor Oak is at the heart of it all with his insightful research. The Pokedex is one of his inventions: new trainers receive one, and a Pokemon to boot, when they start out.

[Professor Oak is the man to ask whenever there's a burning Pokemon-related question, as he seems to know everything about Pokemon.]

257. Misty: Misty's the gym leader of Cerulean City and a real tomboy. She loves swimming and all things aquatic, so she makes a point of collecting Starmie, Staryu, and other Water-type Pokemon. This is common among gym leaders: typically, the Pokemon kept by trainers tend to reflect that person's personality and preferences.

[Misty isn't a very skilled trainer, but she accompanies Ash when he defeats her, just like Brock does. Perhaps to compensate for this, she's loud and aggressive to those around her. I can't figure out how in the world Ash and Brock can stand her.]

258. ZERO-ONE: Many wild Pokemon live on Pokemon Island, and avid cameraman Todd uses the ZERO-ONE as his means to get close to them. The ZERO-ONE is fully automated: its progress is monitored and controlled by a series of strategically located beacons. The vehicle can instantly change its shape to allow it to travel by land, water, and air.

[The ZERO-ONE isn't so much an object used in Pokemon Snap as it IS Pokemon Snap. It forms the entirety of your character's movement, with features that allow you to quickly swivel ninety degrees to either side, center the view, speed up, or slow down. This amazing vehicle can go just about everywhere, even through the weird rainbow void where Mew resides.]

259. Maruo Maruhige: His name is Maruo Maruhige. He has a splendid moustache, and he's the eldest son of a long-established card merchant. After stints as a taxi driver and convenience store clerk, he settled into his role as heir to the card business, which has been in his family for five generations. He manages the Maruhige Card Shop.

[He seems like the Card Hero equivalent of Pokemon's Professor Oak. Hopefully, he's just as useful as the knowledgeable Professor.]

260. Ryota Hayami: An 18-year-old Wave Race competitor from Japan. While he doesn't appear to have one outstanding trait, his acceleration, top speed, and maneuverability are quite well balanced. In Wave Race: Blue Storm, he's done away with his helmet and goggles in an attempt to make his face more recognizable across the world.

[I tried Wave Race 64 at a friend's house when it came out, and I really

disliked it. The controls were very floaty (pun unintended but very welcome) and the game just looked bland. There was nothing that really made me take an interest; it was a jetski race game, and that was it. I didn't try it again after that.]

261. Kensuke Kimachi: A member of the Vertical Air snowboard team of Japan. He's 19 years of age and a top boarder in Japan, but his team is still working on achieving world-class ranking. Kensuke is a mellow, laid-back guy who gets bored quickly with things that don't spark his interest. He plays a lot of Nintendo games when he's not riding.

[I first played 1080 with the same friend that showed me Wave Race 64. 1080, though, was absolutely awesome, and I liked it so much my friend let me borrow it. I played it constantly, and when I next met my friend, I beat him at every race. I unlocked the Panda, the Ice Man, and the Gold Boarder, and I can pull off a 1080 from a standing jump pretty easily. The feel of this game takes a little getting used to, but once you're really into it, it's fantastic.]

262. Love Giant: A reincarnation of the sun that appears on a solitary island in the south seas. Doshin feeds off the emotions of the islanders to grow into a giant. The islanders named it for the sound of its heavy footsteps: "Doh-Shin!" Its yellow color indicates its friendly nature: this Doshin likes to help with the villagers' daily tasks.

[It's like Black and White for the PC, only it isn't. The main feature of this large yellow lump of happiness is an "outie" belly button. His face looks like a classic LEGO person's face: two dots for eyes and a simple curved line for a mouth, with no nose present.]

263. Hate Giant: A reincarnation of the sun that appears on a solitary island in the south seas. Doshin feeds off the emotions of the islanders to grow into a giant. The islanders named it for the sound of its heavy footsteps: "Doh-Shin!" The red color of this Doshin points toward its malignant nature. It knows but one thing: Destroy! Destroy!

[The Hate Giant is much more interesting, with visible musculature in its pectorals and abdomen, claws on its fingers and toes, a mohawk-like crest of spiky black hair, large wings, yellow eyes, and a toothy mouth. It must be mentioned that this monster has the same "outie" belly button as the Love Giant.]

264. Ray Mk II: The Custom Robo games feature combat between small robots averaging about 12 inches in height. Ray Mk II is the upgraded descendant of one of the combatants from the original game. It's a well-balanced Jumper model in the Shining Fighter line of robots. Its stable design lets it excel with a minimum of customization.

[Look, it's Gundam Wing! Wait, never mind, it's Custom Robo. This is a pretty nifty Robo, but the term "well-balanced" means it's probably one of the beginner models, since skilled gamers will usually choose a character that has higher stats in its more important categories and lower stats in the categories that can be compensated for with enough skill.]

265. Bayonette: Tsurugi and Yaiba, twin brothers who were bewitched by the dark power, combined their beloved robots Spear and Lance to form this illegal robot. The brothers used the Strike Vanisher model as a base, but then added a number of stealth capabilities. This successful power-up is nothing short of a Custom Robo miracle.

[A miracle! Yay! Oh wait, it's an evil, dark miracle. Maybe that explains the

powerful appearance of this Robo.]

266. Annie: Annie, a Jumper model in the Stunner line of robots, was the robot used by Nanase, a cadet at the Takuma Academy, a commander training school. At the climax of the story, Nanase fell prey to temptation and stained her hands with the illegal robot Majel. This act ultimately set the stage for her undeniably tragic end.

[It's not very considerate of Nintendo to give away the ending like that. Still, it wasn't released in the United States, so there probably won't be that many people disappointed.]

267. Tom Nook: This guy's the friendly neighborhood shopkeeper who kindly helps the player set up in his or her first house. He has a nose for business, and his customer service is second to none. During the course of the game, his store starts as a corner shop, expands to become a convenience store, and finally becomes a thriving supermarket.

[This character is from Animal Crossing for GameCube, released in 2002. Tom Nook is what looks like a squirrel wearing an apron.]

268. Totakeke: A wandering musician whose daily life is a bit of a mystery. He plays in front of the train station every Saturday night starting at 8:00 p.m. He has a large repertoire and plays both old and new hits from all over the world. His music is so ingrained in the villagers that it's impossible to imagine them living without it.

[This adorable guitarist has the appearance of a dog with a disproportionately enormous head. I wonder how he plays the guitar with paws. My dog doesn't even like being near my guitar, which makes Totakeke's true nature a bit of a suspicious mystery.]

269. Mr. Resetti: Prepare to receive a really long talking-to if you reset this game: the next time you play, Mr. Resetti will be waiting to deliver his best scolding. No matter what your intentions are, pressing the RESET Button will bring you face-to-face with this fervent character. Sometimes, the only way to shut him up is to apologize.

[I don't like this idea. It doesn't happen very often with the GameCube, but sometimes, games freeze, and the only way to fix the problem is to press RESET or cycle the power. Players shouldn't be lectured for the designers' mistakes.]

270. Heririn: Kururin sets off in his specialized helicopter to rescue his siblings, who have lost their way somewhere among ten worlds. The helicopter is fitter with an enormous blade, which propels the machine forward by slowly rotating. The mazes that Kururin must navigate are narrow and filled with all kinds of strange obstacles.

[Viewed from overhead, you must guide a rotating stick through various mazes. It's a pretty simple premise, but apparently a very enjoyable one. I would suggest GameSpot's website for a detailed review of this odd game.]

271. Alpha: A creature in an imaginary cubist world where survival of the fittest is the rule. These creatures have strong, efficient bodies and the cute faces of pandas. They form family groups and treat each other lovingly, yet have no respect for other beasts. Their favorite foods seem to be meat and bamboo grass.

[The word Alpha is such a stupendously unimaginative name that I can't begin to guess how to discover what game the character appears in. If you have any

information on this enigma, please email me at the address near the top of this FAQ.]

272. Vacuum Luigi: In a strange twist of fate, Luigi wins a huge mansion in a contest he didn't even enter, and the place turns out to be haunted! After meeting a weird professor named Elvin Gadd, Luigi enters the place armed with a flashlight and a ghost-sucking vacuum cleaner. Mario's trapped somewhere in there! Can Luigi save him?

[I don't recall this game being a very big hit. I can't see anything really wrong with it, though; it just looks like it never really grabbed the public's attention. Its only real innovation was to have Luigi as its central character, with Mario awaiting rescue.]

273. Pikmin: These strange beings are part plant, part animal. They spend most of their time buried in the earth, but they will befriend whoever plucks them, as evidenced by their devotion to Captain Olimar. Each Pikmin has a leaf on its head that grows into a bud and finally a flower. Like a flower, the life of a Pikmin is both fragile and beautiful.

[Maybe it's just me, but there are too many of these. They remind me of Toy Story's Squeeze Toy Aliens. If there are that many of anything, you had better pray that they don't turn on you.]

274. Captain Olimar: The main character of the game Pikmin, Captain Olimar crash-lands on a mysterious planet after his spaceship malfunctions. In order to get off the planet, he must gather the pieces of his broken ship, but the atmosphere of the planet is poisonous to Olimar. As a result, he has to enlist the help of the native Pikmin.

[Making SSBM players buy another game to complete this one is just plain unfair. Pikmin has almost nothing to do with SSBM, so it's not like we're more likely than usual to have both games. Also, there's no other way to get this trophy. This is very different from the recent game Sonic Gems Collection. To unlock a secret game, you could either have a Sonic Mega Collection save file, or just play Sonic Gems for a few hours. That makes much more sense to me than this Captain Olimar trophy.]

275. Excitebike: This top-of-the-line motocross motorcycle can accelerate like crazy with its turbo, but this also causes the temperature gauge to rise rapidly; if used too often, the bike will overheat. You can cool your hot bike down by running over special icons scattered across the track. The turbo and ramps let you pull insane airs.

[This game may very well have originated the videogame concepts of turbos and heat gauges, now seen in almost every driving/racing game.]

276. Donkey Kong Junior: Donkey Kong Jr. came to the rescue when Mario imprisoned his father. DK Jr.'s challenge was to collect the keys to Donkey Kong's cage, all the while dropping fruit on his enemies from high above. He was able to climb faster by using two ivy vines at once. This ape is also quite skilled at kart racing, tennis, and mathematics.

[This seems to be one of Nintendo's not-quite-famous characters, meaning that after his initial introduction, Donkey Kong Junior pretty much disappeared from the gaming world. I would suppose that he was replaced or simply overshadowed by Diddy Kong.]

277. Ducks: These friendly fowl are the targets in the game Duck Hunt, which utilizes the Nintendo Zapper Light Gun. They appear and randomly fly about

trying to escape after your faithful (if slightly clamorous) hunting dog flushes them out. Once you drop the ducks, your dog dutifully fetches them by the napes of their necks and grins at you.

[Everyone remembers the Duck Hunt game. One of the world's rare light gun games, it's just like its description: you shoot the crazy ducks and the dog picks them up. If a regular controller was connected to the second-player socket, a friend could control the path of the ducks to add a whole new dimension to the game (only figuratively, though, not literally: it was still 2D).]

278. Bubbles: The mysterious Bubbles can only move straight ahead and has problems stopping: she changes paths by sticking out her hand and grabbing a post on the way by. If Bubbles makes contact with a Sea Urchin, she'll pop and deflate like a balloon. Bubbles protects herself by shocking Sea Urchins and pushing them into walls to destroy them.

[Obscure Nintendo history, anyone? This character's simplistic appearance denotes an ancient sprite updated only for this trophy and nothing else.]

279. Eggplant Man: Eggplant Man debuted as an enemy in the NES game Wrecking Crew. Even though his movement pattern was very simple, he was a fairly formidable foe, since Mario and Luigi had limited means of attack. You could beat this enemy by dropping a Dead-End Drum on him or by trapping him behind a door and blowing up the room.

[Yet another character and game most people have never heard of (even with the inclusion of Mario and Luigi), Eggplant Man sounds like a late-night brainstorming session gone horribly wrong (I can hardly imagine what that meeting must have been like).]

280. Mach Rider: After the destruction of his home town, Mach Rider jumped onto his machine-gun-equipped combat motorcycle and set off in search of a new home, destroying all the Quadrunners who got in his way. His motorcycle had four gears and endless ammunition. When hit, Mach Rider would break into fragments and then rejoin together.

[Now here is a really cool-looking character. If you zoom in on the trophy, you can easily see the dual, side-mounted, quad-barreled guns on the front of the bike. This actually sounds like a pretty fun game, even considering its 1985 release date.]

281. Balloon Fighter: The goal in Balloon Fight is to break your enemy's two balloons, depriving him of his flotation devices. If you lose one balloon, your buoyancy drops and it becomes harder to rise. As you can pop both friends' and enemies' balloons, you have to stay alert in this two-player fun fest. The balloonist's name is unknown.

[These balloons might actually be the very same ones that appear in Mario Kart 64's Battle mode. When your character gets hit by anything harmful (including larger players) or falls off a ledge, you lose one of three balloons. The winner is the player who has at least one balloon at the end of the match.]

282. Stanley: Stanley is a plucky exterminator who takes on Donkey Kong and an army of insects in the third installment of the original Donkey Kong series. Stanley has a tough job: he has to chase Donkey Kong away to another greenhouse with his insect repellent, then climb up the ivy to pump the main hive with the deadly spray.

[I don't see how insect repellent could possibly be at all effective against an

enormous gorilla, but as long as the game was fun, I guess it wouldn't matter very much.]

283. Pit: The head of Palutena's personal bodyguards, Pit traveled near and far to gather Three Sacred Treasures that would help him defeat the evil goddess of darkness, Medusa, and free Palutena, the goddess of light. Pit couldn't fly with his little wings; only the Wings of Pegasus let him take flight. Will Pit ever fight again?

[Pit seems to have fallen into the bottomless "pit" of anonymity. I had never heard his name or the game he appears in mentioned before I saw this trophy.]

284. Dr. Wright: The assistant to the mayor of SimCity, Dr. Wright was actually named after the creator of the game. As a player, you'd have to use your wisdom and experience to give timely advice to the mayor; if you did a good job, the city prospered. Dr. Wright is one of the leaders in the all-time, bizarre Nintendo-game-hairstyle contest.

[SimCity, as opposed to the titles it's been lumped in with, is actually enormously popular, spawning numerous other games and becoming a pop-culture icon. I remember playing one of the SimCity games (I don't remember which one) on the PC, but I didn't find it very entertaining. I was pretty young at the time, though, so I imagine that I would have more fun with it if I gave it a real try today.]

285. Donbe & Hikari: Donbe and Hikari are the main characters in this video-game version of a classic Japanese folk tale. The game chronicles the lives of our fearless heroes, from their births to the time they drove the evil from the Island of Ogres. They are accompanied in their adventures by Ringo the dog, Matsunosuke the monkey, and Ohana the pheasant.

[I can most definitely understand why this game was released only in Japan. For those who are puzzled about Ohana's nature, a pheasant is kind of like a chicken. They're quite exceedingly tasty, in fact.]

286. Ayumi Tachibana: Ayumi's the heroine of the Detective Club games, which were made for the Famicom Disk System. In the first installment of the series, Ayumi solved the murder of one of her friends, and shortly thereafter, she opened her own investigative agency. Since those early days, she's proven to be a daring and peerless crime solver.

[Mystery-solving, detective-style games generally founder in the crashing waves of low profits upon the shores of poor gameplay and execution - in the United States. In Japan, however, things might be different.]

287. Monster: This rally car tore up dirt and raced through uncharted lands in the Disk System game 3D Hot Rally. While it wasn't as fast as the other two car types, it had super-strong shocks to deal with horrible roads and other obstacles. Mario and Luigi are in command of this car, although they don't show themselves in the game very often.

[This car doesn't look like a monster so much as it looks like a jacked-up, red-painted Herbie the Love Bug. Oh well.]

288. Sheriff: Sheriff is a game with a particularly long history, even among other classic Nintendo arcade games. You aimed the sheriff's gun by way of an eight-directional dial controller, which you would depress to fire. The goal of this frontier shooter was to protect the territory from various scoundrels and ne'er-do-wells.

[This concept also appears in the Toy Story game for both the SNES and the Sega Genesis as a bonus stage. An Etch-A-Sketch was displayed on the screen, with lines drawn on it to create a grid with nine squares. Sherriff badges would appear in any one of the squares, with a number on them denoting the decreasing time available to aim and shoot. The pace increased with each target hit, and the round would be lost after three misses. This minigame formed only a small part of the full game.]

289. Diskun: This little guy is the adorable mascot for a Nintendo Entertainment System peripheral device released in 1985. Using the disk system, you could rewrite games for 500 yen, an epochal and economical feature. Funnily enough, the instruction booklet was sold separately for 100 yen. The disk system's first game was The Legend of Zelda.

290. GCN: Nintendo's latest bundle of joy arrived in North America on November 18, 2001, and video-game fans rejoiced. This little beauty is sleek, compact and full of cutting edge technology. Incorporating optical media for the first time, the Nintendo GameCube was truly born to play. Rumor has it that Super Smash Bros. Melee is a software title for this wondrous device.

[The GameCube has some fun proprietary titles and characters, but it doesn't get almost any of the hit games released on the Xbox and PS2 (such as the Xbox's Halo series), and some games that were released on all three systems (such as Spider-Man: The Movie) were so different that they had extra features or even exclusive stages on one or both of the other systems. Also, the GameCube can't play online games or play standard CDs/DVDs. However, it is the cheapest by a small margin, so I suppose you get what you pay for.]

291. Tamagon: This is the main character of a Japanese NES game never released in North America. In this quirky maze game, your goal was to work your way through a series of scrolling mazes while battling a cyclopean henchmen of a large, winged demon. Tamagon not only had to worry about the creatures, but also the walls, which were extremely harmful.

[Available only through the use of the Action Replay device, Tamagon looks like a light-green puffball with tiny feet, a tail, and wings. Apparently, it had too many demons in it to be normally unlockable. Go to the URL at the beginning of the FAQ that has the term "secretrophies" in it for more information.]

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

[The second trophy available only with Action Replay, this was apparently wasn't even easily acquired in Japan. Go to the URL that has the term "secretrophies" in it (in section I, Additional Sources, of this FAQ) for more information.]

293. Samus Unmasked: It's said that the orphaned Samus Aran was raised by the few survivors of the Chozo race. They armed her with a Power Suit and taught her the ways of advanced combat; even burdened with her heavy suit, Samus is as graceful as a butterfly. In the Metroid series, it was standard that Samus would remove her helmet and armor if you cleared the game fast enough.

[This trophy shows Samus without her helmet but still wearing the Varia Suit. In Metroid Prime, the last illustration in Gallery 4 shows renders and notes about Samus without her helmet. Go to the URL that has the term "secretrophies" in it (in section I, Additional Sources, of this FAQ) for more

information. For information on the Metroid Prime Galleries, go to my website (URL is at the end of this FAQ's introduction).]

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