

Ness

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What's New

Version FINAL - 04/18/02

This is it..be happy

My Review

To start off, I would just like to say that this is one of the best games that I have ever played in my life. After reading this review, it should convince you whether to buy Super Smash Brothers or not :P.

Gameplay

Score: 10

This game is ultra super fun and cool. There are many modes to play from. One is the story mode that will send you through 14 levels while you try to conquer and beat each and every enemy.

There is also a Multiplayer Mode which will let you fight with 4 humans, 3 humans, 2 humans, or 1 human, with optional computer players if you want them. You can choose from many different stages, so this is a very fun mode.

You can also practice the Bonus games to try to get the highest score. Very fun to master and practice.

Story

Score: 10

In this mode, you will get to select one of the 12 characters (Mario,

Luigi, Yoshi, Kirby, Donkey Kong, Link, Pikachu, Jigglypuff, Samus, Captain Falcon, Ness). Then you will go through many stages.

The first stage that you will go to is fighting Link at Hyrule Castle. This is a very easy match because Link sits there at the start of the match for 30 seconds, if not more. It is probably the easiest match of all, so you shouldn't have too much fun playing this level.

The second stage is fighting to 16 man Yoshi Team at their hometown of Yoshi's Island. In this, you will fight 16 Yoshi's (3 at a time) and try to become superior. This is another very easy match because the Yoshi's sometimes kill each other and it is very easy for you to kill them. It usually takes only one or two hits. But overall you should get some laughs at of the Yoshi's killing each other and sometimes even jumping off a cliff. A pretty fun and easy match.

The Third Stage is a very fun one. You will be set up on the Great Fox (main ship from Star Fox) to fight the one and only Fox McCloud. It is a very fun match because the stage is very lengthy. You will be set up battling on the ship while many obstacles come in your way. One of them is one of the Star Fox fighter jets.

The Fourth Stage is The Break the Targets Bonus Round. In this, you will have to Break the targets with 1 of the characters that you have chosen. The break the targets can range in difficulty depending on what character you have chosen, because they all have separate stages.

The Fifth Stage is against the famous Mario Brothers. Both Mario and Luigi team up on you at the Peach's Castle stage, but you're not alone. You're given a random friend to fight by your side. Thanks to the tiny size of the arena, this place gets a little crowded, so it isn't as easy as it seems.

The Sixth Stage will match you up against the famous yellow Pokemon by the name of 'Pikachu'. You will be playing on Saffron City, which has many contraptions. One is the Pokemon Center type place that sends out one of a few Pokemon to attack you. They can all range from different attacks, so be warned. Some are good, and some are bad. A very challenging stage. Pikachu himself is pretty easy though.

The Seventh Stage will put you up against the biggest character in the game, 'Giant Donkey Kong'. This is a very challenging stage that is played on Congo Jungle. My, how Donkey Kong has grown. Luckily, you're not alone because you are given two random team mates to help you.

The Eighth Stage is the Famous Board the Platforms. In this, you will be set up with the character you have chosen to do his board the platforms. Each character has a different one, and they all range from easy and hard. A very fun stage nonetheless.

The Ninth Stage is against the 8 man Kirby Team. You will face 8 Kirby's (2 at a time), and they all wear hats of characters in the game (Kirby with a Mario hat). This is a pretty challenging stage, since they get back one pretty easily. A very fun one though.

The Tenth Stage is against Samus at Planet Zebes. This is one of the hardest stages because of its rising lava. It is a very fun one though because you are trying to avoid the rising lava. A great stage.

The Eleventh Stage is against Metal Mario. You are put on a small stage, to fight Mario, with Metal Powers. Its a boring stage since your attacks hardly do anything, hehe :)

The 12th stage is Race to the Finish. In this, your character will have to go through an obstacle course and try to get to the finish with the best time possible. Very Fun.

The Thirteenth stage is Fighting the Polygon Team. In this, you will fight 30 polygons that are replicas of the Characters in the game. A very fun stage, because you can smash these guys out easy.

The Final Stage is for you to find out! Go buy the game :P

Audio

Score: 10

The sound for each level is alternative/pop type. Its all cool, and what is even better about the audio is that there is a sound test in this game. It lets you listen to every track available in that game.

Video

Score: 10

For a 2D game, the graphics are excellent.

Peach's Castle is a place Ripped right out of Super Mario 64, so if you have ever seen the graphics in that game, you will know that the graphics in this one are good.

Congo Jungle is based on the world of Donkey Kong Country on the SNES, complete with a music riff ripped straight out of the original game. And because its Donkey Kong, expect a lot of barrels to drop into the fight :).

Hyrule Castle is Link's stage, and features the familiar Hyrule Overture theme song from the original Zelda games of the NES and Super Nintendo systems. The graphics look like they were ripped right out of Zelda 3 (A Link to the Past).

Planet Zebes is Samus stage. For those who missed out on the graphics of Metriod for the SNES, which that's what it looks like, the graphics are smooth with much detail, rock and lava all over the place.

Yoshi's island is a stage taken straight out of the Nintendo 64 game Yoshi's story, sugar coating and all :). The stage looks exactly like the storybook from Yoshi's Story, which has good graphics.

Dream Land is a stage taken straight from Kirby Super Star on the SNES, if you remember that game, one that had excellent graphics. The Woody Tree is still there, and still blowing hard trying to knock you off!

Sector Z is Fox's stage. You will be placed on the Great Fox, which was the ship that deployed the team of Star Fox into battle fields. It is a big, long place indeed, which makes it all the more fun, great graphics included.

Saffron City is a stage ripped straight out of the Kid's Hit, 'Pokemon'. Even though it's ripped out of a gameboy game, they have

Pikachu: Pokemon
Link: Zelda
Kirby: Kirby's Adventure
Yoshi: Super Mario Land
Jigglypuff: Pokemon
Captain Falcon: F-Zero
Ness: Earthbound
Luigi: Super Mario Brothers

Game Basics: Control

The controls in Super Smash Brothers are simple but they're not exactly normal fare for a fighting game. The controller has been broken down into five handy commands: jump, grab, block, attack, and special moves when you combine the buttons with specific control stick movements. Almost every direction of the control stick used with one if the two attack buttons (A or B) will result in a different move with every character.

Jumping

All four yellow C Buttons have the same function: jump. Each character can jump once off a platform, and jump a second time in the air. Tapping Up quickly on the control stick performs the same function, so take care when maneuvering yourself in the air-you don't want to accidentally waste your second jump. Some characters, like Kirby and Jigglypuff, float for short times when the jump button is pressed a second time and help down. Also, some characters have a saving maneuver, equivalent to a third jump to save themselves from falling off a stage if their second jump is spent. Mario's Jumping Uppercut, for example, can be executed if he is falling off the stage and does not have any jumps left to reach a ledge. These abilities can come in handy, so check you're characters section to find out if he or she has them.

Grabbing and Throwing

When you grab opponents, you can throw them with a choice of two different styles. If done properly, throwing opponents off the stage is as lethal as smashing them [hitting an opponent with enough damage to cause them to fly off the stage]. Sometimes it is more effective.

You can grab opponents while facing them and standing close either by pressing the R Button or by pressing the A button if your shield is up (blocking).

Once you've grabbed an opponent, you need only to tap the control stick away from your opponent. If you grab an opponent and do nothing, the regular throw is executed automatically a second later.

Blocking

You can block attacks for a bit by pressing the Z button. This puts up a shield around you that diminishes as you're attacked. But watch it, if your opponent destroys your shield, you'll be knocked dizzy and vulnerable for a good five seconds. While your shields are up, you can roll to the left or right by simply tapping left or right on the control stick.

Other Useful Tips

On most platforms, you can tap down quickly to roll off, onto the platform below. Use this maneuver as an escape, for an ambush, or

devastating High Attack that will send them flying.

Toss

Press the R Button while pushing the Control Stick toward the other players to pick them up and toss them, hopefully over the edge.

Special Abilities

Every character has their own patented special moves. Unleash your fighter's wild side with the B Button.

Backflip

While jumping, press back on the Control Stick to execute a backflip. This won't change the height of your jump, but it will give you some extra fighting room in a pinch.

Basic Jump

While stationary, press the C Button to jump. You can jump to the left or to the right, but your character can jump highest when leaping straight up.

Crouch

While standing still, press down on the Control Stick to crouch. This allows you to duck projectile weapons, but it also makes it more difficult for opponents to push you around. Use a crouch attack against enemies who are in a crouched position.

Dash

While standing, tap the Control Stick twice in the same direction to begin a running dash. Your character can perform special attacks and throw items harder while running at an opponent.

Free Fallin'

There are three basic ways to fall while playing Super Smash Bros. The first is the Normal Fall, which is what happens when your character jumps normally. If you don't do anything in mid-air, you'll land smoothly and be ready to attack.

If your character has just performed a triple jump, you'll experience a Forced Fall and you won't be able to attack for a brief moment just after landing.

If you're unable to jump after performing a special attack in mid-air, you'll experience a Danger Fall. After landing from a Danger Fall it takes a while for your character to recuperate. Kirby and Jigglypuff never experience Danger Falls because of their unique types of special attacks.

Splat

A Splat occurs when your character is knocked down from a high position. You'll be momentarily stunned when you hit the ground, but you can break your fall by pressing the Z Button immediately before landing. If you're attacked after a Splat, the damage will be reduced by half.

Trap Doors

Although some platforms may appear solid, occasionally you'll be able to drop straight through the floor by pressing down on the Control Stick. Be careful not to accidentally pass through the floor while attempting to perform a Smash Attack.

Rapid Fall

The speed of your fall can be increased by tapping down on the Control Stick. Use this technique when you're in a hurry to grab an item, or if you want to execute a sneak attack. The speed of the fall will vary depending on which character you've chosen.

When your character is knocked down, you can simultaneously get up and attack by pushing the A Button. If you're feeling vulnerable, simply hold the Control Stick to the right or left after a fall to get up and evade an attack. These moves will vary slightly depending on whether you landed face up or face down.

Jumping

You can execute a jump by pressing the C Buttons or by tapping up on the Control Stick. The height of the jump is determined by the size of the input on the Control Stick, so diagonal jumps will not be as high as straight vertical jumps. Using the Control Stick to jump allows you to jump much higher than using the C Buttons.

Tapping the C Buttons is the only way to perform a short jump, which is crucial for earning good times in the Bonus Stages. Before executing either type of jump, players are vulnerable for a brief moment as they crouch in preparation.

Landing on the ground from the air.

After landing there is a little vulnerability, but it is possible to cancel it out with the controls.

Landings that take place during an air attack or free fall sometimes have a larger vulnerability or the character may assume a particular pose.

Dizzy Spell

If you use your shield so much that it breaks, your character will become lightheaded and dizzy. Even though you won't be able to attack while dizzy, you'll be temporarily invincible. The more damage you've accumulated, the faster you'll recover. You can speed up your recovery rate by rapidly tapping buttons, but the best strategy is to make sure that your shield does not run out of power.

Oops

Move your character close to the edge of the cliff.

This is a stunt that wouldn't seem to have any particular value, but when you want to do it on purpose, tilt (easy does it!) the Control Stick slowly in the direction of the cliff. At this point, if the Control Stick is moved beyond a certain point toward the cliff your character will fall over the edge. If it is facing the wrong direction, use Reverse Direction.

Picking Up Items

When standing near an item, press the A Button to pick it up. Items that are automatically used, like the Maximum Tomato, have a slight delay before they take effect. If an opponent grabs a Maximum Tomato, try to punch it out before the energy can be absorbed. Other items which are not immediately used can be knocked out of your opponents' hands at any time. The harder you hit a foe, the more likely the weapon will be dropped.

Reversing Direction

After tapping the Control Stick twice to begin a dash, you can run in the opposite direction by quickly changing the direction of the Control Stick. Your character will maintain speed, but will be momentarily vulnerable to attack while turning.

Dash Attack

Tap the Control Stick twice in the same direction, and hold the stick in that position to maintain a dash. Press the A Button while running to perform a Dash Attack.

Brakes

To turn on the brakes after dashing, simply return the Control Stick to the neutral position. Other players will be able to attack while you slip to a stop, but you can activate your shield while stopping to eliminate this threat. Be extra careful while using Luigi, because he slips more than the other characters.

Short Jump

Tap the C Button to perform a Short Jump.

Characters with a high falling speed will find this effective in sneak attacks.

When getting serious about a Time Attack at the Bonus Stage, it becomes

a very important technique.

Sleep

When using Jigglypuff, press up on the Control Stick and the B Button to make other players take a nap. If you're hit with Jigglypuff's Sleep attack, the symptoms are about the same as a dizzy spell caused by your shield running out.

Standby

The Standby pose is the natural position of your character when you're not controlling it.

Taunt

To get the competition riled up, try pressing the L Button to pull off a humiliating taunt. This has no effect on your opponents, but it can get under their skin!

Reverse Direction

In standby, if you tip the Control Stick in the opposite direction your character is facing (but not so much that it moves).

The purpose of this is to turn from left to right, or from right to left.

The time it takes to reverse directions depends on the character.

The settings of the internal direction of your body are set so that the first half of the reversal time is spent facing the original direction and the second half in the new direction.

During attacks and such, it happens that when moving back without inserting a reverse direction command, the character will sometimes change directions.

Walking

Each character can walk at three different speeds: slow, medium and fast. Barely push the Control Stick to the left or right to walk slowly, and push it all the way to walk at the maximum speed.

Advanced Moves

Double Jump

If you get tossed from the ring, a well-timed Double Jump will save your day. Press the top C Button to start the first jump, and at the apex, press top C again.

Power Ups

From time to time, power-ups will appear on the playing field. They are special weapons that pack a mighty punch, so use them wisely.

Upward Sneak Attack

Press Up on the Control Stick while pressing the B Button to whip out a powerful Upward Super Attack that will knock your opponent's lights out.

Downward Sneak Attack

While near an opponent, press Down on the Control Stick while hitting B to perform a Downward Super Attack that sends other players flying.

Triple Jump

The Triple Jump may save your bacon during match play after you've been chucked out of the arena, but it's really useful during the Bonus Rounds. While at the height of a Double Jump, press Up and the B Button to catch an extra bit of air.

Smooth Landing

After performing a Mid-Air Attack, each character has a special landing pose. Even though the attack may have been successful, your character can become vulnerable while recovering from the landing. If you push the Z Button just before you hit the ground after a Mid-Air Attack, you'll land normally and immediately be ready for action.

Barrel Cannon

If you find yourself flying off the ledge in the Congo Jungle, try to land in the barrel cannon at the bottom of the screen. Wait until the

cannon is pointing upward, then press the A or B Button to blast back into the fight. If you've beefed up the damage percentage in the VS Options Menu, the cannon will sometimes shoot you into oblivion.

Big Boxes

Even though Donkey Kong is the only character that can walk while holding a large item like a crate or barrel, any character can use these items as weapons. Once you're holding an item, you can change direction by pressing left or right. Press the A Button to hurl the heavy object at an unsuspecting enemy.

Boing!

When two or more characters push against each other, sometimes it becomes difficult to land an attack. When this happens, energy builds which can send your character flying in the opposite direction. This bouncy phenomenon is called a Boing. During team play, two characters can push against one enemy for a double-powered Boing attack.

Breakfall

When an opponent knocks you into the air, it can take a while to recuperate once you hit the ground. Press the Z Button just before impact to perform a Breakfall, which will make your character temporarily invincible. To regain your composure even more quickly, try holding left or right while pressing the Z Button to execute a Forward or Backward Rolling Breakfall.

Warp Pipe

In the Mushroom Kingdom level, the green Warp Pipes can be used as emergency escape routes in tight situations. Position yourself on top of the Warp Pipe, and hold down on the Control Stick. Normally the Warp Pipes will spit your character out on the opposite side of the stage, but occasionally you'll be ejected into the pit in the center of the area. If you're quick enough, you can double jump back to the ledge from this dangerous area.

Clobbering Items

Successful smashers make use of the many items that fall from the sky. A specific weapon will do the same amount of damage regardless of who's holding it, but sometimes two characters will use the same weapon differently. You'll be able to swing a Paper Fan more quickly than the Homerun Bat, so be sure to choose a weapon which suits your fighting style. When using Clobbering Items, experiment with different attacks to find the most efficient use of each weapon. The Star Rod, for example, shoots star-shaped bullets when a sideways Strong Attack or Smash Attack is used.

Emergency Evasion

While using the shield, you can perform an Emergency Evasion by pressing left or right on the Control Stick. This move will make your character roll past an opponent to a safe position. After a Forward Emergency Evasion you'll automatically turn around so that you can attack the foe from behind.

Flight

If you find yourself falling too frequently, you may want to try playing as either Kirby or Jigglypuff. Both of these characters are equipped with the ability to fly. Continually press the C Buttons or up on the Control Stick to make these spherical soldiers fly through the sky, but keep in mind that they are limited to about five jumps in a row.

Item Hurling

Nothing beats smacking an opponent with a clobbering item, but don't forget that these items can also be thrown at your enemies. Hold the Control Stick toward your opponent, and either press the R Button or the A and Z Buttons simultaneously to throw the item. You can throw an item straight down while in mid-air, or throw the item while dashing for a more powerful attack. The faster the throw, the farther your foe

will fly. This technique will come in handy during Link's first Bonus Round, where you'll have to throw bombs to succeed.

Item Throw/Throwing an Item

This is performed while holding the item and pressing the Z Button + A Button + Direction.

If you tilt the Control Stick forward while you throw the item, it results in a Forward Throw, and backward in a Backward Throw. These are basically the same in the air.

A "Dash Throw" is also possible by inputting a throw while the character is running or dashing. When you are holding "Thrown Items" (Bombs and stuff), a single-shot on the A Button is treated like a throw. However, "throwing away in place" will be the same as a Forward Throw.

If you don't use the Control Stick when throwing Clobbering Items, they will be "thrown away in place."

Shield

Sometimes, the best offense is a good defense. Press and hold the Z Button to activate a powerful shield, which blocks the attacks of your enemies. Your shield gradually loses power when activated, and it loses energy more rapidly when it is blocking blows. If you completely drain the resources of the shield, your character will momentarily be stunned with a dizzy spell. Avoid this by releasing the shield periodically to rebuild its power.

Shooting Items

Some items, like the Fire Flower and the Ray Gun, allow you to fire projectiles at enemy players from a safe striking distance. Rapidly fire the weapon until it is about to run out of ammunition, then milk it for all it's worth by flinging it at your enemy with the R Button (dash before throwing the weapon to maximize the effect).

Tactics

Smash Attack

A Smash Attack is any time you use the Control Stick in combination with the A or B Buttons to pull off powerful attacks. Use a smooth, light touch while moving the Control Stick for a Smash Attack.

Don't Give Up!

When you get knocked off the playing field, never give up the fight. Unless your character is blown into oblivion, you can almost always make it back to the platform.

Start off by pressing the Control Stick toward the playing field, and try to get back into the game by using a Mid-Air Jump. You can only do this once before you land (five times if you're using Kirby or Jigglypuff), even if you are damaged in the air.

If this doesn't work, some characters can use an ultra-powerful Special Attack to gain an extra boost. You will be vulnerable for a moment after you land, but if you take damage while in the air you'll be able to try the Special Attack again. The better you get at returning to the battlefield, the more fun you'll have playing Super Smash Bros.

Automatic Handicap

As you and your friends battle, you automatically receive a handicap based on whether you win or lose. Winners get weaker and losers get stronger. You can tell what your current handicap is by looking at the numbers on the bottom of the character select screen.

Posers

When the game is paused, the camera zooms in to give you a close-up view of your character in action. By moving the Control Stick, you can rotate the camera to get a better view.

Item Smash Attack!

Items that you pick up can be smashed against opponents by tapping

while pressing the Z and A button (or R button).

The Smash is not just a faster version of the throw, but also more destructive when it hits!

It's a good rule of thumb to use a Smash when throwing items.

Challenge Yourself

There's much more to the single-player game than just working your way through the tournament ladder. Once you've seen the ending to the game and cleared all of the bonus rounds, the challenge lies in beating your best scores and times. Compare your scores with your friends to see who's the best single-player smash artist.

Keep Smashing!

When you knock an opponent off the platform, most of the time the foe is able jump back into the fight. Try to block opponents from returning to the platform by throwing items at them or by hitting them as they're jumping back.

If you can hit a character after all of its jumps have been used, it will have no way to return to the fight. During multi-player action, always try to pick on a player who's struggling to jump back to the platform.

Counter Attack

If you want to recover from a fall, you'll have to have a counter attack ready for other players trying knock you down. As you get to know your opponents' strategies you'll gradually begin to refine your battle skills to suit your competition. Here are some ways to get back to safety while someone is trying to keep you down:

Hurl items while you fall

Create a diversion with projectiles

Cancel out their attack with one of your own

Use an Upward Attack

Allow yourself to drop so you grab the ledge

Absorb the attack and hope for the best

Ledge Grabbing

Sometimes the best way to return to the playing field is to intentionally try to grab the ledge. You'll be invincible while you're hanging from the ledge, and there are a number of ways you can escape this precarious position. Here are some things to try while you're hanging from a ledge:

Push up on the Control Stick to simply climb back into the battle

Push the A Button to climb over the ledge and attack

Push the Z Button to climb over the ledge and retreat

Push the Control Stick away from the ledge to jump back into the air and reset your jumps

If you've accumulated over 100 % damage, your character will be a bit clumsy while trying to execute these moves.

Juggling

When you perform certain special attacks, your opponent will be knocked straight up into the air. If you learn to anticipate which direction an enemy flies after you execute an attack, you can quickly perform another attack before the opponent hits the ground.

Unlike other fighting games, Super Smash Bros. does not have any set combos to memorize. The reaction of your enemies will vary depending on how much damage they've absorbed, so you'll have to react to constantly changing variables.

Avoid the Juggle!

Just as you try to juggle your foes, your foes will try to juggle you.

If you find yourself exposed in the air, try to execute a Mid-Air Jump to put a little distance between you and your attacker.

Sometimes simply moving to the side or executing a special attack can move you into a safe position. The Training Mode is an excellent place to perfect your timing.

Costume Change

Once you've chosen your fighter on the Character Select Screen, press the C Buttons to change the color and appearance of your fighter. This feature is not available during team play.

Character Select Screen

The Character Select Screen does much more than allow you to choose your fighter. In the upper-left corner you can change the game mode from Free-For-All to Team Battle, and Time and Stock can be adjusted by clicking on the yellow bar at the top of the screen. Tons of options are found on one super-convenient screen!

Random Character Select

Once you master every fighter in Super Smash Bros., you can show off your skill by using the Random Character Select feature. To prove that you can win no matter which character you're using, switch from "HMN" to "CP" before choosing a character. The computer will randomly select a character, and then all you have to do is switch back to "HMN" to use the potluck player.

Taking Aim

While performing sideways attacks like the Smash Attack, you can adjust the aim of your attack by slightly angling the Control Stick up or down. An upward angle will result in a more powerful attack, and a downward angle will result in a weaker attack. As you master this technique you'll be able to develop more effective ways to wallop the competition.

Tapping is the Main Way to Jump

There are two ways to jump: One which is performed by tapping the Control Stick upward, and the other which uses the C Button.

Since they are fundamentally different types of jumps, there are differences in how much jumping power they have.

The subtle differences are mentioned briefly below. There is no need to change the button position. Tapping the Control Stick for jumps is generally better, since upward jump explosions are less likely from Mid-Air High Attacks after a jump, and because little power is lost in a jump from a sideways walk.

However, the C Jump has special tactics of its own and it is advisable to learn to use both. This will be covered later.

Tapping the Control Stick

The higher the Y input value of the Control Stick, the higher you can jump. That is, jumping straight up in the air gives you the most height, while jumping at an angle results in a lower jump, since you cannot get the Control Stick up high.

C JUMP

When the Control Stick is moved sideways, the jump becomes extremely low. Jumps which go straight up also tend to be slightly lower than tapping jumps. However, you could use short jumps.

Invincibility

Occasionally during a match your character will become invincible. Sometimes enemy attacks will simply pass through your fighter, and other times the attacks will bounce off. Invincibility occurs when you perform an Emergency Evasion, grab a ledge, touch a Star, or after performing certain special attacks. Learn to anticipate when you will become invincible, and use it to your advantage.

Chanting

Ever hear the crowd begin to chant the name of your fighter? This ego-boosting behavior may appear to happen at random, but there are

actually only two scenarios which call for the crowd to begin a chant. The first scenario is if you're within one second of knocking off two or more players who have accumulated damage of 100 % or more. The second is when you get knocked off, but masterfully manage to knock off another character by the time you land. Chants won't last for longer than 20 seconds for either scenario.

Winning the Fight for Items

Items are powerful. All players want to get their hands on the most destructive weapons, but usually there aren't enough items to go around. Some players try to rush toward an item and snatch it up as quickly as possible, but this is not always the best tactic. Sometimes it is better to wait for other players to fight for the item, and then knock it out of the winner's hand with a sneak attack. Normally it's the smartest -- not the fastest -- player who wins.

Vary your Attack

Everyone has their own favorite attack, but if you use the same attack over and over it will gradually lose its power. To get the most out of your offense, use a wide variety of moves to overcome the competition.

Low Attacks

Don't underestimate the power of the Low Attack. When you knock off an opponent with a Low Attack, they do not get thrown very high into the air. Since they automatically begin in a lower position, it is less likely that they will be able to recover and return to the battle. Low Attacks are very effective when turning around after an Emergency Evasion.

Stalemates

If two players try to attack each other with moves that are about the same strength, sometimes these attacks will cancel each other out. The best way to take advantage of this is to use one projectile weapon to block another. Also, a fireball from Mario or Luigi could be canceled with a Low Attack. Be careful, though, because most mid-air attacks cannot be canceled out.

Mid-Air Strikes

A great deal of the action in Super Smash Bros. takes place in the air. To be successful, you'll have to master the use of Mid-Air Strikes. Try to surprise the competition by using these attacks when an opponent is on a trap door above you. If you attack an enemy from below a trap door, there is little chance that you'll be counter-attacked before you make your move. If you find yourself on a trap door and someone is attacking you from below, activate your shield and point it downward to be sure that you block the attack.

Mid-Air Strikes can also be used if you're falling straight down onto an enemy. Downward Mid-Air Strikes are especially effective when you are above an area where there is no floor.

Meteor Smash!

Some of the Mid-Air Attacks knock the opponent down and away. If you can set these up where there is no floor, you can knock off your opponents in one go!

It's a scary technique for those coming back, but exchanging Mid-Air Attacks is another way of battling. Be bold and try getting one off over your shoulder!

Sharing Lives in Team Battle

If you run out of lives during a Stock Mode Team Battle, you can steal a life from your partner by pressing the Start Button. Your teammate must have at least two lives for this to work, and when you have more than one teammate the lives are taken from the player with the greatest amount of lives remaining. It's up to you whether or not you ask permission first!

Mole Tactics

In the Congo Jungle and on the Planet Zebes, you can pass from the

lowest level up to the top. By making use of that and doing a Mid-Air Jump you can burrow beneath the floor and attack using special "Mole Tactics."

One feature is that there is little risk of a counter attack before you make your move.

Frankly speaking, it's a sneaky technique. But if you are under attack from underground and you have a shield and you can get away using an Emergency Evasion or Jumps, you should have sufficient chance to get back at someone.

When you have a shield and you're being attacked, you should point the shield down, just to make sure.

Combining Techniques for Returning to the Arena

To return to the field after you've been knocked off, the general idea is to use Mid-Air Jumps (flying) and Special Attack Techniques. (There are some exceptions among the characters, however.)

But, if you really stop to analyze them closely, you discover quite a bit.

Mid-Air Jumps

You can only do this once before you land (five times when flying).

Once you do a Mid-Air Jump, you cannot do another one even if you are damaged in the air until you land.

Special Attacks

When you finish, you take a pratfall.

You have large vulnerability after you land.

You can do another one if you take damage in the air.

First, when you have to use both to get back, you have to do the Mid-Air Jump first and then the Special Attack or it won't even work. The problem is when you can get back by doing just one or the other.

Once you do a Mid-Air Jump you cannot do another one until you land, but after that you are free to do Mid-Air Attacks.

Special Attack Techniques have less freedom, but it's encouraging to know that not only can you counterattack with the techniques themselves, but if you are knocked off again by the time you land, you can use your Special Attack Techniques again (as long as you still have Mid-Air Jumps left).

If you also take into account the timing and feinting that you use with these, together with invincibility, item throwing and the rest, you can probably see considerable scope for battle.

Moving the Shield

Pressing the Z Button activates the shield. You can change the direction of the shield by gently moving the Control Stick, which is most important when the shield's power begins to diminish. If you press the Control Stick too hard, you'll perform an Emergency Evasion instead of moving the shield.

Team Up with Pok驚on

When you release a Pok驚on by tossing a Pok驚all, do your best to make the most of the situation. If a Snorlax appears, try to knock off an opponent where the large Pok驚on lands. If a Charizard pops out, try to hold your opponent in front of the flames. If you're competing in a Team Battle, work together with your friends to make the most of the Pok驚on presence.

Turtle Shells

In Time Mode, it is to your advantage to knock off as many players as possible. A great way to rack up the points is to use the Turtle Shell to send foes flying.

When a Turtle Shell knocks a player off, the last character who touched the shell is credited with the point. For example, if Link throws the Turtle Shell and Mario hits it with a fire ball, Mario would earn the points if anyone is knocked off.

Land With Style

After a Mid-Air Attack, your character will be vulnerable for a brief moment after landing. You can avoid this by pressing the Z Button just before you land. A more risky way to avoid vulnerability is to make sure that the Mid-Air Attack has been completed before your character hits the ground.

Resistance

As you've probably observed, Giant Donkey Kong and Metal Mario have a strong resistance to being knocked off of the fighting platform. Yoshi shares the same resistance, but only while performing a Mid-Air Jump. For example, Yoshi has a resistance strength of 120 during the Mid-Air Jump. Any attacks weaker than 120 are brushed off, and an attack with a power rating of 140 would be the same as a normal 20-point attack. Damage still accumulates as usual, though, so eventually even the weakest attack could be dangerous.

Item Switch Menu

After fighting 100 battles, you'll earn a new feature on the VS Options Menu called Item Switch. This feature allows you to choose which items will appear during a fight, and at what frequency they will pop up. Experimenting with this feature can create some unusual battles!

Efficient Attacks

Many attacks require you to press up on the Control Stick at the same time that you're pressing the A or the B Button. To ensure that you don't accidentally jump or perform the wrong type of attack, moderately tilt the Control Stick rather than holding it down all the way. This is particularly useful when you want to pull off a Mid-Air Attack without doing a Mid-Air Jump.

The Last Word

Even if you figure out that there is no possible way that you're going to be able to jump back to the battlefield, don't pass up the opportunity to dish out a final blow. Throw items, shoot projectiles, or simply try to grab a nearby opponent who's also falling to be sure that you get the last word.

The Gift of Grab

When you use the R Button to grab an opponent, you can hold your enemy perfectly still for a moment before deciding which direction to make your throw. Take advantage of this time by having a team member beat up on the captured fighter, or hold your enemy in the path of an agitated Pokéon.

Dash and Throw

Tap the Control Stick twice in the same direction to begin a dash, and then press the R Button (or Z Button and A Button) as you approach an opponent. Not only will this take the competition by surprise, but your grabbing range is extended while dashing.

Outwitting the Computer Player

The computer players are pretty smart, but they don't know everything! The computer players respond very well to projectile attacks, but more aggressive techniques will catch them with their guard down. Mario's Super Jump Punch, Samus's Screw Attack, Yoshi's Hip Drop and Kirby's Rock Drop are examples of effective attacks.

Computer Players make split-second decisions well, but they do not recognize when you are setting up an attack. Also, remember that just because you find a character that works well against the computer doesn't guarantee that it will work well against another human.

Shield and Throw

While using your shield to block a close-range attack, try to sneak in a throw when your opponent least expects it. This sneaky move usually works, but the damage inflicted by your throw is cut in half after blocking a blow with your shield.

Point Distribution

The last person to attack a fallen competitor earns credit for the

knock-off. To be sure that you don't get cheated out of potential points, relentlessly attack your victim until you're sure that there is no possibility for a recovery. Also, try to steal points from the competition by hitting a character who's already doomed with a projectile.

Sacrifice

This move only works with Donkey Kong. If you've accumulated a ton of damage, grab an opponent who hasn't suffered much damage at all. While you're holding the character, simply walk off the ledge! Sure you'll lose a life, but you were about to be knocked out anyway. If you're going to go out, don't go out alone!

Ricochet

If you use your shield to block a projectile, sometimes it will bounce off in a different direction and hit another player. You can move your shield to change the direction of the ricochet, but you won't get credit for a knock-off if the shot pushes someone over the edge.

Percentage Power

When you attack other players, their damage percentages gradually rise. As these percentages grow, your attacks become more powerful and the other players will fly farther away from the field of battle with each blow. When the damage percentage gets very high, players can be knocked completely out of play and have no chance of jumping back into the game.

On the VS Options Menu, you can adjust the damage percentage. If you make it very low, it will take a long time to build up the damage percentage. If you make it very high, the percentage will grow quickly and result in a more fast-paced game.

Pokeball Stuff

The Pokemon in the Pokeballs have the following powers:

Beedrill

Flies off to get the rest of its hive to attack the opponent.

Blastoise

Blasts opponent with water spray.

Chansey

Pops out and give you an item.

Charizard

Starts to breath fire in each direction.

Charmander

Just blows fire in one direction (only in Silphco stage).

Clefable

Arrives and mimics one of the other available Pokemon's attacks.

Goldeen

Flops around trying to hurt opponent.

Hitmonlee

Comes out and flies at the opponent doing a kick attack.

Koffing

Arrives and starts blasting foul smoke in the air.

Meowth

Pops out and showers out coins that hurt opponent.

construction sites to save Pauline from the clutches of a giant monkey named Donkey Kong.

1982: Donkey Kong Jr. (Arcade)

This was Mario's next appearance, and first appearance as an enemy. Mario sics enemies at D.K. Jr., who is trying to free his caged father.

1983: Mario Bros. (Arcade)

Mario is now a plumber. He teams up with (or fights against) brother Luigi (in 2-Player mode) to kill an infinite supply of turtles, crabs, and flies that came out of pipes.

1985: Super Mario Bros. (NES)

Mario explores The Mushroom Kingdom in search of Bowser, who has kidnapped Princess Toadstool. Mario mania grasps the nation.

1986: Donkey Kong (NES) and Mario Bros. (NES)

The NES versions of the two arcade games are released, exposing the greatness of these games to players who may have missed the arcade versions. Because of limited space on early NES Game Paks, the fourth level (A.K.A. "Pie Factory") of Donkey Kong was omitted.

1988: Super Mario Bros. 2 (NES; USA version)

Nintendo takes a game developed and released in Japan called "Doki Doki Panic" and replaces the four characters with Mario characters, resulting in perhaps the most unique game of the Mario series.

1989: Super Mario Land (GB)

Mario's first appearance on the Game Boy was apparently not supervised by Miyamoto. This game had really strange enemy names, most of which were not translated into English.

1989: Super Mario Bros. 3 (NES)

The best-selling game of all time. Mario again searches for Bowser who has kidnapped Princess Toadstool.

1991: Super Mario World (SNES)

Mario's first appearance on the Super NES. Bowser has kidnapped Princess Toadstool (sound familiar?) and Mario travels through Dinosaur Land to rescue her. Super Mario World introduces us to Yoshi, which spawns a zillion games riding on his popularity.

1995: Super Mario World 2: Yoshi's Island (SNES)

This game takes place in Mario's past. A gang of Yoshis helps baby Mario find his brother Luigi, who was kidnapped by baby Bowser's henchmen. Powered by the FX1 chip, this was arguably the best platform game ever made.

1996: Super Mario 64 (N64)

Mario frolics through a 3-D Mushroom Kingdom to save the kidnapped Peach. Arguably the best game ever made.

Donkey Kong: BIOGRAPHY

Nintendo released Donkey Kong at the arcades in 1981. Arcades were big at the time, gas stations, fast food places and other resturants were sure to have one of the many one-quarter arcades that had been produced. Players controlled a construction worker (or carpenter) known as Jumpman (Mario, who later became a plumber), who tried to get back his girlfriend Pauline (who only knows one word "heLP") by jumping over several obstacles and climbing up ladders, from a huge gorilla, known as Donkey Kong (which means "Stupid Monkey"). The single-screen game was a big hit, and in 1982 Donkey Kong Jr. hit the scene. Mario(who finally got a decent name) had trapped and caged the Barrel-rolling babboon and it was up to DK Jr to save his dad. Instead of more barrel-jumping action, the game consisted of climbing vines and dropping fruit on psycho-traps.

In 1984, Nintendo released Donkey Kong 3, in which Stanley the Bugman (armed with unlimited bug-repellant), tried to keep the bugs from

everything that the original and the second were, and then some! The huge worlds to explore were back, as were the cool new weapons from Metroid II...not to mention villains that were bigger and more evil than any seen before. And if that wasn't enough, the mission took place on the same planet of Zebes that the original did--and the Mother Brain's destroyed lair was still there from the first game!! A worthy sequel that surpassed the originals yet stayed true to its roots. Then in 1995 came the Nintendo 64. Fans spent five years wondering where Samus was. Mario, Zelda, Starfox, Kirby, and all the other regulars made one or more appearances on the 64-bit, cartridge-based system, but Ms. Aran was seemingly MIA. Luckily, she did show up in one game: Super Smash Brothers, a fighting game featuring an all-star lineup of Nintendo's most famous mascots. The game featured the planet Zebes among its fighting arenas, and eagle-eyed players will find cameo appearances by a Waver and even Ridley himself. While the game is fun -- and undoubtedly sold N64's to fans who were waiting for Samus to appear (including myself, sucker that I am) -- it was not a Metroid title, which is what we were really clamoring for.

Yoshi: BIOGRAPHY

Name: Yoshi

Born/Created: Between 1990-91, thus making Yoshi between 7 and 8 years old. However, originally considered back after the original Mario Brothers was made. In real terms Yoshi appears to be around 16-18 years old.

Race: Dragon/Dinosaur. Yoshi seems to be a combination of the two with a few attributes of that of a frog.

Gender: The Yoshi commonly featured in the Mario games is MALE. Though there are probably females out there somewhere.

Below are a few other bits of information about Yoshi that are, for the most part, true. However, they are very arguable due to the many changes that Nintendo has made to Yoshi over the years. The below items have been checked in a number of books and magazines for trueness.

Yoshi's speak only one word when talking and that is "Yoshi". For that matter, all of their names are Yoshi as well. The only way to distinguish their words is to simply watch for hand motions and perhaps tone of voice when they are speaking the word Yoshi.

Baby Yoshies have evolved a great deal since you first saw them back in Super Mario World. Back in Mario World, they were born fairly small without their scales or saddle on their back. Where in Yoshi's Story, Baby Yoshies seem to be a bit taller, have bigger noses, can stand easily straight up on two feet, have their scales, and their saddle. Quite a change don't you think? Below are the examples of both cases...

The Yoshi Years

Yoshi first appeared back around 1991 in one of Nintendo's first Super NES games, Super Mario World. In this game Mario could ride Yoshi and Yoshi graciously munched on all of Mario's foes. Not to mention Yoshi gave him a coin for each successful feast. Another neat feature this first Yoshi had was that if he ate a red, yellow, blue, or flashing shell, he could do some really cool stuff. Red let him breathe fire. Blue gave him the ability to fly with a small set of wings. And yellow let him cause earthquakes which caused massive damage when he jumped. If you were lucky enough to eat a flashing shell you could do all of these special abilities. An odd thing observed when this game came out was that Yoshi was somewhat conceived as a dragon. Some final notes on this are that throughout this game you could also feed Yoshi berries. Red berries cause Yoshi to lay an egg which hatches into a mushroom if he eats ten of them. When Yoshi consumes two pink berries he will lay an egg that hatches into a coin-giving cloud. And finally, for every

green berry our little hero consumes, you will gain ten seconds on the timer.

One year later during what I call Nintendo's PUZZLE CRAZE YEARS, Yoshi returned in his first solo game conveniently titled Yoshi. In this game, which was for your regular Nintendo and Game Boy, you helped Mario put Yoshi's egg shell together to make Yoshi hatch and give you points. Within' less than a period of a year or so another puzzler came out. This one was for all the Nintendo systems and it was called Yoshi's Cookie. In this game Mario and Yoshi needed your help in organizing cookies for shipping. Some of the special features this game brought to you were the unique two player vs. mode and also one of the first ever puzzle modes was featured in it. In this mode you had a limited amount of moves to clear a given area. Some final notes about this game are that it had a funny cinema show after you completed each Stage Clear level. Everytime you cleared a complete level you got to see a different and more unique ending.

In the conclusion of 1992, Yoshi appeared in one of today's most enjoyed games, Super Mario Kart. This game featured all of your friends from the Mario games, except rather than battling it out in platform action you raced in a unique mode 7 environment. This game for how simple it was quickly became one of the best games ever made for Super NES.

Just about the same time that Yoshi's Cookie and Mario Kart were making puzzle and racing fans go nuts. Nintendo's new Super Scope 6, which was for your Super NES, came out. With it came a small handful of games. One of which was a neat game called Yoshi's Safari. In this you got a second person perspective view, "Yoshi is in front of you", as you rode on Yoshi's back and shot things with your gun. If you or Yoshi got pegged, you lost life. Also you could damage Yoshi by shooting him in the head. The main goal was to find Bowser at the end, who was in a suit of armor, and blow him up. Not a very unique game. However you did it to shoot and kill things. So I guess it was kind of fun.

Well, then both Yoshi and Mario went into a vacation of sorts. But then that brilliant designer Shigeru Miyamoto came up with what we now call Yoshi's Island. This game brought in a few neat new features, one of which was a new thing called Morphmation. This helped to make all the huge bosses in which you fought really HUGE! Another neat thing Yoshi's Island had was the FX 2 chip. Though, you probably couldn't tell because they used the FX 2 chip in such a way that it actually looked crisp and brilliant instead of shapey. Other things this great game featured was a very unique coloring texture. This texture made it look like you were playing inside of a story book. This really helped with the effect of Yoshi carrying Baby Mario around. This game, which was brought out on the tenth anniversary of the Mario Brothers series, was a huge smash. And to this day, even though I own the new N 64, it is still one of my favorite games to play. Some final notes on Yoshi's Island are that it featured unique bonus games, hidden games and levels, and a scoring system. This made the game so that a person just trying to finish it would have fun. However if just beating it wasn't enough for you, then you could shoot for a 100% in each level. This accesses a secret level and opens a bonus game icon on the map. These levels featured tricky puzzles and clever traps for people that were looking for a challenge. If you are trying to get that perfect score, you need to have 30 Stars. < 30 seconds on the brat meter >, you also needed to find all 20 red coins and all five flowers.

Our hero also made an appearance in Mario's first Role Playing game, Super Mario RPG, Legend of the Seven Stars. In this game Yoshi had a VERY small plot of land to roam in which on it you had to help Yoshi defeat the bully Yoshi, Boshi, in a race. If you succeeded, you earned the ability to call Yoshi in battle with his Yoshi Cookies. < Wonder

where they got that one? > One of the neatest things about it was the big fat baby, which, if fed enough, would give you goods like Red Essence and Yoshi Aid.

The latest steps for our green dinosaur hero are he hosted the newest installment in the Tetris series Tetris Attack. This game featured all of the fun features of other puzzle games. However, it also had neat detailed backgrounds and a much more fun style of play. Plus the multiple game modes made it seem like more than just a block matcher. The story mode, I would say, is the best. Also Yoshi did make a surprise appearance in Mario 64. But, don't expect it to be a happy one. You will simply receive 100 lives, star dust triple jumps, and the privilege of watching Yoshi take a dive into the moat. Not so cool, but I guess that's games eh?

Our next step up for Yoshi featured him in the sequel to Super Mario Kart entitled Mario Kart 64. In this game Yoshi showed his own style as having an awesome power-slide and a superb top speed! The Yo'ster in many places that I visited has won the "BEST DRIVER" in SMK64 Award. Also Yoshi has his own course. In this course you'll cruise through a mountain-valley maze as you attempt to make your way through to the giant egg and back to the finish line. And speaking of the giant egg, what Yoshi do you think could've possibly laid that one??

About a month after the release of Mario Kart 64, another game by Nintendo featuring Yoshi came into the market. This game which is purely for the Game Boy is a collection of some of Nintendo's finest first games. In this game entitled Game and Watch Gallery, you can play four games in which in two, from what I've seen, you can either play as or use Yoshi. These games are Manhole and Oil Panic. This game is expected to sell at a very reasonable low price and is enhanced by the super Game Boy.

Yoshi's Story is not only Yoshi's first big appearance on the N64, but it is also the first whole game dedicated to just Yoshi. In this game you control any of six differently colored baby Yoshies, (There are two more hidden ones), in a quest to retrieve the Yoshi's beloved SUPER HAPPY TREE. This game features many of the same mechanics as the original Yoshi's Island, but also adds and removes a few as well. For example, you can still flutter to gain that extra height you need in a jump, the egg throw is still there, but now it is controlled analog for more precise shooting, and as well you can still eat things to have Yoshi lay an egg to use as future ammunition. However, Yoshi's Story adds a few things such as "!" Balls which Yoshi can lick to pull himself up to higher ground. Also you can extend your tongue in any direction through use of the analog stick. Another cool feature put into this game is the ability for Yoshi to sniff. Through this ability you can locate hidden treasures and secret locations. However, sadly gone are the abilities to morph into vehicles, as well Yoshi's near immortality is gone as well. Now you have a life gauge called a "Mood Flower". If you get hit or eat something that disagrees with Yoshi, you will lose petals off of the Mood Flower, but if you eat fruits, collect special hearts, eat enemies that agree with your Yoshi, or eat a Power Bee you can regain petals on the Mood Flower. Another thing is that there is no set goal to a level, instead you must eat 30 fruits dropped from the SUPER HAPPY TREE to clear a level. A cool thing about Yoshi's Story though is the way that the levels are actually set up. Rather than just going in a straight line, (1-1, 1-2, 1-3, etc.), Each of the six worlds, or "Pages" as they're often known as, consists of four levels, or "Chapters" as they go by, and when you play, you get to plot the story in any way you want by choosing which chapters to go through to finish the book. You may now be thinking, "This game is way too easy to beat, you only play six fraggin' levels!" Well, that's another neat thing about Yoshi's Story, in a way you can set your own difficulty by

choosing how you want to complete the book and what fruits you want to eat and such in each level. If you choose to eat all 30 Melons in a level, you will probably be playing for a straight two hours to finish the game at the least! Setting your own goals in Yoshi's Story is alot of fun and really ups the already high replay value. All in all, Yoshi's Story is a very good game which shouldn't be missed and a great addition to any Yoshi fans collection.

Nintendo releases yet another title full of some of its old games from back in the 80's. However, this time around it is enhanced by the Game Boy COLOR and also features five games instead of the four which were in the original Game and Watch Gallery. In this title you can find Yoshi in both Chef and Vermin. In Vermin, your goal is to protect a nest full of Yoshi eggs from Shy Guys and other such villains in a game which very much resembles Whack-A-Mole. As for Chef, you take the role of Princess Peach as she flips breakfast foods about in an attempt to feed Yoshi. There is also said to be a secret game that can be opened by getting enough high scores. This game, known as Classic Ball, starts out in its original version. However, if you get a high enough score in it you'll be able to play the modern version which also features Yoshi. Mario Party is a twist from the usual puzzle or action game that you've come to know Yoshi and friends to star in. This game, which seems exclusively made for those multi-player events, is a combination of both board game and mini-events. The main object of Mario Party is to obtain the most stars of all the other 4 players to prove that you are the SUPER STAR. On average a game can last between 40 minutes to a 2 hours and is great to play with all of your friends. Especially if you are looking for something fun to do with your spare time. Another interesting aspect is that there are multiple game boards which each has its own special features and events. Also, through earning coins in the game you can go and buy special items which you can use to enhance the game play. Overall this game is a great buy, especially if you are known for having friends over a lot; However, if you are an avid game player which prefers skill over chance then this game may not be for you. But, if you like games which anything can happen and that involve all your friends then this game is sure to keep you happy for a very long time.

Have you ever been caught in the debate where people argue over whether Link or Mario would win a fight? Well, now this long argued contest can finally be settled once and for all. In Super Smash Bros. you can choose between 8 of Nintendo's finest mascots, (There are four hidden ones), and battle it out to see who truly is the best. This game is ideal for multiplier play and a great pak for parties. The one player is okay, but unless you have the difficulty setting on Very Hard your likely to find it too easy. An excellent choice for anyone who has followed Nintendo or anybody who is looking for a fighting game that truly is revolutionary.

Looking for a game of golf which won't put you to sleep or aggravate you? Then Mario Golf is definitely the game for you. Mario Golf is the next installment in Nintendo's porting of its trademark characters over to different game genres and, like all the others, this one is a sure hit. Not only does Mario Golf feature colorful graphics and true golf mechanics, but it also includes multiple game modes and the enjoyable fun of Nintendo. Oh, and it can't be neglected that there are real human based characters in this game too. This should make Mario Golf pleasing to just about any gamer. About the only downside to this game is that you only start with four people to choose from in the 1 player mode (Yoshi is unfortunately not one of em). Though, this can be fixed by playing the game's GET CHARACTER mode and within' a few matches you should be able to retrieve at least one of your favs. Another downside, in my opinion, is the mini golf resembles a chess

board rather than a mini golf course. The mini golf is also missing out on all the fun little booby traps we all know common to mini golf games. However, the games SIX 18 Hole courses should make up for it. These courses also each include a theme and therefore are a lot of fun to play on. One which is very enjoyable is Yoshi's Island. Though, DK's babblings in the background can get a bit annoying at times. Now if only Nintendo would give us another Yoshi game...

It is practically becoming tradition that Nintendo releases an installment in its Game and Watch series every year. This time around though it seems to have games that are a lot more familiar like Donkey Kong Jr. and Mario Bros. Now, before you wonder if it is THE original Mario Bros. game from the arcade I will tell you that it doesn't appear to be. In it you must help them keep stuff on conveyor belts and it appears Bowser is on top of the screen instead of ol' Donkey Kong. Well, enough on that and now onto the Yo'ster. This time around, Yoshi seems to have landed a role in two of the five games featured. In Egg, (a fitting game for Yoshi eh?), you must help Yoshi catch eggs before they fall upon the ground and in Turtle Bridge you must help Yoshi deliver packages across a bridge by riding on the back of a turtle. Oh, I would also like to mention a neat thing about the Game and Watch Gallery packaging. If you look at the original's box you'll see the classic Yoshi pictured. However, looking at the second G&W title's box you'll notice a baby Yoshi from Yoshi's Story on it. Now look at the last box which is pictured above. Notice how we once again are back to the original Yoshi? Pretty nifty eh?

One of the most unique titles to hit the N64 makes a triumphant return in Mario Party 2. However, this time around, the game board and characters have greatly improved graphically. There is also the insertion of brand new spaces such as Battle, Item, and the Bank. Not to mention, a slew of new mini-games for the players to test their skills. For the most part a very exciting game. Personally, I like the idea of having themes behind each board where you wear costumes and, at the end of the game, you see a little movie where the winner battles Bowser. I also felt that the mini-games they kept were well updated. About the only thing that may be bad is that the 1 VS 3 games seem to be unfairly stacked against the 1 player. An example is Crane Game, in it the person on the crane must get EVERYONE in the pipe or they lose. It doesn't matter if you put two people in, you still lose and everyone on the three person team gains 10 coins. Overall though, this is a fine game for all of you that are looking for a good time with your friends or family.

With the success of Mario Golf, it was only fitting that Mario and his friends try to expand into other sports, which in this case is tennis. And, just like with Mario Golf, this title proves to be yet another fun and addictive game. It even can link up with Mario Tennis for Game Boy COLOR so you can open up special games and features. Although I haven't gotten the chance to play this game yet, I really would like to. When I do, I'll put up a more accurate description and synopsis of the game. :)

Discover a new colony of Yoshies in Nintendo's superb sequel to the hit Super Mario RPG, which is Paper Mario! This time around, Mario must save Princess Peach from the clutches of King Bowser, who has made himself invincible through use of the Star Rod that he stole from Star Haven. Throughout your quest to save the fair Princess and reclaim the Star Rod, Mario will encounter many familiar faces and be accompanied by a total of EIGHT party members. Each colleague, once foes of Mario in past games, brings a unique ability to the team which helps you progress through the adventure. Add to that the game's clever battle-system and level-up methods and you have perhaps one of the finest games to ever grace the N64. Finally, and perhaps most importantly,

this game features one of the finest villains ever created in a video game, Jr. Troopa! Over the past fifteen years that I've been playing video games, I've never bumped into a more hilarious or unique character. I greatly hope to see him re-appear in an upcoming Mario game. :)

Kirby: BIOGRAPHY

Kirby, the little pink puffball of fun, has come all the way from Dreamland to put his opponents to sleep with some nightmarish moves. He has the ability to swallow his opponents and take on their attributes. You can tell which persona Kirby has assumed by seeing which enemy's hat he has stolen.

Fox McCloud: BIOGRAPHY

The pilot who put the Fox into Star Fox has landed his Arwing and is ready to show the competition what kind of action a galactic warrior is used to. Fox's weapons have a decidedly sci-fi flavor to them, and his throw is sure to put his opponents in orbit. Fox is a nimble character, but his attacks aren't very powerful.
He's appeared in games such as Star Fox and Star Fox 64.

Pikachu: BIOGRAPHY

It's hard to say who's the real star of the Pok騷on TV series, but Pikachu is definitely a contender. An adorable electric-mouse Pok騷on, Pikachu staunchly defends his friends Ash, Misty, and Brock and stands up for all Pok騷on-kind. Like all other Pok騷on, Pikachu can only communicate by repeating his name over and over with various inflection. Pikachu is constantly pursued by the nefarious Team Rocket, due to his superior strength.

Captain Falcon: BIOGRAPHY

The F-Zero driver races into the ring if you finish the one-player game in under 20 minutes. Falcon is a strong fighter who is as quick on his feet as he is on the track. He is particularly strong against slow characters.
He has appeared in games like F-Zero.

Jigglypuff: BIOGRAPHY

These Pok騷on are rare and deceptive: Although they're cute and cuddly in appearance, the Jigglypuff Sing attack will send even the toughest Pok騷on to dreamland, rendering defenses useless.

TYPE: Normal
HEIGHT: .5 m
WEIGHT: 5.5 kg
EVOLUTION: Jigglypuff-Wigglytuff

Luigi: BIOGRAPHY

See Mario...

Ness: BIOGRAPHY

There isn't too much to say about Ness, as he came from the strange little game of Earthbound for the SNES

Run+A: Kick (10%)

B: Mega Punch(Once to charge, hit again to use) (uncharged, 11%, charged 33%)

Up+B: Spinning Kong (6%)

Down+B: Ground Pound (8%)

R: Throw

R+Backwards: Reverse Throw

Z+Left\Right: Roll (0%)

L: Taunt\Finishing Pose (0%)

Midair Attacks

Up+A: Overhead Slap (9%)

Forward+A: Roll (12%)

Backwards+A: Kick (12%)

Down+A: Drop Kick (10%)

Donkey Kong

Link

A: Sword Slash (5%)

A,A,A: Three Hit Sword Combo (12% for the combo)

Up,A: Overhead Slash (8%)

Left\Right,A: Downward Slash (14%)

Down,A: Low Slash (10%)

Up+A: Overhead Sword Stabs Combo (18% for the combo)

Left\Right+A: Strong Slash (20%)

Down+A: Low Sword Swipes (14%)

Run+A: Sword Stab (11%)

B: Boomerang(can be directed after it is thrown) (8%)

Up+B: Spinning Sword Slash (12%)

Down+B: Bomb (A or B To throw) (7% whether hit by bomb in air or from explosion)

R: Throw

R+Backwards: Reverse Throw

Z, Left\Right: Roll (0%)

L: Taunt\Finishing Pose (0%)

Midair Attacks

Up+A: Upward Stab (14%)

Down+A: Downward Stab (12%)

Forward+A: Sword Swipes (12%)

Backwards+A: Double Kick (8% Per hit)

Samus

A: Punch (3%)

Up,A: Drop Kick (6%)

Down,A: Trip Kick (10%)

Left\Right,A: Kick (8%)

Up+A: Flamethrower (10% per hit)

Down+A: Sweep Kick (12%)

Left\Right+A: Super Punch (18%)

Run+A: Ram Attack (9%)

B: Charge Shot(Once to charge, again to fire) (3% uncharged, 25% charged)

Down+B: Bomb Drop (7%)

Up+B: Screw Attack (2% per hit)

R: Throw

R+Backwards: Reverse Throw

Z,Left\Right: Roll (0%)

L: Taunt\Finishing Pose (0%)

Midair Attacks

Up+A: Spin Kick (2% per hit)

Down+A: Roll (11%)

Forward+A: Flamethrower (4% per hit)

Backwards+A: Drop Kick (11%)

Yoshi

A: Kick (3%)

Up,A: Upwards Head Butt (9%)

Down,A: Tail Kick (8%)

Left\Right,A: Kick (10%)

Up+A: Head Butt (14%)

Down+A: Horizontal Tail Sweep (11%)

Left\Right+A: Head Smash (14%)

Run+A: Ram (9%)

B: Egg Swallow (4% for swallow, plus whatever damage done while opponent is in the egg)

Up+B: Egg Throw (11%)

Down+B: Butt Slam (14%)

R: Throw

R+Backwards: Reverse Throw

Z,Left\Right: Roll (0%)

L: Taunt\Finishing Pose (0%)

Midair Attacks

Up+A: Tail Whip (12%)

Down+A: Head Bash (4% per hit)

Forward+A: Head Butt (14%)

Backward+A: Kick (12%)

Kirby

A: Punch (3%)

A Repeatadly: Flurry Punch(1% Per Hit)

Up, A: High Kick (11%)

Down,A: Low Kick (7%)

Left\Right,A: Kick (8%)

Up+A: Flip Kick (12%)

Down+A: Split Kick (14%)

Left\Right+A: Roundhouse Kick (Are there ANY other moves Kirby does besides kick?) (13%)

Z,Left\Right: Roll (0%)

L: Taunt\Finishing Pose (0%)

Midair Attacks

Up+A: Flip Kick (12%)

Down+A: Spin Kick (2% per hit)

Forward+A: Horizontal Spin Kick (9%)

Backward+A: Split Kick (Kirby Clone Perhaps?) (9%)

Pikachu

A: Head Butt (2%)

Up,A: Tail Slap (9%)

Down,A: Tail Sweep (9%)

Left\Right, A: Kick (8%)

Up+A: Tail Whip (14%)

Down+A: Low Kick (11%)

Left\Right+A: Thunder Shot (8%)

Run+A: Ram (9%)

B: Thunder Jolt (5%)

Up+B: Teleport (0%)

Up+B+Direction: Double Teleport (During first teleport push control stick in direction you want second warp to go) (0%)

Down+B: Thunder Bolt (Above Pikachu) (9%)

R: Throw

R+Backwards: Reverse Throw

Z,Left\Right: Roll (0%)

L: Taunt\Finishing Pose (0%)

Midair Attacks

Up+A: Tail Spin (8%)

Down+A: Electric Dive (10%)

Forward+A: Head Butt (3% per hit)

Backward+A: Kick (12%)

Captain Falcon

A: Kick (3%)

Up,A: High Kick (11%)

Down,A: Low Kick (9%)

Left\Right,A: Kick (10%)

Up+A: Uppercut (12%)

Down+A: Sweep Move (12%)

Left\Right+A: Fire Kick (15%)

Run+A: Shoulder Ram (9%)

B: Falcon Punch (18%)

Up+B: Grab Attack\Front Flip (10%)

Down+B: Falcon Kick (12%)

R: Throw

R+Backwards: Reverse Throw

Z+Left\Right: Roll (0%)

L: Taunt\Finishing Pose (0%)

Midair Attacks

Up+A: Flip Kick (12%)

Down+A: Downward Kick (11%)

Forward+A: Kick (8% per hit, up to 2 hits)

Backward+A: Reverse Punch (12%)

Jigglypuff

A: Punch (3%)

Up,A: High Kick (8%)

Down,A: Low Kick (8%)

Left\Right,A: Kick (6%)

Up+A: Head Bash (14%)

Down+A: Split Kick (12%)

Left\Right+A: Ram Attack (12%)

Run+A: Slide Attack (8%)

B: Super Punch (8%)

Up+B: Lullaby (0%)

Down+B: Rest (20%)

R: Throw

R+Backwards: Reverse Throw

Z+Left\Right: Roll (0%)

L: Taunt\Finishing Pose (0%)

Midair Attacks

Up+A: Overhead Bash (4%)

Down+A: Spin Kick (3% per hit)

Forward+A: Double Kick (4% per hit)

Backward+A: Reverse Kick (10%)

Luigi

A: Punch (2%)

A, A, A: Two Punch, Kick Combo. (8%)

Up, A: Uppercut (8%)

Left\Right, A: Kick (10%)

Down, A: Low Kick (12%)

Up+A: Head Bash (16%)

Left\Right+A: Super Punch (14%)

Down+A: Trip Kick (14%)

Run+A: Flurry Punch (2% per hit)

B: Fireball (7%)

Down+B: Luigi Tornado (12%)

Up+B: Flaming Coin Punch (1%, 20% If lit on fire)

R: Throw

R+Backwards: Reverse Throw

Z+Left\Right: Roll (0%)

L: Taunt\Finishing Pose (1%)

Midair Attacks

Up+A: Flip Kick (9%)

Down+A: Spin Kick (3% per hit)

Forward+A: Spin Kick (12%)

Backward+A: Reverse Kick (12%)

Ness

A: Kick (2%)

Up,A: Overhead Punch (6%)

Down,A: Low Kick (3%)

Left\Right,A: Kick (7%)

Up+A: Around-The-World Yo-Yo (14%)

Down+A: Horizontal Yo-Yo (15%)

Left\Right+A: Homerun Bat (Not the actual one) (18%)

Run+A: Running Ram Attack (12%)

B: Pk Fire (11%)

Up+B: Pk Thunder (After fired, control it's movement with control stick) (6%, 30% if hit by ness)

Down+B: Pk Shield (0%)

R: Throw

R+Backwards: Reverse Throw

Z+Left\Right: Roll (0%)

L: Taunt\Finishing Pose (0%)

Midair Attacks

Up+A: Head Butt (12%)

Down+A: Low Kick (12%)

Forward+A: Slam Attack (9%)

Backward+A: Reverse Kick (12%)

Mario

Bonus 1

1- Throw a Fireball at the target to your right.

2- Throw a Fireball at the target to your left.

3&4- Super Jump Punch the two targets above you.

5- Jump on the platform and Super Jump Punch the target above and to the left of you.

- 6- Jump back on the platform and toss a Fireball at the target on your right.
- 7- Jump on the moving platform above you and break the target on it.
- 8- When the moving platform is at its highest point, jump to the left and onto the platform. Hit the target to the left of you with a Fireball.
- 9- Jump down the left side and Downward Drill Kick the target.
- 10- Jump off the left side of the platform and Super Jump Punch the target underneath it.

Bonus 2

- 1&2- Step onto the two platforms on your right.
- 3- Jump down the right side and step on the platform.
- 4- Jump onto the platform to your left being careful not to fall on the acid.
- 5&6- Jump onto the two platforms on your left the same way you did number 4.
- 7- Jump down into the little alcove and make your way to the platform on your right.
- 8- Carefully jump to the next platform while avoiding the moving block, and land on the platform.
- 9- Jump over the gap to the blue platform and hop up onto the little platform above it.
- 10- Carefully maneuver across the three blue platforms a hop onto the last platform.

Donkey Kong

Bonus 1

- 1- Punch the target to your right.
- 2- Punch the target to your left.
- 3- Jump onto the platform on your left and break the target.
- 4- Jump onto the moving platform beside you and break that target.
- 5- Jump onto the platform above and to the left of you and hit the target through the wall.
- 6&7- Spinning Kong the two targets above you.
- 8- Carefully jump onto the yellow and black platform and hit the target above you.
- 9- Jump onto the far right platform and hit the target above it.
- 10- Drop through the platform and Stomp the last target.

Bonus 2

- 1,2&3- Walk onto the three platforms on the right.
- 4- Jump onto the platform and when it rises jump onto the other one and jump up to the platform.
- 5- Drop down back onto the platform and than up to the next one.
- 6- Jump down the shaft to your right and land on the small platform.
- 7- Do your longest jump and onto the platform on the left.
- 8- When the moving platform to your left is almost at its lowest point jump down onto it.
- 9- When the moving platform is at its highest point jump up onto the platform above it.
- 10- Jump back down to the moving platform and jump to the right onto the platform. Now do your longest jump to the right and land on the last platform.

Link

Bonus 1

- 1- Hit the target to the left of you.
- 2- Jump up to the platform on the left and throw a bomb down at the target.
- 3- Now run over to the very left side, and use the Spinning Sword Slash to hit the target having your sword go through the wall.
- 4- Jump up the two moving platforms above you and break that target.
- 5- Now wait until the platform that you're on is at its highest point and than jump up to the platform on the left and break that target.
- 6- Now jump up to the top right hand corner and use the Spinning Sword Slash.
- 7- Now run back over to the left side and began your climb up. Hit the target that you see on the left side once you're up.
- 8&9- Jump the gap and throw a bomb down the shaft and it should hit two targets on its way down.
- 10- Equip a bomb, then jump up twice and throw the bomb up making sure that you don't do the Spinning Sword Slash.

Bonus 2

- 1,2,3&4- Jump onto the four platforms in the little chamber that you start out in.
- 5- Jump up and board the platform that is in the middle of the four moving platforms.
- 6- Jump on a moving platform and jump onto the platform to the far right.
- 7- Drop down and maneuver your way into the tiny alcove with a platform in it.
- 8- Maneuver your way back out to the four moving platforms where you first turned right and turn left and onto another moving platform.
- 9- Drop down and it will begin to look symmetrical of the right side but that will change when you come to the moving block on the platform.

Jump

inside the little opening and triple jump onto the moving platform.
 10- Jump down and Spinning Sword Slash onto the last platform.

Samus

Bonus 1

- 1- Hit the target to the right of you.
- 2- Hit the target on the platform above you.
- 3- Screw Attack the target on the platform above that one.
- 4- Jump up and drop a Bomb onto the target to the left.
- 5- Screw Attack the target above you.
- 6- Jump onto the moving platform on the right and Charge Shot the target to the right of you.
- 7- Jump to the right and drop a bomb on the target below you.
- 8- Charge a Charge Shot, jump up and shoot the target to the right of you.
- 9- Jump down the right side and Downward Kick the target.
- 10- Shoot your Charge Shot at the target on the right.

Bonus 2

- 1- Hop down to the platform on the right.
- 2- Jump up to the platform above you.
- 3- Jump across to the platform on the right.
- 4- Jump down onto the moving platform below you.
- 5- When the moving platform is at the farthest left that it will go, jump across to the platform.

6&7- On this column of falling platforms two of them are ones that you need to step on, so climb up making sure to step on both of them.

8- Screw Attack your way up to the platform above and to the left of you.

9- Go down beside the Bumpers and roll through them and board the platform.

10- Roll back out and charge your shot. Now climb up to the highest platform and back flip twice in the right direction then fire your shot backwards and Screw Attack onto the platform.

Yoshi

Bonus 1

1- Walk to the right side and smash your head through the wall and break the target.

2- Walk to the left side now and break the target.

3- Break the target directly above you.

4- Jump up the platforms above you and break the target near the top.

5- Drop down now underneath the moving platform to your left and break the target.

6- Now jump onto the moving platform above you. When it is at its highest point jump up and Egg Bomb the target.

7- Fall back down underneath the moving platform and do a big jump left.

Now use the Egg Bomb and angle it to hit the target.

8&9- Jump up and Egg Bomb the two targets above you.

10- Jump back once more underneath the moving platform and jump down to another moving platform. Jump out to a little spot and Egg Bomb the last target.

Bonus 2

1- Just jump up and board the platform.

2- Jump up again and board the next platform.

3,4&5- Jump over the pointed edge on your right and board the next three platforms.

6- A bunch of falling platforms will be to your right. One of them will be one that has to be boarded. When you see it come down, jump above it and Butt Drop.

7- Now quickly jump onto the platform on your right.

8&9- Jump the gap and onto the platform on your left. You will see six rotating platforms to your left two of which need to be boarded. Jump on the two.

10- Make your way to the last platform on the far left.

Kirby

Bonus 1

1&2- Break the target to your left and than the target above you.

3- Jump onto the platform above you and break that target.

4- Jump onto the larger platform above you, jump to the right and hit that target on your way back down.

5- Once you're back where you started jump below and onto the moving platform with the target on it. Break it.

6- When the moving platform is at its farthest left, jump off of it and into the alcove on the far left. Break the target on it.

7- Jump up to the very top of the chamber and Final Cutter the target.

8&9- Jump up to the very top right corner and jump down the shaft. Hit two targets on your way down and Final Cutter yourself back onto the platform to renew your jumps.

10- Jump back over the side and hit the last target.

Bonus 2

1,2&3- Board all three platforms in the little chamber.

4- Jump over the right side and board the platform.

5- Stone your way down to avoid the Bumpers. Now comes the tricky part. Somehow get yourself onto the platform in between the two falling platforms. My only tip is to note that the platforms fall faster than you.

6- When the moving platform is almost at the bottom, jump up into the shaft and onto the platform. Take the rising platforms up to the top and

jump onto the platform right when you see it.

7- Jump over to the right side and fall down the shaft. When you see a split in the shaft, take the right side and avoid the Bumper by using Stone.

8- This next jump is hard. Jump all the way up to the top of the chamber

and board the platform. It will take all of your jumps and the Final Cutter to pull off.

9- Drop down the chamber and into the shaft that goes straight down. Hug

the right wall and eventually you'll land on a platform. Use all of your

jumps and the Final Cutter to get to the platform in the top left hand corner of that chamber.

10- Drop down and hug the wall. Jump underneath it and onto the last platform.

Fox McCloud

Bonus 1

1&2- Hit the target to the right and then the target above you.

3- Jump straight up and hit the high target above you.

4- Climb the stairs to the right and break the target.

5- Jump onto the moving platform above you and break the target.

6- Jump up to the platform above you. Now hit the target above and to the left of you with a Blaster Shot.

7- Jump onto the platform in the bottom left hand corner and from there use both jumps and the Firefox to hit the above target.

8- Once back on the platform, time your Blaster Shot to shoot through the hole and at the target.

9- Now jump back up to wear you broke target number 6. From there double

jump as far as you can to the left. Use the Firefox to hit the target in

the alcove.

10- You'll probably fall onto the platform in the bottom left hand corner so jump off the right side and hit the moving target with

anything, I prefer the Firefox but a Blaster Shot could get it too.

Bonus 2

1,2&3- Quickly jump onto the three platforms that you see and then jump back where you started because that platform will rise.

4- Avoid the two moving Bumpers and stay on the platform. Avoid the next

two Bumpers and land on the platform.

- 5- Jump back onto the moving platform and avoid the Bumpers along you're way. Land on the platform at the bottom.
- 6- Jump back on the platform and follow it down to the very bottom. Board the platform and jump right back on the moving platform.
- 7- Stay on the platform diagonally and board the platform before jumping right back on the moving platform.
- 8- On your second time around on the moving platform when you get to the top left corner drop onto the platform in the middle chamber.
- 9- Jump across to the platform at the end of the chamber. Wait for the moving platform to come back and then jump on it.
- 10- Eventually when you get to the bottom left hand corner jump up into the bottom of the shaft and use both jumps and the Firefox to reach the last platform.

Pikachu

Bonus 1

- 1- Use Thunder to clear out the target in the shaft above you.
- 2,3&4- Use Thunderjolt once to the left side and twice to the right side to smash three more targets.
- 5- Now hit the platform above you.
- 6- Jump onto the moving platform on your right and break the target.
- 7- Jump up to the top and send a Thunderjolt in the air to hop to the right and break the target.
- 8- Jump onto the platform on the top left hand corner and break the target.
- 9&10- Jump down the middle and when you touch the lowest target use Thunder and it will hit both targets.

Bonus 2

- 1,2&3- Walk across the three platforms on the right.
- 4- Jump the gap and land on the platform on the right side.
- 5&6- Maneuver across the snake like stairs and touch the two platforms underneath it.
- 7- Jump down to the next level and make your way across being sure to board the platform along this level.
- 8&9- Jump underneath and into the chamber with the two platforms that need boarding.
- 10- Use two jumps and a Double Quick Attack to reach the last platform.

Captain Falcon

Bonus 1

- 1&2- Punch the target beside you and hit the target above you.
- 3- Jump up the right side and break the target.
- 4- Falcon Punch the target just to the right of the platform that you're standing on.
- 5- Hop up the two gray platforms and Falcon Punch the target.
- 6- Jump to the only moving platform in the bottom left corner and break that target.
- 7- Cross the gap to the left and jump up and hit the target above you.
- 8&9- Falcon Punch through the wall to hit the two targets on the other side.
- 10- Jump off the edge in the bottom right corner and jump into the

alcove with the target and hit it.

Bonus 2

- 1&2- Run along that level boarding both platforms.
- 3- Run along the level a drop onto the platform that comes in and out of the blue thing.
- 4- Jump up to the platform on the right and board the platform.
- 5- Drop down the shaft and board the small platform.
- 6- Run to the left and jump up to the platform.
- 7- Climb over the wall on the left. Run over to the right and fall down the hole. Board the platform that comes in and out of the blue thing.
- 8- Go back to the spot right below where you started. Jump through the gap on the right side and fall onto the moving platform.
- 9- Drop down onto another platform.
- 10- Jump underneath the wall on the left and up onto the last platform.

Jigglypuff

Bonus 1

- 1- Break the target above you.
- 2- Break the target on the right side of you.
- 3- Break the target on the left side of you.
- 4- Jump up onto the platform on the left and hit the target above it.
- 5- Jump over the left side, Pound the target, and jump back up.
- 6- Drop down the right side now and hit the target on the moving platform.
- 7- Drop to the moving platform below you and hit that target.
- 8- Jump up to the stable platform and hit the target above and to the right of it.
- 9- Jump onto the green moving platform and jump to the right and use Pound after every jump to get extra distance. Break the target on the ledge.
- 10- Fly underneath the platform that you're on and jump up and hit the last target.

Bonus 2

- 1&2- Board the two platforms on the left.
- 3&4- There are two platforms that need to be boarded on the escalator stairs going up. Board them and drop down.
- 5- A platform will come in and out of the blue stuff and it might annoy you if you keep missing it, but just stay in one spot that it might come up in and stay there and it will eventually come to you.
- 6,7&8- There are three platforms in this mess of Bumpers. You will probably get knocked around in here a bit but don't worry, just board the three platforms and drop down to the left.
- 9- Walk to the left and you'll see a platform that keeps falling. Just board it and move on.
- 10- This is tricky, jump to the left and after every jump use Pound to give you extra distance. It might take you a few tries.

Luigi

Bonus 1

- 1&2- Punch the target next to you and Super Jump Punch the target above you.
- 3&4- Jump onto the yellow and black platform to your left and Super Jump Punch the two targets above it.

- 5- Super Jump Punch the target high above the starting point.
- 6- Jump onto the moving yellow and black platform to your right and jump your way up to the very top and break the target.
- 7- Drop to the blue moving platform on the bottom and time your Fireball to hit the target underneath the yellow and black platform on your right.
- 8- The platform to the left of you that is shaped like a 1 has a target on the other side. Use your first jump to jump off the platform that you're on, the second jump to position yourself underneath and a bit to the left of the target, and use the Super Jump Punch to break the target plus land on the platform.
- 9&10- Jump on top of the yellow and black platform on the right hand side. Jump off and Drill Kick the target and than Super Jump Punch the last target over to the left.

Bonus 2

- 1,2,3&4- Board the four platforms in that chamber than jump down.
- 5- Jump under the block that comes in and out of the wall and land on the target.
- 6- Jump under the block and then board the platform on the right.
- 7- Jump onto the above platform.
- 8- Drop down to the blue platform beside platform number 6. Use all of your jumps to get to the platform in the little alcove above and to the right of you.
- 9- Jump onto the platform above platform number 8. Now jump up onto the platform that sways across the screen like a pendulum.
- 10- Hop up the red platforms up onto the last platform that needs boarding.

Ness

Bonus 1

- 1- It's right next to you, so pound it!
- 2- Hit the one above and to the right of you.
- 3- Jump to the platform on the left. Now use PK Thunder to hit the target underneath it.
- 4- Jump up and hit the target above you.
- 5- Jump onto the moving platform and hit that one with a PK Thunder.
- 6- Press Start to bring you to the map. You'll see a hidden target above and to the left of you so hit it with a PK Thunder.
- 7- Now head over to the right side of the screen. Jump up the side and you'll see a target, so hit it.
- 8&9- Jump onto the platform above you and enter the little maze thing. Once you see a target right in front of your face, PK Fire it. The PK Fire will drop down and hit the target below it as well.
- 10- Jump up out of the maze and follow the arrow down with a PK Thunder or just go down there yourself and hit it with a Downward Kick.

Bonus 2

- 1- Step onto the platform on your left
- 2,3&4- Step down continually from one to another until they've all been stepped on.
- 5- Drop down the hole, and triple jump yourself(via PK Thunder) up onto the next platform.

- 6&7- Jump down and step onto the two platforms on the left.
- 8- Here is where it gets tricky. Triple jump through the diagonal path on the left. Now maneuver through the moving platforms above it. Jump over the two bumpers and land on the platform.
- 9- Now head over to the right side and triple jump onto the platform.
- 10- Triple jump up there from platform 9.

Peach's Castle

Located in the upper reaches of Princess Peach's castle, this is one of the most compact battle zones in the game. Beware of the bumper above the castle, because it can bruise even the biggest brawlers. A small constantly moving platform at the base of the structure makes this small arena even more treacherous. With four players fighting simultaneously, things can quickly get too close for comfort.

Congo Jungle

This lush arena is a fertile spot for a friendly fight. A large wooden deck serves as the base for battle, with two perilous platforms rotating counterclockwise overhead. A barrel cannon constantly moves back and forth beneath the arena, which can give unlucky players one last chance to avoid falling to their demise.

Hyrule Castle

It may seem like an unusual place for a fight, but the roof of Hyrule Castle is one of the most exciting stages in Smash Bros. A platform with a ladder towers above the center of the arena, and the wide roof provides plenty of space for four players to get it on. Wind whipping across Hyrule Field can cause miniature tornadoes to form on the roof of the castle, so try throwing your opponents into these tiny twisters.

Planet Zebes

All the action takes place on an extremely unstable space station on the remote planet Zebes. Three stationary platforms hover above the planet's surface, with one moving platform on the right side of the station. It's advisable to remain on these high platforms, because huge pools of lava will flood the surface without warning. Your character will take 16% damage each time you touch the fiery liquid, so be sure that if someone falls in, it's one of your opponents.

Yoshi's Island

Straight out of Yoshi's Story, this level is just too darn cute for fighting. How are you supposed to kick tail when a smiling heart is showering everyone with joy? But if you manage to overcome the cute music and work up some anger, the simple design of this level is perfect for pummeling. Power-ups often appear on the clouds floating to the left and right of the arena. Grab them quickly, because the clouds will vanish after a few seconds.

Dream Land

Keep an eye on the Wispy Tree in the background of this deceptively simple arena. Occasionally it will exhale a powerful gust of wind that can send unsuspecting players into the abyss.

Sector Z

Players must dangerously balance on the outside of the Great Fox spaceship in this outer-space arena. From the cockpit to the booster engine, the entire vessel is open for fighting. The combatants aren't affected by the lack of gravity or oxygen, but you should always be on the lookout for low-flying Arwings. These miniature spaceships can be used as platforms, but their stray laser beams can turn you into an unwilling deep space explorer.

Saffron City

This Pok^もon city is extremely treacherous, so select a character with excellent jumping skills. Narrow crevices positioned between small platforms make it difficult to avoid falling. Random Pok^もon pop out of the rooftop at timed intervals, and they will indiscriminately attack anyone in their way. It's best to proceed cautiously in these mean streets.

Mushroom Kingdom

Ah, this secret stage will bring back memories with its dead-on representation of the classic Mario soundtrack, right down to the tiny, 8-Bit Instructions.

This stage is longer than it looks, In fact, the camera does not pull itself back far enough to reveal how far you can actually go. You'll sometimes find that you'll be fighting off-screen, trying to knock your enemies past the "ring out" limit. Just keep an eye on the icon that tells you what you and the other guys are doing.

There are three pipes in this level, two of which are protected by vicious piranha plants. When the plant ducks down into the pipe, you can stand on the surface. Push Down to transport to one of the other two pipes. It's random, so watch it- one pipe dumps you down into the gutter in the middle of the level. It's good to use these pipes as an easy escape route, but there is nothing completely safe in the game.

Cheap Combos

Items

Ahh, yes, the great items. I personally don't use items often, but when you use them they sure can make or break you. Or they can be extremely cheap so that you may just love them. Whatever. Thanks to Pokeytax, who really helped with this section. There are some simple things I forgot to add, and

some tricks I hadn't know.

RAY GUN MADNESS

Once you get the timing down, just keep firing that dumb gun until you're out of shots, then throw it at the unlucky opponent. Computers love this one.

FIRE FLOWER POWER

If you can trap your opponent between a flower and a hard place (the wall or the edge of a cliff) you can just keep burning them until the flower dies. A note from Pokeytax: If you think it's about to run out of power, throw it. You don't want them beating on you for your cheapness after it runs out.

BAT

Just use a smash attack while holding the bat. Good players will easily dodge it, though. This is an instant kill, with one exception (that I found). Giant DK will still be able to return when hit. I hit him about ten times in a row before he finally was down. I don't know about M. Mario.

SWORD IN A CORNER

Trap your opponent in a corner with the beamsword. Just keep attacking until they are at a high damage, and then go for a smash to likely finish them off.

FAN FUN

Smash Attack someone while holding a fan. Usually, an opponent will block. Then this will daze them by breaking their shield (if not, use normal attacks until it shatters). Drop the fan and choose an appropriate move. (Jigglypuff will instantly die if you manage to break its shield)

SHELL SHOCK ~ Submitted by Pokeytax

Reflecting shells with fox increases the damage they do. Also, if a thrown green shell is shot by a projectile roughly horizontally, it will go back the way from which it was thrown (If an opponent throws it at you on the right, and as Mario you shoot a fireball at it midair, it may turn around and nail your opponent in the face!).

MAJOR POKEMON SUPPORT ~ Submitted by Pokeytax

"The Pokéold: After you throw a Pokéball down, GRAB your opponent but

don't throw. (They can't escape from the pre-throw grab, I think, so don't worry.) As the Pokéon emerges, throw your opponent into it! Even better, hold your opponent over the Pokéall; if it's, say, Charizard, they're in for some pain. This strategy makes Meowth the king of Pokéon, as you can mash them deeper into the Pay Day field of attack. You can often do 75-200% with a Meowth. The Pokéold also lets you get other useful effects; projectile Pokéon like Staryu, Onix, and Beedrill will get a free hit in addition to their normal shots. Don't forget normal tactics; knock or throw your opponent into and through the field of effect (Charizard's flame, Onix's rock slide, Koffing's gas). If the opponent is stunned by a Pokéon effect, go inflict some pain. :)" ~ Also, I've only seen it once, but it's hilarious on Link's arena to see Meowth Play tug-o-war with a tornado for possession of the opponent. The opponent in question took over 700% damage from meowth's coins and then the tornado won: They shot up like a rocket.

MORE BEAMSWORD FUN ~ Submitted by Pokeytax

"Don't be afraid to throw this. One of the most surprising things you can do is chuck that precious, precious saber straight up or straight down at your opponent. It has terrific range, impact, and damage as a missile, and makes a ridiculously evil edge-guarding weapon. Nothing's better than a close range lightsaber toss, watching your opponent blast off again, then grabbing it again as it comes to rest and taunting."

VERY DEVIOUS FAN TRICK ~ Submitted by Pokeytax

"Obviously, you want to break your opponent's shield. But an advanced player will avoid this at all costs. Fortunately, the fan has a vacuum effect as well. If you're playing as Luigi or Jigglypuff (or Fox, I guess) then hit them with the standing 2% swipes until they come in within 'blast radius.'" (Bother your friends with Scorpion's 'come 'ere!' clip for Luigi, or various comments about Jiggly's seductive geisha techniques.) Most players can't go against their fan training and block quickly enough to stop Rest or Flaming Coin Punch at that distance, and it's an easy way to connect with devastating moves. You can also do smash hits as you'd do Jiggly's 'Pound Dance'; first to one side, then the other, to do a bit of damage while you hope for a shield break. As an added bonus, if you throw the fan and

connect,
your opponent will pop straight up the air, which has obvious
advantages for
Pikachu, Jigglypuff, or Fox and is overall useful."

STAR ROD ~ Submitted by Pokeytax

"Extremely underrated, the Star Rod is a good projectile weapon
for
those in need (*cough* Jigglypuff), a terrific smasher, and perhaps THE
best
throwing item. Why? It sends opponents horizontally and down in a
Deflector
Beam arc when thrown, which is VERY effective. Hit someone coming back,
even
a Kirby and especially a Link, and they're toast. Plus it does plenty
of
damage and adds to your attack range."

LUIGI! ~ Submitted by Eah53

"Get your apponet between you and a shell(not very far apart) Then
dash
at them and press A to do the RUN N' PUNCH you should hit them 2/3
times
befor you get to the shell then they will go flying depending on their
damage"

SUPERCHEAP RED SHELL ~ Submitted by azdbackfan

"Was glancing through item section and thought of probably the
second
cheapest cheap item move there is (second only to the fire-flower-
against-
the-wall trick). This works especially well in the second Mario
Brothers
stage (with the old music), but has been found to work occasionally
elsewhere.

A red turtle shell can mean instant death if it can trap an enemy
in a
tight area and knock him off the level. For a never fail (and I mean
NEVER,
it's been pulled on me a few times too...) trick, use the red turtle
shell in
the Mario Brothers stage in that corner in the bottom left, underneath
the
Piranha Plant that precariously pops periodically out of that
precisely-
placed pipe. (aren't aliterations great?)

If you hit them with it so it knocks them to the left, the turtle
shell
will keep hitting the opponent until he eventually meets his doom at
the
stage's edge on the left. THERE IS NO ESCAPE! Because of the platform
overhead, it is impossible to jump over the shell, and since the stage
is not
mysteriously floating in the air, there isn't even a need to edge guard
because the opponent can not come back.

DANGER: Do NOT jump down into that area...sometimes the turtle
shell
that you threw will come back and hit YOU, performing the same #@%#&@%
trick
you just did to your opponent. Unfortunately, with two other people

still
around, it is easy to get knocked down there by them (or knock THEM
down)" ~
sounds right, I got trapped by something like that before, but I did
not test
this.

Though you can be trapped by this, it generally is escapable. If
you
hold Z to get up when you hit the ground and block the shell, you can
jump
over it or roll past it. However, when you can't see yourself off the
side
of the screen, this can be very difficult. ~ tzwizard

SURPRISE BAT SMASH ~ Submitted by geethree@hotmail.com

"I found a way to use the bats one hit kill, when kirby, pick up a
bat,
then suck someone in. Press down or B to spit em out, then quickly turn
around and do the instakill with the bat, Not many people expect it." ~
Don't
try this more than once...

GENERAL ITEM GUARDING AND ATTACK ~ Submitted by tzwizard

"if you have an item you're willing to sacrifice, throw it at him.
if
he's good he's bound to shield and it may push him back or not. either
way
make a dodge for the item and tap r very quickly to grab. if they
started to
roll behind you then pick up the item and use it. if they were grabbed,
throw
them quickly, preferably to the closest ledge or towards a tornado. a
quick
and effective way to clear the area when there's only one guy near it.
the
other is very devious. most people forget that simply tapping r will
drop an
item behind you. many people will try to roll or get behind you for
different
reasons just tap r or throw the item at a wall behind you. either way,
it'll
flip a bit and then hit the person. you can then throw them towards the
wall,
pick up the item, and then hit them with it again for a nice 3 hit
combo.
works well on the right side of hyrule castle."

YES, THE FAN CAN BE CHEAP ~ Submitted by DarkBalloonZ@aol.com

"If you found a fan and you got it, try this combo on your friends
and
it will them for sure kill them even if they have 0% damage if you do
this
right. First, it is pretty simple how do you do this. Get next to the
opponent and quickly use a smash attack with the fan if they did not
shield
and if they did shield, that's still fine. Once you do that, it will
send
them flying the other way so you have to quickly use another smash
attack hit
with the fan on the other way to send them flying back where they was

and hit them again with the smash attack again. Keep doing this until you think it is the level where you can finish them off like at level 121%. Once you use the last smash attack with the fan, quickly use another smash attack on the other side to send them away like Up&A. Since I use Fox a lot, I would use the flip kick on the opponent to send them flying over the horizon with his fighter stance." ~ This is hard to do, but WOW is it good.

-HELP-

I don't use items often. If you have some cool item combos, send 'em in. I'd really like some help for this section.

Characters

Well, everyone has his or her favorite, but if fair play isn't your favorite idea, then this section may change your mind somewhat. A seventy percent combo might just change your mind about mocking out Jigglypuff. Of course, King of Cheap Kirby may fit the bill as well. My names for moves are under each character. I will use this format:

Name

B move

U&B move

D&B move

My ranking NOTE** This is my ratings as of when I started this. My choices have greatly fluctuated since then, so These really mean nothing. For example, my current favorite is Jigglypuff. (On November 15, 2000)

WHATEVER THE NAME OF THE COMBO IS

Explanation of combo

FAVE FINISHER

Explain finisher (Finishers are to mock opponent on his final life- many are suicidal, like Jigglypuff & Pikachu)

Note that there is no all-purpose combo. Most combos are made up, situation specific, use what ever you think up combos. Therefore, most of the combos shown are meant to work anywhere, but you may be able to make them different, better, easier, whatever by using your surroundings. Juggling can be helped or hindered by platforms over your head, walls are great ways to rack up damage, and pits you must jump over are great for super send downs.
Et cetera.

Luigi

B: Fireball

U&B: Flamin' Coin Punch, Ping Punch

D&B: Tornado

#ABSOLUTE LAST- I hate this guy, but I know he -anyone- can be good in the right hands.

COMBO FINISHER

If there's anything I like about this guy, this would be it.

After

anything that puts you both on the ground together, use Up and B (you must be right next to them) to get the flames and pain. A good thing to use to both

be together is a downward drill kick (Down and A) to start it off.

Thanks to

a reminder from Pokeytax, if you "cancel" the drill kick it works much better.

LUIGI DOOM COMBO ~ Submitted by "Efrain Reyes" on the GameFAQs message boards

Shoot a fireball from the right distance, and you can use a up and A smash attack. Now use a tornado. Follow up with a jumping drill kick, and either another tornado (in an attempt to continue the combo) or a flamin' coin punch.

GOOD LUIGI JUGGLE~DEATH ~ Submitted by Pokeytax

Single jump, up+A, double jump (or not, if you're already close enough), up+B. Against moderately damaged opponents with the right timing, this is hard to escape (i.e. I think it's impossible but don't know for sure) and often results in a quick Star Finish (for heaven's sakes, it's got a HEAD START, as you're already in the air). Follow the up+A with a mashed-or-not down+B if you don't trust your Coin Punch skills. Of course, you have to connect with the kick first. But if you're a Luigi player you're used to that story. :)

"NOT-VERY-ULTIMATE-OR-CHEAP-OR-INESCAPABLE COMBO" ~ Submitted by

Pokeytax

"Down+A drill, up+A smash, jump and up+A (quickly >_
All Purpose Cheapness

These are the cheap moves that can be used by every character (unless specified otherwise). This isn't too big of a section, but I'm not sure how many tricks every single character can use. ... OK, there's quite a few, many of which are why say, Fox doesn't have many cheap moves by him- he's

good at
say, little taps, which more than compensates...and an expert at using
the
walls and juggles.

CORNER

Any character can use his or her A attack over and over in a
corner to
rack up tons of damage to their trapped opponent. It works especially
well
with Link, C. Falcon, and Kirby, is pretty easy with Fox and Pikachu,
and is
rather difficult for all other characters. This is sometimes known as
the
"Infinite Combo" but is usually possible to escape when you get to
300%.

COUNTER THE CORNER TRICK~ Submitted by tzwizard

When you see someone setting you up for the aforementioned combo
by
light tapping you into a wall, there is a way that sometimes counters
it.
Start simply tapping A yourself. Often, you can have the moves counter
and
push your opponent back, giving you time to jump out of there and
escape the
terrible fate of the most unfair way of taking damage in the game.
Sometimes
it doesn't work on pikachu's little head-butt because he's too short
though...

WHEN OPPONENT IS DAZED

NOTE: all of the strong attacks assume that the opponent is
between you
and the closest edge of the platform unless specified otherwise.

There are many different options you have when your opponent is
dazed.

Here are generally the best ones for each character:

LUIGI: Ping Punch the opponent at high or low damage.

MARIO: Try to start a Tornado Whirl or if the opponent has taken
serious

damage, Use the game's most powerful upwards smash attack.

DK: Take the time to charge up that super punch, then let 'em have it!

LINK: Smash Attack the opponent away from you, preferably off the
cliff.

SAMUS: Charge up the Super Charge Ball. Fire the Super Charge Ball.

Hit the

opponent with the charge ball. Laugh as the opponent goes flying or

follow

and attack more.

C.FALCON: Falconnnnn Punch!

NESS: If you're feeling gutsy in a big arena, try to PK thunder
yourself into

the opponent. If not, bat or throw them.

YOSHI: Either try the RUN RUN RUN combo above or Smash attack or

Downward

Smash Attack or Stomp (The one way they can't block it on the ground)

the

opponent.

KIRBY: If near the edge, try CHEEP #2. If not, try stealing a power,

Downward Smashing, Rocking, or whatever you feel like doing to the opponent.

Use a move stolen from Samus, Falcon, or DK if you have it.

FOX: Either Downward Smash them away or Upward smash followed by Up and A

midair juggling.

PIKACHU: Ah, choices, choices. There's Smash Attack, Thunder, or throw (backward, while facing away from the nearest edge). Choose any of these.

JIGGLYPUFF: At a very low percentage, try to start the ULTIMATE CHEAP COMBO.

If not, just use SLEEP on them.

IF JIGGLYPUFF IS TAKING A NAP...

Jigglypuff is sleeping. Let's not disturb it. If Jigglypuff is near the edge and misses a sleep attack, slowly walk into it. You will push it, eventually off the edge. You won't get a kill, but its death, potentially at 0%, is good enough. After the fact, the Jigglypuff will be much less likely to use SLEEP on you again for a while, fearing suffering this fate again...

Note that if you try this on a dazed person, they will immediately wake up as they start falling. I had a friend get 12% damage on my Jigglypuff and kill me twice. Not good. If the Jigglypuff is not near the edge, treat the sleep like as if they are dazed and use the appropriate move.

LITTLE TINY TAPS

When an opponent is at a low percent damage, you can hold Up (not enough to jump) and press A to do a light upwards hit. This can be repeated until the opponent has a lot of damage. I have a friend who does this incessantly with Fox, and I did it with link and nailed an opponent. I don't think it works with Samus or Falcon, because the way their kicks are. With Fox on his stage, at the "fin" you can slowly move forward while doing this and get an opponent to well over 70% without fear of retaliation...until the combo ends.

Note that with some characters (Fox, Link, maybe others) you must move forward slightly between kicks, but these tiny touches can be devastating.

JUGGLES!

The favorite word of a Fox or Jigglypuff. The nightmare of all Yoshis stupid enough to waste that double jump. Yes, every character can juggle.

And juggling is a great way to get lots of damage. The best jugglers in my opinion are:

JIGGLYPUFF- Jump, juggle, repeat

FOX- Up and A midair counters nearly all and keeps them up
PIKACHU- Be sure to tack on a thunder after any combo
FALCON- Speed keeps 'em OFF their toes
NESS- Upward Yo-yo at a low percent, up and A while midair works.
LINK- Possibly best little tapper, plus the upward sword strike
(midair)
DK- Low percent CLAP (Smash up and A)
MARIO- Tornadoes, anyone?
YOSHI- That upward tail swipe (U&A midair) is effective
KIRBY- Not all that good, but can rock escape
LUIGI- Ugh. Not too bad, but not too good.
SAMUS- Can't juggle well, but can't BE juggled well.

MASSES OF PROJECTILES

If you have a projectile with your character, by all means USE IT!
Projectiles should be used as screens for other attacks, for annoyances, to keep someone away from you...USE THEM! You can be really cheap by trapping opponents with these! The best (IMO) are in this order:
YOSHI EGG- one of the most powerful, great for edge guarding, it can go far or short...If it took less time to throw, it'd be perfect
MARIO FIREBALL- Fire these again and again as fast as you can. Great screen for getting back on, starting other attacks...not too powerful though. Ties the egg for most annoying.
SAMUS CHARGE SHOT- Enough said. It takes #3 because it's so easy to dodge, though so powerful. Really fun to be Fox or Ness against someone who abuses this.
LINK BOOMERANG- Everyone who knows me as Link knows I over-abuse this move. Duh. It goes really far (smash direction and B doubles distance) AND comes back. The key to hitting people with it? Throw it again and again, at people, above people, below people- you'd be surprised how often it connects. Another trick with it is to jump over it as it comes back. (After pressing B press up or down to set a trajectory)
FOX LASER- rapid fire, but weak.
PK FIRE- Short range, but stuns
PK THUNDER- Long range but leaves you vulnerable.
LINK BOMB- Way overrated, the bomb is useful to link almost only when he has thrown the boomerang or needs vertical throwing. Not THAT bad though.
SAMUS BOMB- Weak, drops underneath, but can be useful...if used better than I can use it.
PIKACHU THUNDER BALL/HOP- Slow, weak, not all that good, but useful in some situations. Like one that I mentioned in his section...
KIRBY SWORD SHOT- Waste of time, too slow, not very good
LUIGI FIREBALL- Belongs to Luigi. Enough said. Actually, I think it sucks even without the crap character.
YOSHI KICK-UP STARS- If you use the Stomp for this, there's something

wrong
with you. Really, really weak, just meant to sometimes save the
stomping
Yoshi from extreme pain.

Of course, most of these have the potential to be cheap if
overused, and
that goes generally from top to bottom in order of potential for
cheapness.

From tzwizard- use projectiles around people to make them block
(or
reflect as fox) and you can usually get a good hit in on them or a
throw
before they can escape.

THE WALLS HAVE IT!

If you have access to a wall, use it. Throw opponents off it
again and
again. Smash them into it again and again. Beat the crap out of them
with
the wall. In Saffron, you may get a little help from Pokemon as well.
The
walls are key in Saffron, Hyrule, & Sector Z. If you get them, show no
mercy. Unless your opponent is me, that is. Then show lots of mercy.
Please. ;)

I discovered something new with this. If you use a hold down and
press
A against a wall while using Luigi, DK, Ness, or Pikachu, you can have
them
bounce off of it and you do the same move again and again to rack up
damage.
This is like the infinite combos but harder to do and they only last to
around 100%. All but Ness's. Ness's combo is EXACTLY like an infinite
combo, and the only one you don't have to be a little bit farther back
from
to pull off. The other characters' light down hits won't work with
this.

DRILL KICKS ~ Submitted by tzwizard

Use these a lot. At low damage, they can start combos (make sure
you z-
cancel to make sure you don't get stuck on the ground) and at high
damage
they can be used as effective super send downs. Mario, Luigi, Yoshi,
Kirby,
Fox, and Jigglypuff all have drills, but Fox's is generally less useful
and
Kirby's generally more useful than the others.

-HELP THIS SECTION GROW-

If you have any cheap moves or combos that work with many
characters,
tell me what they are and I'll add them if they work.

EDGE GUARDING

HOW TO EDGE GUARD

If your opponent is coming back from off the cliff, there is a
multitude
of different ways to hit him, and keep him from returning. This does
not

include throwing, shooting, using, etc. with items. I will not cover how to get on while you are off, because it usually means just hoping the opponent misses with one of these, or that you get through them with minimal damage.

I will give a general tip, but not for escaping each character specifically.

*Note that Edge guarding to me means keeping them off, not letting them get back on and wailing on them before they can do anything. That works, but I prefer to, as they say in MK, "FINISH HIM!" There are also other ways to do these, but these are the ways I use. Anyone can mail me tips on this, if you think there's something better.

LICKING A LUIGI

These can prevent Luigi from having a ghost of a chance to survive.

-LUIGI STOPPING LUIGI

Fireballs. If he comes above, try the up and A midair or on the ground attack, or forward and A while midair. If from below, downward smash, but with this match-up, you don't want to attack from above the cliff.

-MARIO STOPPING LUIGI

Same as Luigi stopping Luigi, but fireballs go at angles so try those if he's coming from below.

-DK STOPPING LUIGI

Try to jump out and use Forward and A or downward and a to send him down. Beware the Flamin' coin punch. Downward smash lasts a while, so try that if he comes from below. If using midair forward and A, you need not go out over the cliff yourself.

-LINK STOPPING LUIGI

Boomerangs when he's far away. SpinSlash when he's above you. Smash when he's coming at your level, and try a bomb downward from midair if he comes from below.

-SAMUS STOPPING LUIGI

Charge ball if he's far, Bombs if he's low, screw attack if he's high, and Samus' extremely quick Smash if he comes at your level.

-FALCON STOPPING LUIGI

If you think you can time it, Falcon Punch. Flamin' Flip keeps them away from above, and if they come low or your range, you can always try his

super send down finisher and get back up.

-NESS STOPPING LUIGI

PK thunder if he's far away, any A attack midair if he's high, bat if on cliff to attack, Super Send Down while midair is especially effective, since you can PK thunder yourself back up.

-YOSHI STOPPING LUIGI

From far or above the method is simple: EGGS. From same level or below, either Smash or tail swipe (Downward smash) respectively or try the Super send down.

-KIRBY STOPPING LUIGI

Cheep #1. Of course, #2 also works, or any midair attack at all since Kirby can get back from it. If you stole a projectile, this may be a good time to use it.

-FOX STOPPING LUIGI

One word when he's far: Laser. Fox can also jump pretty far to try to "FOX SPIKE" him. If he comes from above, try starting a juggle.

-PIKACHU STOPPING LUIGI

Below: Thunder ball or bounce. Above: thunder or any midair A attack (say, forward and A thunder drill?). Forward: Simply use Pikachu's long length, long lasting Smash attack.

-JIGGLYPUFF STOPPING LUIGI

Fly out and hit him with any A attack. BEWARE OF HIS FLAMIN'COIN PUNCH!

-LUIGI SURVIVAL

If at around ground level, shoot a few fireballs. These may prevent the opponent from hitting you, but aren't very good. Sorry, you have little chance against a good edge guarder, but you may be able to use the Flamin' coin punch to take them down (or is it up?) with you. Of course, you're Luigi, so you have little chance (YES, I AM BIASED AGAINST LUIGI!)

MASTERING A MARIO

This guy's nearly the same as Luigi, but can't use the Flamin' coin punch to get even. He has one chance though... and it's better than that punch.

-LUIGI STOPPING MARIO

Fireballs. If he comes above, try the up and A midair or on the ground attack, or forward and A while midair. If from below, downward smash,

but

with this match-up, you don't want to attack from above the cliff.

-MARIO STOPPING MARIO

Same as Luigi stopping Luigi, but fireballs go at angles so try those if he's coming from below.

-DK STOPPING MARIO

Try to jump out and use Forward and A or downward and a to send him down. Downward smash lasts a while, so try that if he comes from below. If using midair forward and A, you need not go out over the cliff yourself.

-LINK STOPPING MARIO

Boomerangs when he's far away. SpinSlash when he's above you. Smash when he's coming at your level, and try a bomb downward from midair if he comes from below.

-SAMUS STOPPING MARIO

Charge ball if he's far, Bombs if he's low, screw attack if he's high, and Samus' extremely quick Smash if he comes at your level.

-FALCON STOPPING MARIO

If you think you can time it, Falcon Punch. Flamin' Flip keeps them away from above, and if they come low or your range, you can always try his super send down finisher and get back up.

-YOSHI STOPPING MARIO

From far or above the method is simple: EGGS. From same level or below, either Smash or tail swipe (Downward smash) respectively or try the Super send down.

-KIRBY STOPPING MARIO

Cheep #1. Of course, #2 also works, or any midair attack at all since Kirby can get back from it. If you stole a projectile, this may be a good time to use it.

-FOX STOPPING MARIO

One word when he's far: Laser. Fox can also jump pretty far to try to "FOX SPIKE" him. If he comes from above, try starting a juggle.

-PIKACHU STOPPING MARIO

Below: Thunder ball or bounce. Above: thunder or any midair A attack. Forward: Simply use Pikachu's long length, long lasting Smash attack.

-JIGGLYPUFF STOPPING MARIO

Fly out and hit him with any A attack. Be careful not to go too far, you aren't Kirby.

-MARIO SURVIVAL

Come in high, whenever possible. Use a screen of fireballs always. If forced to come from below, try to jump so you grab onto the edge.

DESTROYING A DK

This old ape isn't too good at returning, and his Spinning Kong or Tornado is weak and easy to hit. This should not be too hard to kill, but to escape; there's the problem.

-LUIGI STOPPING DK

Fireballs when he's far and he may not get a chance to use the tornado. If he comes high, watch a downward smash (if he hasn't tornadoed) and try a Flame Coin Punch or forward and A midair. If he's low, downward smash, and at your level, normal smash.

-MARIO STOPPING DK

Fireballs when low, then Smash Downward attack. Medium, smash forward, and when he's high try an upward smash, THE most powerful upward smash.

-DK STOPPING DK

This would be a great time to get an easy Super Punch in. Almost all of DK's power hits will stop the tornado, and if he's high jump and Forward and A for the best results.

-LINK STOPPING DK

Boomerang far, smash attack when he's at your level or low, jump and SpinSlash if he comes from above.

-SAMUS STOPPING DK

Fire the shot at him if you can. If not, get above him and do the Super Smash Down. If he come high, screw attack or Upward smash flame-thrower.

-FALCON STOPPING DK

Punch shouldn't be too hard to time for low or medium height. If not, try the Smash attack. Flamin' Flip if he comes high should fry this ape.

-NESS STOPPING DK

PK Fire should stop him dead in his tracks. If he's low, you may try the smash attack bat. If high, jump and any A attack, or you could try the Super Smash Down.

-YOSHI STOPPING DK

Egg (edge) guard well. Downward Smash, or tail swipes work good when he's low, Smash when medium, eggs everywhere else. Super Smash down can work if he's in his tornado.

-KIRBY STOPPING DK

Downward Smash if he's low. Use a stolen move if possible (say his own punch?) if he's even, or Try a #2. #2 works if he's high as well.

-FOX STOPPING DK

Laser when far. Down smash when low. Perfect "Fox Spike" candidate. When high, start a juggle.

-PIKACHU STOPPING DK

Jump out there and Forward and A to him! If he's too high, Thunder will bring him down, and then thunder drill (aforementioned move) repeatedly.

-JIGGLYPUFF STOPPING DK

Down smash when low. Drill-Sleep combo when medium. When high, start your juggling!

-DK SURVIVAL

Not good. If you can use a Super Smash Down to drag them with you, or Super punch as you fall (especially in Samus' world!) Hope the opponent misses, and try to come low and grab the edge or very high, not at the opponent's level!

LAYING IT TO LINK

Uh-oh. Oh no. Here it comes. Death to the green guy. He can't jump worth beans. He can hardly even attack whoever threw him off. This section shouldn't be necessary, but I am covering everyone. The SpinSlash just isn't good enough to save our valiant hero (This is THE reason he isn't my main character- must...get...on...platform...)

-LUIGI STOPPING LINK

If you get him off, he won't get high. Therefore, Smash attack down or sideways to get rid of him.

-MARIO STOPPING LINK

Fireballs should stop him. Smash forward or low if they don't

-DK STOPPING LINK

Super punch, downward smash, either super smash down, it just doesn't matter.

-LINK STOPPING LINK

Aww, let him live. YEAH RIGHT. Bombs, Smash attack, your own SpinSlash- Just don't fall off yourself!

-SAMUS STOPPING LINK

Bombs, Shot if he's high enough, Super Smash down... seems a bit too easy.

-FALCON STOPPING LINK

Super Smash Down, Downward Smash, normal Smash- seems like a broken record

-NESS STOPPING LINK

Super Smash Down, Bat, Yo-yo...yawn.

-YOSHI STOPPING LINK

Sniff...beating on another non-Luigi green guy! Eggs, Down smash, and normal smash will do.

-KIRBY STOPPING LINK

#1, #2, Rock, Downward Smash, the works. Like he has a chance.

-FOX STOPPING LINK

Good Fox Spike candidate (where would I be without PentaroX?) or easy to downward smash.

-PIKACHU STOPPING LINK

Enough already! Forward smash, midair forward drill...I feel sorry for Link.

-JIGGLYPUFF STOPPING LINK

Finally, the last one! Down smash, forward smash, it just doesn't matter. Poor green guy (I feel sorry for someone who can't jump, still tries, and always gets knocked away...).

-LINK SURVIVAL

Just go quickly and quietly. Really, though, just SpinSlash and hope for the best. Pray Giant DK doesn't throw you off- he can actually kill you at 0% that way. (Hint hint-STAY AWAY FROM HIM)

SCREWING SAMUS

This is one of THE most difficult things - keeping a good Samus down.

When Samus Jumps, Drops bombs, and screw attacks, it often seems impossible to edge guard. Here are my attempts.

-LUIGI STOPPING SAMUS

Fireball if far, Attempt Ping punch if high, Downward smash if low, Smash if at your level.

-MARIO STOPPING SAMUS

Fireballs low, Upward smash high, Smash at your level, et cetera.

-DK STOPPING SAMUS

Either Super Smash Down works, but beware of the screw attack. A better strategy is to try that forward if she's high (YES, SAMUS IS A WOMAN) and Super Charged punch if she's low or at your level.

-LINK STOPPING SAMUS

Smash attack at the edge, throw boomerangs when far, SpinSlash her if she comes from above... Seems a bit repetitive.

-SAMUS STOPPING SAMUS

Charge ball if far, Well-timed Smash attacks for low-mid height, Jump and Screw attack her if she tries to come over your head.

-FALCON STOPPING SAMUS

Smash if you can at low or medium heights, Flamin' Flip if Samus comes from above, If you feel gutsy try to time a Falcon Punch.

-YOSHI STOPPING SAMUS

Throw eggs, even to way in front of her, and use a smash attack if she's low to mid height and throw an egg everywhere else.

-KIRBY STOPPING SAMUS

Take advantage of your floating power to go out and do a #1. If you want to stay on the edge, try any Smash attack, and if she comes in high, your up and A midair attack might just knock her back off the platform.

-FOX STOPPING SAMUS

Ok, low smash works wonders, Fox Spike if you feel lucky, Juggle if she comes high, and just Smash her if she comes at middle range.

-PIKACHU STOPPING SAMUS

Jump out there and forward and A drill her! You can teleport back; she can't. If she comes high, Thunder, and your PikaSpit (forwards and A smash) stops her if she's too close to drill.

-JIGGLYPUFF STOPPING SAMUS

Down smash works, Get above her and drill her if she's high (you have 5 jumps, use them!) and Smash Attack if she is at your height.

-SAMUS SURVIVAL

Shoot the charge ball if possible to hit opponents but impossible to get back. Use Bombs to slow down and confuse the attacker. Screw attack if at all possible. Samus is one of the hardest to keep off the cliff.

FRYING FALCON

Second worst in terms of jumping only to Link, the F-Zero captain only is saved by his Flamin' Flip. Like link and his Up and B, it is not all that good. However, like link, he is hard to hit while doing the Up and B move.

-LUIGI STOPPING FALCON

~ Groan ~ This will take forever to finish... ~ sigh ~ here goes...Fireballs
if far, Smash attack low, ping punch high, DON'T get CAUGHT BY THE FLIP at your level.

-MARIO STOPPING FACLON

Fireballs low...Smash medium...Up Smash high...

-DK STOPPING FALCON

Try to super send him down. If high, use the forward and A one, or just use that one no matter what. Avoid his flip, it's devastating.

-LINK STOPPING FALCON

Boomerang/bomb him if far, Smash attack or SpinSlash if he's near your level or below, and Jump and SpinSlash if he comes in from high.

-SAMUS STOPPING FALCON

Try the charge ball at long distance, Jump and drop bombs/Super smack down if he's at your level or low, and Screw Attack if he's high.

-FALCON STOPPING FALCON

Try a Falcon Punch for low or medium height. If he's high, Use YOUR Flamin' Flip to keep him that way.

-NESS STOPPING FALCON

Super Smash Down, PK thunder if he's far, Smash attack up, down, or normal depending on whether he's high, low, or even with your height.

-YOSHI STOPPING FALCON

One egg usually does it. If not, try any Smash attack or his Super Send down.

-KIRBY STOPPING FALCON

Falcon: Look out for #1. Other than that, if he comes high, use any midair A attack. #2 if he's high and you think you can do it...

-FOX STOPPING FALCON

Tough, but you can Fox Spike him. If he's smart, he'll use his U&B early and try to catch you though. Other than that, Smash or juggle at the edge.

-PIKACHU STOPPING FALCON

Smash or thunder at the edge, thunder only if he's high. This is one guy you don't want to jump out and drill. The thunder ball can also work.

-JIGGLYPUFF STOPPING FALCON

Down Smash, Normal Smash, or juggle for low, medium, and high comebacks.

-FALCON SURVIVAL

Good Luck. Use the Up and B to attack, and since it has a good chance of hitting an edge guarder from below, use it again ASAP if you get a hit. Note that his Up and B attack GOES THROUGH SHIELDS of people guarding the edge, waiting for you to get back to nail you.

NUKEING NESS

He can come back amazing distances using PK thunder to hit himself far. However, he's then easy to hit again, keep off, Et cetera. You can keep a Ness off easily by jumping and attacking off of the cliff. Just do it fast, as a lack of speed may mean suffering 30% damage as he uses his Thunder THROUGH you. Ouch.

-LUIGI STOPPING NESS

I'll say this once for the Ness sets (actually, I'll repeat myself, but...) If you take out the PK thunder, you take out the kid. With that in mind, fireballs when far, Ping when close, and sacrifice yourself to PK thunder if he uses it when near. If he floats back, Smash attack him. If you're going to jump out and hit him when he uses PK thunder, do it early.

-MARIO STOPPING NESS

Like Luigi, fireball when far, but jump first. If he's low, fireball like there's no tomorrow- the angle of the fireball will likely take the thunder or the kid down. If he's high, try the upward smash or a jumping tornado, and if at your level, smash him for good.

-DK STOPPING NESS

Big Fat Monkey vs. Midget? Super send down if at all possible, charge the punch when he's far, jump high and forward and A to knock him down from the heights, Punch him if he floats to you.

-LINK STOPPING NESS

Boomerang when far, Smash attack when he's near, Jump and SpinSlash when he's high, and if he uses PK thunder from below, a well placed bomb

will
extinguish it.

-SAMUS STOPPING NESS

If he uses his absorber, he'll likely fall. You can therefore shoot the crap out of him when he's far. Otherwise, Super Smash Down, since Samus can recover, screw attack when he's high (backwards and A midair works pretty well too) and time the quick smash attack to prevent his return.

-C.FALCON STOPPING NESS

No projectile for when he's far (That's bad) but if you feel lucky, you can Falcon Kick out there. If he's high, Flamin' Flip him, and Low to medium, Smash attack him. This is one character you don't want to jump out and stop him with when he uses PK thunder.

-NESS STOPPING NESS

Use your floaty jumps to get him! Or, use YOUR PK thunder (while ON THE GROUND) to kill his PK thunder, Super Smash down, A attack midair, et cetera.

-YOSHI STOPPING NESS

Once again, Yoshi's eggs are the key to keeping an opponent off the platform. If he gets close, single jump out there and attack, using your double jump to come back. The little fat kid dies.

-KIRBY STOPPING NESS

(Yawn...need...sleep...) Um, Jump out and give him the old 1 (but not 2). Shoot him with a stolen shot, Smash him, it just makes very little difference.

-FOX STOPPING NESS

PentaroX to my rescue again! Fox Spike DEVASTATES Ness. It's quick, clean, efficient... sort of like the mice I was forced to watch get genocided in my nature center volunteer work today... anyway, if you don't use the spike, Smash him or Down smash him, or if he's high juggle him (As of today I feel very sorry for all mice).

-PIKACHU STOPPING NESS

I've really seen this one in action (I will never play as Ness against Dave again. ;)). Jump out and forward and A drill him. Get back on. He can't. You don't really need to do anything else, but aside from that, if he's high, Jump up and drill him; if at your level or below, a well timed Smash attack does the job nicely too.

-JIGGLYPUFF STOPPING NESS

Jump and kick him farther. If not, then Smash medium or low at the cliff's edge or juggle him if he's high

-NESS SURVIVAL

Most know that you can PK thunder yourself far. However, if you don't have to, DON'T! You'll save lives that way. If you have to use PK thunder, do it from somewhat far away so you will be hard to hit out if it. Pray you grab the edge. Beware someone trying to Fox Spike you, it is almost always fatal, because if it reflects you, you fall, and if it reflects the thunder, you fall. (That is not what we like to call a win-win scenario for Ness)

YUCKING AT YOSHI

Yes, he only has two jumps. No, he has no triple jump. Yes, he is FRIGGIN INSANELY TOUGH to keep off. For me, a Yoshi player, that's a good thing. For everyone else, it may alter your edge guarding strategy.

-LUIGI STOPPING YOSHI

This section could get annoying, how to kill my favorite character, but here goes. If he comes high, try to backwards and A kick him. If he's low, a downward smash should do wonders. If medium, attack with a smash. It is likely that as you smash, he may hit you as he falls. Then, he will not grab the edge, and you've taken maybe 12 % damage.

-MARIO STOPPING YOSHI

Fireballs do little here. You basically want to do the same as Luigi, so I'll skip that typing.

-DK STOPPING YOSHI

The jumping Forward and A super send down will work wonders when he's high. When he isn't, try to time the super punch or smash attack. The downward smash is pretty useless in this situation.

-LINK STOPPING YOSHI

Once again, projectiles do little good. If he comes in high, a jumping SpinSlash might finish him off. If he comes low, Smash attack him at the edge, and do the same for medium height.

-SAMUS STOPPING YOSHI

Try to fire a fully charged charge ball at him. If it hits, even if it doesn't stop him, you get a lot of extra damage. If he's high, jump and

backwards kick (Samus' back kick is really good). If he's low or medium, go for the quick smash attack to stop him.

-FALCON STOPPING YOSHI

Flamin' Flip him when he's high, Smash attack when he's low or medium. Falcon Punch can replace the Smash, but it's tougher to pull off.

-NESS STOPPING YOSHI

If you plan to jump out and stop him from coming that way, get ABOVE him and do your super smash down. If you get below him, he may take you down with him or smash you down and survive. If you stay on the cliff, jump and backwards and A to kick him hard if he's high, or do the DOWNWARD smash to keep him off when low, and if he's medium a normal smash will do. The downward can be done faster facing away from the cliff.

-YOSHI STOPPING YOSHI

I hate mirror matches. Well, same as Ness- get ABOVE him if you try to forward and A smash him down. If you stay on the cliff, midair backwards kick works when high, and at medium or low, a normal smash attack gets the job done.

-KIRBY STOPPING YOSHI

You're better off smash attacking from on the cliff than trying #1 in this case, since he can jump right through it (though he takes damage). If he's high, a backward kick ought to get rid of him if timed correctly.

-FOX STOPPING YOSHI

Shoot him if he's far, you may stop his jumping (if extremely lucky). If you Fox Spike at the correct time, he'll be helpless. If he's low, Fox's great downward smash will work wonders. At medium height, regular Smash Attack. If he comes in high, juggle him up, up, and away!

-PIKACHU STOPPING YOSHI

I am the world's expert on this one. I've seen it 1000+ times. Smash attack if low or medium and bye-bye dinosaur. If he comes in high, jump out and forward and A drill him. If you feel like trying it, you can substitute thunder for either if you can time it right. These seem the most effective ways, but there are obviously others.

-JIGGLYPUFF STOPPING YOSHI

Smash him low or medium. If he's high, try to juggle, but watch for the

stomp.

-YOSHI SURVIVAL

Use your only jump wisely. You can attack as you come back, but if you're hit again, you're history. In general, try to get over the opponent, as grabbing the edge is usually suicidal. As a last ditch effort, attack with a Super Smash Down, an Eat 'em, or an egg throw to stop them from taunting and get a bit of damage. Stomping in front of the edge so you grab it can sometimes throw off an edge guarding person's timing...in another last ditch effort to save your skin. (Thank you Dave again)

KICKING KIRBY

ARRGH! This annoyance has 5 jumps, PLUS his Final cutter. Usually, if you hit him far at a high %, he will die. If not, try these not-quite-foolproof strategies. (If a Kirby really wants survival, it can steal a Jigglypuff puff punch to get distance and height)

-LUIGI STOPPING KIRBY

Hoo boy. Edge guarding this guy means hitting him likely more than once, and hitting him out of the final cutter. If he comes at you high, try to ping punch him into the stratosphere (AND DON'T MISS OR YOU'RE TOAST). If he comes in medium to low, use a smash attack. Smash attacks should counter the final cutter if timed correctly.

-MARIO STOPPING KIRBY

Ditto Luigi, but try just about any A attack instead of the ping punch (you could try that with Luigi as well). So sad to see Mario compared to the vastly inferior Luigi.

-DK STOPPING KIRBY

You just might be able to end it with a forward and A if he's high. The punch would make a good substitute for the smash attack if he uses the cutter or comes in low to medium because it's a bit faster when already charged.

-LINK STOPPING KIRBY

The worst at jumping trying to stop the best? It can be done, and more easily than expected. Link can forward and A or Up and B at Kirby when high, and Link's Smash attack is extremely adept at taking Kirby out of low or medium range. If the cutter comes, Smash attacking again works.

-SAMUS STOPPING KIRBY

Hit him with a fully charged charge ball and it's likely to be already over. If he comes in high, use the backward and A kick to keep him off. If low or medium, Samus' quick smash attack does the job. Smash attack works to stop the cutter as well.

-FALCON STOPPING KIRBY

If you Falcon Punch him at the edge, he's dead meat. That isn't likely, so use your up and B if he's high, or the up and A. If you do the up and A, face away from him so that you can hit him horizontally with the end of the kick (it has insane reach). Your Smash attack should stop all low, medium, and cutter using Kirbies for good.

-NESS STOPPING KIRBY

If you think you can get above him, try a super send down. If you realize that that's nearly impossible, backwards and A or just A in midair work. If he comes in low, Yo-yo. Jump and hit him if he uses the final cutter.

-YOSHI STOPPING KIRBY

Smash attack works perfectly when he's low to medium height. Upward Smash works 99% of the time when he uses the cutter. When he comes in high, Yoshi's backwards kick is great.

-KIRBY STOPPING KIRBY

Umm, get above him and try #1. If he gets above you, expect the same. If he comes in high, backwards and A or just A to kick him back out. Smash attack if he comes at you low to medium and the same if he uses the cutter.

-FOX STOPPING KIRBY

Juggle him if he comes high, Downward Smash if he comes in low, regular smash if medium, and Smash attack his cutter, or reflect the shot (reflecting it does let him have all his jumps back though.)

-PIKACHU STOPPING KIRBY

Smash attack if low or medium or cutter using. Jump and forward and A drill him if he's high.

-JIGGLYPUFF STOPPING KIRBY

Downward smash when low, smash when medium or using final cutter, and juggle him (watch the rock) if he comes at you high.

-KIRBY SURVIVAL

Try to get as high as possible, and use the rock move to survive.
If
you come in low, you are very likely to get beaten. Don't always use
the
rock when high, though, or the opponent will roll & grab.

FLOGGING FOX

We all know he isn't too hard to keep off. If he uses his
FireFox, it's
easy to stop. Such distance, such futility. Here goes. If you can
make him
use the FireFox, you'll be able to do these.

-LUIGI STOPPING FOX

If he uses his FireFox perfectly horizontally, throw a fireball.
If he
uses FireFox from below, smash attack. If he uses FireFox to get above
you,
use the ping punch when he lands.

-MARIO STOPPING FOX

For once Fireballs are worse than those belonging to Luigi are.
Smash
attack if he's low or high, and upward smash when he comes in high.

-DK STOPPING FOX

Jump out early and forward and A him into oblivion if he comes low
to
medium. If he's high, jump up and use the same move. If he comes in
too
fast low or medium, a super punch will finish him. Anyone with a send
down
move can kill him easily if they jump out early, so that won't be
mentioned.

-LINK STOPPING FOX

Smash attack if low, boomerang if far, smash attack if medium, and
jump
with a SpinSlash if he comes in high.

-SAMUS STOPPING FOX

Shoot him if he is planning to FireFox horizontally. If he's
high, jump
and backwards kick. If he's low or medium, use a smash attack.

-FALCON STOPPING FOX

Smash attack low to medium, Flamin' Flip when he goes high.

-NESS STOPPING FOX

Yo-yo is great for when he's low (down and A smash) or bat when
medium
(forward and A smash). If he's high, backwards kick through the flames
to
get him off.

-YOSHI STOPPING FOX

Eggs. Besides that, smash attack or downward smash attack when
low or
medium, and upward smash attack when he's high.

-KIRBY STOPPING FOX

#1... Smash attack when low or medium, backward kick when he's high or get to his height and start #2.

-FOX STOPPING FOX

Fox spike really effective... Smash attack when medium, downward smash when low, and juggle him or reflect him back off the cliff when he's high.

-PIKACHU STOPPING FOX

Jump out and drill him with forward and A. Smash attack. Call lightning. No chance for Fox to survive...

-JIGGLYPUFF STOPPING FOX

Smash attack when low to medium, and juggle him when he's high.

-FOX SURVIVAL

Go to the FAQ about Fox made by PentaroX and within you will see how to survive anything as Fox. You just plain don't need any information you can't find there. It is at www.GameFaqs.com if you want to read it. What I can say, though, from experience is to vary how you use FireFox so that your opponent needs to keep guessing.

PUMMELING PIKACHU

GET THIS RAT OFF OF THAT CLIFF! It's tough, but possible. Timing is the key to hit him while he teleports. Time your jump to hit be where he'll teleport, then try A while midair. Smart ones will try to get over you or grab the edge (unless on the left side of Saffron, where they also have the platform as a choice, or Peach's castle, where there are two floors and no edges to grab). This is basically using guesses to figure out where he'll go. The jump and hit A strategy will not be discussed, and is the same with all characters.

-LUIGI STOPPING PIKACHU

Pikachu stopping is nearly impossible. Try to predict where he plans to land. If possible, go there and use the ping punch if you can, if not just throw him off. If you think he'll try to grab the edge, use a downward smash attack.

-MARIO STOPPING PIKACHU

Ditto Luigi except the ping punch part.

-DK STOPPING PIKACHU

@#%#@^\$! Throw him when he lands, or Smash attack to guard the cliff.

-LINK STOPPING PIKACHU

Get where you think he'll go and do your smash attack (link's throw is too slow). Guard the edge with a smash attack also.

-SAMUS STOPPING PIKACHU

Shoot him if you can, and Smash him to guard the edge or catch where he went.

-FALCON STOPPING PIKACHU

Smash guard the edge, use up and B, or Falcon Punch where you think he'll land. Up and B can catch him and kill him, but its all luck.

-NESS STOPPING PIKACHU

Throw where you think he'll go, or Bat at the edge.

-YOSHI STOPPING PIKACHU

Egg him! You can repeatedly foil his teleporting with eggs. You only get one shot, though. If you miss, he's almost guaranteed to get back on. Aside from eggs, all smash attacks can keep him off or hit him where he lands.

-KIRBY STOPPING PIKACHU

Don't try #1, ever. #2 can catch him if you're lucky. If all else fails, downward smash at the edge or throw him from where he lands.

-FOX STOPPING PIKACHU

Throw where he lands, or downward smash at the edge.

-PIKACHU STOPPING PIKACHU

Throw where he lands, or smash at the edge.

-JIGGLYPUFF STOPPING PIKACHU

Ditto Pikachu.

-PIKACHU SURVIVAL

Vary use of the teleport. This is the key to success. If you sometimes grab the edge, sometimes go over the opponent's head, sometimes land right on top of the opponent (do that on rare occasions) you can keep him guessing and get on. Don't double teleport to leave yourself wide open. If you are just falling while way above the opponent, well, you sure SHOULD die!

JUMPING JIGGLYPUFF

Jigglypuff has the best long-distance comeback in the game. With its Jump, B move, Jump, B move, etc. it can go the distance even without an up and B attack. Be careful when guarding, or you just may get hit with

the
puff punch. If you get hit, Jigglypuff will have no trouble at all
getting
back on.

-LUIGI STOPPING JIGGLYPUFF

{I want to be done with the edge guarding crap...} He'll rarely go
for the
edge. Smash attack if low or medium, and jump and Ping punch him into
oblivion if he gets above you.

-MARIO STOPPING JIGGLYPUFF

Backwards kick him when high and smash when he's at low or medium
height.

-DK STOPPING JIGGLYPUFF

Super send down when high (same as always, forward and A while
midair
near but not over the edge) or Super Punch if the balloon comes in low
or
medium.

-LINK STOPPING JIGGLYPUFF

Smash attack if low or medium, and Up and B or forward and A if
the
puffer comes in high.

-SAMUS STOPPING JIGGLYPUFF

Smash attack low or medium, Jump and backwards kick if Jigglypuff
is
high.

-FALCON STOPPING JIGGLYPUFF

Smash attack low or medium, up and B if it's is high.

-NESS STOPPING JIGGLYPUFF

Ditto Samus.

-YOSHI STOPPING JIGGLYPUFF

Eggs are great for high or far. All 3 smash attacks are good for
other
times.

-KIRBY STOPPING JIGGLYPUFF

#1, #2, Smash attack if low or medium, backwards kick if high.

-FOX STOPPING JIGGLYPUFF

Fox Spike is AWESOME here. If not, Smash attack at the edge if
medium,
downward smash if low, and Juggle if high.

-PIKACHU STOPPING JIGGLYPUFF

Smash attack or jump and drill kick, lightning can actually help
Jigglypuff get back on because it knocks her higher.

-JIGGLYPUFF STOPPING JIGGLYPUFF

Smash attack if low or medium, and if high, backwards kick. If
you
want, you can always engage in a midair war.

-JIGGLYPUFF SURVIVAL

Jump, Puff punch, Jump puff punch... if possible, just puff punch back to keep your jumps. Watch out for super send downs, as they're lethal to Jigglypuff. If at all possible, go in high over the guard's head.

MASHING METAL MARIO

This would be the ultimate fighter if you could control him (NO I DON'T WANT GAMESHARK CODES. I play cheaply, and I don't need to cheat.). Giant DK you can't really edge guard without tons of luck, but Metal Mario CAN be edge guarded with only a little luck. He will never come in high or medium, just from below if you hit him right.

-LUIGI STOPPING METAL MARIO

Downward smash again and again. Eventually, he'll fall too far.

-MARIO STOPPING METAL MARIO

Ditto Luigi.

-DK STOPPING METAL MARIO

Regular smash or super punch will finish him.

-LINK STOPPING METAL MARIO

Smash attack.

-SAMUS STOPPING METAL MARIO

Smash attack. Charged shot might work.

-FALCON STOPPING METAL MARIO

If timed well, Falcon Punch. If that proves impossible, up and B or smash attack to get him.

-NESS STOPPING METAL MARIO

Downward Smash Attack while facing away from the edge.

-YOSHI STOPPING METAL MARIO

For once the egg is useless! Smash attack or downward smash attack.

-KIRBY STOPPING METAL MARIO

If you feel lucky, go for #2 (if he grabs the edge it won't work.) If not, downward Smash Attack.

-FOX STOPPING METAL MARIO

Either downward smash attack or if he's at over 300, a well-timed reflector can Fox Spike him from on the edge.

-PIKACHU STOPPING METAL MARIO

Smash attack to the rescue again.

-JIGGLYPUFF STOPPING METAL MARIO

Downward smash is the best chance.

-NOW THAT I'M DONE WITH OVER 15 PAGES OF EDGE GUARDING INFORMATION...

-HELP THIS SECTION GROW-

By giving me ideas for any of the 156 possibilities... I'll test them.
If I get requests, I guess I'll add giant DK (for a new total of 168 possibilities...), but you can't edge guard the hand and I'm not helping you with teams! Play for yourself! (thus far there have been 0 requests for Giant DK edge guard help)
STAGE CHEAPNESS

A later edition to the FAQ, I'll have a section about tricks you can do on each particular stage.

PEACH'S CASTLE

"-If damage is set at 200%, you can knock someone into the bumper for an instant death most of the time! (All of the time against Kirby and Jigglypuff)
-With a platform fully extended, try knocking people into the bottom of the side ramps. Effective, because they'll just be reflected downward (example... try kicking someone with Falcon's backward throw right into the ramp thing... if they hit the bottom, rather than stopping short, they'll rebound DOWNWARD. Very hard to recover from.
-Try throwing the Motion Sensor Bombs at the SIDES of the lower level. You really can't see they're there, and stupid people may walk into the walls before jumping, not knowing the fiery surprise for them!" ~ Earthshaker

"Bounce people off the underside of the floating ramps, constantly. You can do this with a normal smash hit at the very edge of the top platform, up+A smash hits from beneath, or just a keen sense of trajectory. Rebounding enemies have a difficult time recovering and usually fall to their doom. Projectiles are useful for edge-guarding here; stunning someone with a laser shot, egg or fireball as the platform retracts is evil. >:) Resting someone into the bumper with Jigglypuff is the pits. :(~ Pokeytax

CONGO JUNGLE

At 200% the barrel can become as deadly as the pit below it. Not really much else, unless you use items. Earthshaker likes using bumpers and mines on the edges and moving platforms.

Remember that you can go up through the platform and surprise your

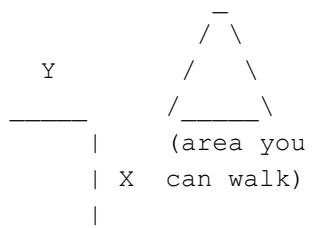
foes.

~ "Smaug" on GameFAQs message boards

As DK, follow the barrel when someone is inside. If you do a downwards smash attack right as they shoot out of it, you can get some good damage and start a juggle ~ "MisterHand" on the GameFAQs message boards

HYRULE CASTLE

"-Use the walls to your advantage! Stick someone there with a fire flower. Or, you could try repeatedly smashing people into the wall on the right, so they rebound off that wall, rebound off the tower, then come back down for more pain ::evil grin::
-Attack people while in tornadoes to increase the chance of them becoming a star. Just make sure you don't get touched by one yourself! (in other words, attack people in SLOW MOVING tornadoes.)
-Throw/kick/boot people into tornadoes. Whee." ~ Earthshaker



This section of Hyrule (marked with the X) is the BEST combo spot in the entire game. You can do repeated smash attacks ("pokimon86" on GameFAQs message boards) or downward smash attacks, little juggles, all sorts of stuff. Beware that the opponent can do the same to you! This is also the best place to go in this level when at a moderately high or very high percent damage. Despite the fact that you can be comboed constantly, it's almost impossible to kill someone in this area with anything less than an upwards smash attack.

Also go to the aforementioned area if an opponent has a bat. If you DO get hit by a smash attack with it, you will likely bounce off the walls and sometimes survive ~ Wicked Souls

Also in the same area, if someone is in the area marked with the X, and you are above on the area marked with a Y, you can throw almost any item to the right so that it hits the wall and goes down. Often people don't realize that they can be hit by the item after it hits the wall. This works

better

if 2 people are fighting down there, because if one blocks it will bounce off their shield and hit the other one. This generally works best with clobbering items. ~ tzwizard

In the part with the ceiling, you can use the same trick with DK as in Mushroom kingdom- if you pound the ground, you can send them up and down repeatedly until they use the "greatest survival tactic" and roll out of it.

Don't forget to use super send downs on people who just came out of tornadoes! You can either knock them back in or just get some extra damage on them! ~ tzwizard

PLANET ZEBES

"What's the most painful thing here? The acid. How do you win? Keep your opponent in the acid. Often, the acid level will be well below the platform when your opponent falls. That's your chance. If they bounce away from the platform, you can edge guard as normal. If they try to come straight through, smash them as they come up to keep them in the drink. Characters like Jigglypuff, Kirby, and Fox with lateral downsmashes should abuse them. Kirby especially can abuse his drill kick and splits attacks to keep the opponent down and their damage up. Same trick works against the barrel in Congo Jungle and the tornado in Hyrule Castle." ~ Pokeytax

"-This is too obvious. Use super send downs to knock people in the acid, then if they come back up to your level, kick 'em out of sight."
~
Earthshaker

When the lava is high, you can stand on the top platform and be safe. If you opponents are coming from below to get up, using the downwards smash attack can get them hit and/or burned. Also remember that you can go through the platform upwards and sometimes surprise your foes. ~ "Smaug" on the GameFAQs message boards

YOSHI STORYBOOK

"-Knock someone on a cloud, get there, and hold the person in a throw position. Kick them towards the nearest side before the cloud melts, then

move your butt back to the main area!" ~ Earthshaker

Throw people toward the edge from the farthest clouds on left and right,
it's like a free kill. Kirby cheep #3 works from the clouds too.

KIRBY DREAMLAND

"-Not much to do here. Try knocking someone so they move with the wind
the tree blows for a little (and I do mean LITTLE) extra distance." ~ Earthshaker

SECTOR Z

"-Well... try knocking people into Arwing blasts.
-For the less obvious, kick someone into the raised area. If at high damage,
they will slide off the right edge... even jumping won't help too much!
I'm
sure you know what I mean :-)" ~ Earthshaker (I think he means bouncing off
the fin of the ship and the ground so your character ends up shooting straight off)

If you play as pikachu and stand just below the wing, use thunder if an
opponent tries to come at you from above. Even if you miss, you usually can
get out of it before they hit you. ~ "Smaug" on the GameFAQs message boards

As fox, reflect the arwing blasts. Sometimes you can get them to hit
opponents for major damage. Also, this works with anyone but Yoshi, Link,
and Samus. "When you are on the back of the ship in sector Z, at the very
back, if you throw the opponent toward the wing or whatever that thing you
can hang on is, you can throw them toward it, they bounce off.... When they
hit the ground and come sliding toward you, you can throw them again,
and
they will bounce, crash, slide, and you just do it until there percent
is
high enough, and knock them off. You can't do it with Link, Yoshi or Samus
because of there slow grabs." ~ LikeWhoa

With kirby in Sector Z: "ok, this takes a bit of practice: isolate your
opponent so that noone else will bother you. Start fighting on the tail of
Great Fox. ideally, ur opponent should have around 60% damage, depending on
the character. Now, hit them with Kirby's Fwd+A smash attack. This is the
hardest part of the combo -- finding an opening.
when you hit them with the smash attack, you should be standing about

1/3 of
the tail-length from the end of the tail (i.e. the right side of the
tail;
the edge of the arena). It's hard to say, in measurements, exactly
where, but
it comes with practice. ok, if you smash attack them, and you're in the
right
place, they should be hit down and right by the tail, right into you.
Here's
where it differs from other combos:
Instead of having the opponent bounce a bit ahead of you, so you do
another
Fwd+A smash attack, and again, for a short combo (I think someone
already
brought that one up), you want them to bounce very slightly ahead of
you, or
even fly a bit over your head. When they do, do a fwd+A smash attack
going
right, going away from the tail. Sometimes, if you time it wrong, the
opponent will actually be hit right, but if you execute it right,
they'll be
hit left by your smash attack. Wait for the bounce and hit them with
another
smash attack going left this time, and then after that bounce a smash
attack
going right, and so on. So the whole time your position should be
roughly
stationary, but smashing leftwards and rightwards, alternately. Your
opponent
should be hit left, into the tail, each time, and what's good about
this
combo is that, if you have good timing and don't screw up, you can keep
them
in the air -- they'll never touch the ground. ok, well this was kinda
lengthy
but I'm a terrible explainer. Trust me -- it's a good combo. i usually
get
them from 60 to 100-120 damage, or more (to 150% + damage is not too
hard)
and once you get them to that level, pause a little, and now smash them
right, this time making them actually go right off the arena." ~ Cyper
-
explained it better than I could have!

SAFFRON CITY

"-Hold someone in a throw pose in front of the sliding door.
Tough to
do, but REALLY damaging. If its Electrode that comes out though, ya
might
want to move, ya just might.
-If someone is struggling to get up from between two towers, throw a
bumper
(not straight down, normally, so it rebounds off the wall. A sure hit,
and a
near sure death. 1 damage deaths are fun :-)" ~ Earthshaker

"you can rack a lot of damage in Saffron if you can manage to
shove teh
other guy in the pok~~on~~on box... if it's an elecrode that comes up, he

won't
be able to excepe it, thought he'll rarely ever get blowed off the
stage..."

~ "Raocow" on GameFAQs message boards

As kirby, sometimes you can keep doing his final cutter in front
of the
door that the pokemon come out of. If you get it right, it actually is
hard
to escape, and all you do is just up and B, up and B, up and B... ~ Mega

Stand on the helicopter pad. When the opponent comes at you, use
the
upwards smash attack. They sometimes can do nothing to hit you if you
block
when they use projectiles. This is generally better if you have a team
and
both of you are there using the smash attacks. ~ Ness Master

MUSHROOM KINGDOM

"-Another tough to do. Break someone's shield, then rush to the
nearest
POW block. Whee.
-Hold someone in throw pose on a platform, so it sinks. Hey, you'll
committ
suicide, but who cares? Works also with Kirby's Cheep 3." ~
Earthshaker

Use projectiles while they are off the screen. They can't see
where they
are and have trouble dodging. ~ "Smaug" on the GameFAQs message boards

As pikachu, use thunder if your opponent is on top of the
horizontal
blocks. You can hit them, but they can't hit you ~ LikeWhoa ~ note
that you
can also use Link's sword up and A midair to hit opponents from
underneath,
and maybe some other characters up and A or up and B attacks.

As DK in the mushroom kingdom, "Get them trapped under the lower
left
hand corner of the stage, and keep doing the ground smack. They wont be
able
to get out of it!" ~ Mega

-HELP THE STAGE SECTION GROW-

This late edition section can be added to easily. E-mail me! (As
you
probably can tell, this was mostly the "Earthshaker section." :)
EXTRA STUFF

Let's see, there are some, not cheap, interesting things you can
do in
this game. E-mail me any more you have, I'll likely print them...if they
work.
(Yes, everything has to have a catch, doesn't it?)

NO-SUIT SAMUS

If Samus is hit by an electrical attack, you can see her outside her suit if you pause at the right time. I've done it, I know. It is easier to see (IMO) than using the training mode at 1/4 speed if you just pause in regular battle.

WHAT? NOTHING?

If you try to use Down and B while midair with DK, nothing will happen. This is obvious, but interesting how it is the only B move that is like that.

REFLECTOR

If two Fox use reflector to bounce a shot (from their own lasers) back and forth, the one who fired the shot will win. The other will suffer broken shield syndrome.

POLYGON

No, you can't play as one, but if you go to bonus 3 (main game) you can beat the crap out of one for tons of fun...only for one minute, though. I heard that on high difficulty levels they can put YOU into some really long combos... Not that I've seen any of that. I whoop on them.

SOUND TEST

To enable it, beat all bonus practices 1 and 2. I think voice 198 says something like "Delta Stage" but I can't be sure. It never once says bonus stage, just "break the targets" "board the platforms" or "race to the finish." It says nothing for the hand, I double-checked. Is there a mysterious new stage waiting to be discovered? (Something with transfer pack to another game? Like PKMN Stadium, Mario Golf, Perfect Dark {this one will be in the future- it says so to earn cheats}, there may be some special feature with a link up. If anyone finds something like this, let me know!)

JIGGLYPUFF SHIELD CRACK

Ordinarily, if you crack Jigglypuff's shield, Jiggly will fly into the sky and turn into a star. However, you can change this. One way is to be in the Bonus 2 practice and break it. You will fly up, and be dazed as you fall down. The other way is in the "old" mushroom kingdom stage, under the blocks. I think it also works in bonus 3. Jigglypuff is the only one who can be dazed midair. (While falling...and in bonus practice 2 it can be a long way down, depending where you start.)

PLEASURE OR PAIN

Do you take pleasure taunting an opponent after killing him? If you play as Luigi, use his taunt to kick someone for an amazing 1 % DAMAGE! Whee, how great. Really. This is Luigi's biggest asset (Ok, fine, not really...).

POKEMON IN PAIN

Finally, revenge! You can take out Chansey or Charmander (I don't know about Venusaur) with power hits when they come out of the door. Works best on Charmander if you just came off the cloud. I don't think it's possible to hurt Porygon or Electrode. You can't touch Electrode, and Porygon just seems impervious to everything. Venusaur can be hurt but I've never taken him out. (Addition by azdbackfan) - "the hammer with any character is just as effective). If you stand on the platform just above where the door is, you can use Kirby's Rock Slide to annihilate Chansey and Charmander. Although other characters' attacks do work, most, even smash attacks, will take more than one hit. The only danger with this is accidentally Rock Sliding an Electrode or, even worse, a Porygon...for even the Rock Slide cannot prevent damage from this." He also pointed out that Venusaur is invincible, at least to one use of Kirby's rock.

A FAIR 2-ON-1 MATCH

There is only one fair 2-on-1 match that I know of, without using handicaps. Have both members of the team of two be Luigi (the loser) and the other player as DK. DK can win if he throws one, then the other, and keeps at it, since Luigi has a real hard time getting away. DK can also use his Forward and A while midair to knock them down the cliff. The Luigis have a chance only if they double team DK. This match uses no items in Kirby's arena to make it fair. It is preferable to play stock team, not time team.

ROCK SLIDE

Yes, one of the best moves from Pokemon is here, but it's used by Kirby. Use his down and B rock move on a slope and it will slide down- use on the platforms (NOT TOP ONE) above Yoshi's storybook and see how effective it is. Egg bomb, by Yoshi, is better but much more obvious. Moves used by Pokemon themselves are even more obvious.

ACIDIC COMPOUND (CaCO₃ + 2HCl ... wait, that's a weak acid... - screw chemistry)

Kirby can rock through the acid and die in Samus' stage.

LOOP - DE - LOOP

Kirby and Pikachu can jump so well they can go around under Yoshi's and Kirby's main platforms. These two and Ness can also go under peach's castle.

MEOUWTH MEOUCH

As Yoshi, stomp on top of a Meowth Pokemon that has come from an opponent's pokeball. If timed correctly, You will be sitting on top of the coins, taking no damage until Meowth disappears. I only did this once.

999 AND FEELIN' FINE

If you feel like a little fun, use Fire flowers against a wall to get someone's percent to 999. You can also use Fox's reflector to knock red shells around and cause high damage. For an EXTREME power hit, have him reflect 4 red shells at once (in training mode so you have them all in the exact same place) at an opponent. All I can say is this: Ouch. That is, especially if they are all given two reflects to charge them up first.

DANCE!

Using Jigglypuff or Kirby, press left and right on the control stick back and forth really quickly to make your character appear to be dancing. This is an odd form of taunting that looks hilarious, doesn't get rid of your power (Kirby) and doesn't leave you open if someone decides to attack your back. A less funny but still insulting version can be performed by any other character. With Kirby, it's funny to do this with someone in your mouth.

TELEPORT x 3?

I have heard rumors that Pikachu's teleport move can be redirected twice, for an end result of a 3x teleport. I have heard this from reliable sources, but have not seen it myself. If I get more info, I'll add it.

FUNNY RED-SHELL TRICK IN TRAINING ~ Submitted by Perfect Light

"You are Link and your opponent is Pikachu. The stage is Hyrule Castle. Kill Pikachu. He will reappear on the top platform. Push him over and lay red shells until you can't lay anymore (this will be 4 shells). Jump off and stand under and to the left of the platform. Double-jump and then use your up-b move. You should slash the shells. Link will freeze, and Pikachu will be

surrounded by white light. Then, ou will hear Pika-pikaaaa! as the little pokemon sails off the screen. Before he dies, check his damage. It's around 465%! Massive!"

-HELP THIS SECTION GROW-

By sending in your own fun things to do.

OTHER SURVIVAL TACTICS

I had to add this section. Though some of the information in here may seem basic, these tactics may seem cheap to a few, but they are great at helping you survive in a few situations.

CAN'T SEE SAMUS

Use the down C button to choose Samus in a battle. Go to DK's Arena (against human opposition). If you do not charge the shot up to maximum, you can jump and drop bombs all over the place, and be practically impossible to see (if you bounce from platform to platform). This can also work in sector Z but that big Z often gets in the way and makes you visible. This trick is generally better used on a small TV with slightly lower contrast. :)

COUNTER HAMMERS

A hammer is not a star. It can be stopped. As Kirby, use the rock to stop it. As Link, Down and A while midair works fine about half the time. Any upwards attack works from under a hammer man, but the best stop for it is to have Kirby suck the hammer person into his mouth. He then can hold them a while before spitting them out away. Or, if someone tries to attack you when you hold hammer-man, spit the hammer holder out at him/her/it! Also, tzwizard has pointed out that if you time it right, you CAN throw the person with a hammer, and it works best with Ness, Link, Samus, and Yoshi.

METAL MORON

If you fight M. Mario with a character with a fast throw (e.g. NOT Yoshi, Samus, or Link) then if you get it right you can throw him (even on hard difficulties) back and forth to rack up damage. This doesn't always work, but it can really pay off if it does.

HAND ME SOME HP

The hand can rejuvenate Ness with its bullets when Ness uses his PSI Shield/Magnet. If you still can't beat him with Ness, then you got problems.

JIGGLY-PUFF TO SAFETY

The Puff Punch is more than just a weapon; it's a survival tactic. Use it after a jump to add some major distance. This is the only way to beat Jigglypuff's bonus 2 practice, and it can save you many jumps when getting back on. If someone guarding the edge then hits you off, you can then still have the jumps to make it back.

PIKACHU 2x TELEPORT

Pikachu can use his teleport twice. After hitting up and B, aim what direction you want the first teleport to be. After you start moving in that direction (the teleport starts) change the control stick's direction to go again the same distance. I heard rumors of someone doing a triple teleport, but am yet to see that happen. Yes, I think this is the simplest thing there is.

SAMUS MOST DISTANCE

To get the most distance out of Samus' jumps, use your double jump early. When you reach the top of that jump, drop a bomb. Continue to fall toward the platform, dropping bombs as you go. Doing this will increase the distance you go. Use the screw attack to get back up, and you can survive nearly any attack that sends you flying horizontally but not all the way off the side. This isn't too useful when you aren't hit high and far. Low and far, even Samus is dead.

MARIO BROS. MOST DISTANCE

The Mario Brothers also can increase the distance and decrease the height of their jumps. Before or after using the double jump, Use a tornado attack and hold the direction toward the cliff. This can get you that extra little bit of distance you need. You can get higher if you press B repeatedly while doing the tornado (thanks to Pokeytax on GameFAQs message boards- I forgot to mention the tap B while using the tornado in V1.0)

GENERAL DISTANCE JUMPING

When jumping for distance to the platform, go as low as possible before using the double jump. This gets you as close as possible, gets you farther, and usually (everything has exceptions) makes you harder to edge guard.

SAMUS STRATEGY

If ever, rarely block against anyone other than Link or another Samus, unless you are far and blocking a projectile. Blocking in close makes

you an easy target for a throw, because Samus has an insanely slow roll and takes a while to release the shield (at least it seems that way). Link and Samus have throws that are slow, but Yoshi can use his Eat 'Em move to turn Samus into an egg for easy beating.

SLOOOOW DOWN

Many characters can use their down and B moves to slow their descent and dodge a juggle. The Mario Bros. Tornadoes can slow their fall a little bit. Samus' bombs do the same. Ness's PK Shield slows his fall. Yoshi's stomp can slow it, if he's right above the opponent and just out of upward smash attack range, which works unless the opponent jumps and juggles. Kirby's rock doesn't slow him down much, but does stop juggles. Fox's reflector slows him down. When it hits him, Pikachu's thunder slows him. DK's down and B does not work in midair. Link's bombs do not slow him, and neither does Falcon Kick (does aid in juggle dodging). Do not try this with Jigglypuff, though, because you are guaranteeing that you get your butt whooped.

SPEEEED UP

To speed up, tap down twice. And to run, tap the direction twice... simple. Oh, and to turn around while running, press the opposite direction on the control stick. :P

Z-CANCEL! ~ From Pokeytax

If you come down from a downward midair attack and hit Z, you can cancel the time it takes for you to get up from that attack (best example: Link's sword won't get embedded after his down and A midair attack). This works with the down and A while midair of Luigi, Mario, DK, Link, Kirby, and Fox. I don't think it matters much with the others, but try it anyway. This can be VERY useful in starting combos.

"TRAPDOOR" ~ From Earthshaker

Don't know how I forgot about putting this in. If you are about to get nailed from above, tap down to go through many platforms. You cannot go through the main stage platform, though. Things you can fall through are the top platform in peach's castle, all but the bottom platform in Congo jungle, the three middle platforms in Hyrule Castle, All 3 stationary high platforms

in Planet Zebes, all but the main platform in Yoshi Storybook and Kirby dreamland, the arwings in Sector Z, the moving platforms on the left of Saffron City, and the two see-saw platforms in Mushroom Kingdom.

LIGHT HIT BEHIND ~ Submitted by tzwizard

Captain Falcon and others can use their light up and A hits to hit opponents that are behind them. This can be very useful for surviving more than one attacker or guarding an item. Also, most downward smash attacks hit opponents behind you as well.

ESCAPE A FINAL CUTTER ~ Submitted by tzwizard

As long as you're not on the edge of a cliff, you can dodge 2 of the 4 hits of the final cutter if you get caught in it. If you hit Z right as you hit the ground from it, you can avoid the blow where you hit the ground and the shot part of it. You then can quickly punish kirby for using the cutter on you.

HANGIN' ON THE EDGE ~ Submitted by tzwizard

"when hanging on, there's 4 things you can do. press a or b to get up and do an attack. press up on the stick to just get back up. press z to get up and roll. very useful to get behind an edge-guarder. press back to let go of the ledge. mix up how you get back up on the ledge. when the opponent's expecting you to press a, press up and then throw them. there's many tactics you can use here." ~ I can't believe I forgot to put this in the FAQ earlier!
Also, when climbing back up at over 100% damage, you do a different attack, roll, or climb, which may surprise a foe who isn't ready for it.

SHIELD -> REFLECTOR ~ Submitted by tzwizard

If you aim your shield away from the direction a projectile is coming, you can sometimes bounce the projectile off in a different direction instead of having your shield absorb the blow. This makes the shield last longer, especially if you reflect a bob-omb! You can sometimes use this (more accidental than purposeful) to reflect things into other people, including the arwing blasts from the ships in sector Z!

GREATEST SURVIVAL TACTIC OF ALL

This is the only chance I have against Dave. Of course, it works the LEAST well against Pikachu, but if you hit Z when you land from an attack that would normally land you on your back or face, you instantly get up, and be invincible while you get up. Pressing Z and left or right will make

you roll as you land and get up on your feet. This just-hit-Z tactic will save you amazing amounts of health and lives if used often. Practically the only move that this doesn't stop is Pikachu's cursed smash attack. That lasts so long that it still can hit you. If you can master this technique, you can last a whole lot longer.

-HELP THIS SECTION GROW-

By adding your own general or character specific survival tactics
 MISCELLANEOUS INFO

I have been drawn to include some other information about SSB. However, it did not fit into any other section of the guide, and certainly has almost nothing to do with cheap moves. This stuff in itself would not qualify for a FAQ itself, so I am posting it here. Thus said, I hope you enjoy this information.

CHARACTER ADVANTAGES AND DISADVANTAGES

I decided to use a chart for this. This is my general opinion of what characters have an advantage or disadvantage against each other in a human battle. Advantages go from left to right, x meaning an advantage and o meaning a disadvantage. A space means a general tie or incomplete, and the \ shows where it is a mirror match. These are simply my opinions and are NOT complete. Across is the characters with the advantages against others. Down is the first letter of the character they are good/bad/neutral against. Anyone who would like to help this, would you please explain why certain advantages are held by the characters you send in as advantageous against others. Oh, and by the way, YES this chart will be a mirror image of itself down the diagonal line... but x's and o's switch.

Character	L	M	D	L	S	F	N	Y	K	F	P	J
Luigi	\		o									
Mario		\	o	x				x				
DK	x	x	\									
Link		o		\				x				
Samus					\			x				

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Falcon      | | | | | | | | \ | | | | | | |
-----|---|---|---|---|---|---|---|---|---|---|---|---|
Ness        | | | | | | | | \ | | | o | | |
-----|---|---|---|---|---|---|---|---|---|---|---|
Yoshi       | | o | | o | o | | | \ | | | | |
-----|---|---|---|---|---|---|---|---|---|---|---|
Kirby       | | | | | | | | | \ | | | | |
-----|---|---|---|---|---|---|---|---|---|---|---|
Fox         | | | | | | | | x | | | \ | o | x |
-----|---|---|---|---|---|---|---|---|---|---|---|
Pikachu     | | | | | | | | | | x | \ | | |
-----|---|---|---|---|---|---|---|---|---|---|---|
Jigglypuff  | | | | | | | | | | o | | \ |
-----|---|---|---|---|---|---|---|---|---|---|---|

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THE DIFFERENCES BETWEEN LUIGI AND MARIO

Some people want to know what makes Mario different from Luigi. Compiled here is a complete list of the differences that I found. I will admit that I am pro-Mario in the Mario-Luigi debate, but I tried to do this by simply looking at the facts, not my opinions on the matter.

Taunt- the best two in the game. One can hurt a stupid opponent, and the other just looks cool.

Up and B- Luigi's biggest asset. Unfortunately, good players are WAY too smart to fall for it. However, they rarely see Mario's coming, because it's weaker. That fact makes Mario's almost as good as Luigi's.

Down and B- tornadoes have one big difference- Mario's can combo. No contest there. They also can both use it as an extra jump if they pound on the B button during it- but try it more than once and you just go down.

B- fireball- bouncing fireball of death or slow, weak, green thing that well... is the second worst projectile in the game (if you include the stars Yoshi kicks up during the stomp)

Running attack- sliding 12% or pathetic fists of fury, which do on average 4% damage. Guess my preference.

Jumping- Luigi jumps a tiny bit higher than mario- but not significantly higher.

Colors- I have to admit, Luigi's classic wardrobe is better than Mario's (I like green)

Height- Luigi's taller. Things that would go over mario's head can hit Luigi

Run- it may not be really significant, but the fact that Luigi slides forwards when you stop running with him just annoys the heck out of me.

Thus, Mario is my preferred plumber. I used to say stuff like luigi is terrible, and the like, but I don't. I beat the game stock 3 very hard no continues with him just like with every other character. I've played him enough to be extremely good with all his moves, including being able to nail the flaming punch midair well over 75% of the time. I simply prefer Mario to his brother because Luigi's run, fireball, and tornado are terrible, as well as his comboing abilities. Since those are my main things I use as Mario, Mario naturally comes as my preference. If there's anything else that's different between them that I didn't mention, please tell me.

STRATEGY OF MY FRIEND, QUITE POSSIBLY THE WORLD'S BEST PIKACHU

My friend plays as pikachu so well that I, possibly one of the best at the game (I can pull a combo out of almost anything) have lost almost every game against him.

Let's see what I can say that I've noticed about his amazing strategy...

Moves used most frequently:

Forwards and A midair drill- (*&)%#)(*@%&)(#@*%&
Smash attack- amazing for edge guarding
Midair up and A- great for midair off the cliff edge-guarding
Throw- block and there is a 95% chance you will be thrown, no matter HOW good your roll is
Teleport- can use this impossibly well.

Moves used less frequently:

Thunder- only finishing off someone who is very high, from an upwards smash attack or a tornado (in Hyrule)
Backwards and A midair- other midair way to keep me off
Upwards smash attack- set up for the thunder
B move- thunder bouncing thing is used in his most cruel combo- mentioned later

Really rare:

A,A,A- only when backing someone against a wall
Light upwards attack- only to increase length of combos
Running attack- I never see it coming it's so rare
Down and A midair- prefers forward and A
A midair- "karate pik" is rare now

Pretty much never:

Downward smash attack- he prefers kirby's
Light downwards attack- never seen it

Light forwards and A- never seen it

Also, he makes all sorts of different combos that are pretty much inescapable and involve any part of any stage he can find. His most cruel combo starter is one of the new ones mentioned in pikachu's section. Hopefully, I will be able to create "ultimate" strategies for every character in the game, but don't hold you breath! :)

-HELP THIS SECTION GROW-

This is the newest and smallest (aside from the intro, legal info, contents and (I'm not sure) credits. Anything that is useful in a fight is

SSB can be submitted for this section.

CREDITS

Me (X1372)! (I wrote it, didn't I?) Any comments, ideas, etc. can be sent to x1372@juno.com and I'll look at them. I don't mind receiving e-mail, in fact I don't get enough comments on the FAQ.

PentaroX (ex@pentaro.net) - Fox Spike and Fox keeping Yoshi off are great, and if you want to see a good character FAQ, look at his FOX on GameFAQs.com. I hope he writes another one; he's good at it.

CjayC for posting this. Also to all other people who host my FAQ.

Dave (last name and e-mail address not disclosed at this time) - the ultimate Pikachu and only person who can beat me (just about anything from the Pikachu section is derived from his actions in the game).

"Sunflash" (message board name at GameFAQs) or LjSunflash@aol.com - gave me some combos for Ness and Kirby, as well as a trick for Fox.

Eah53 (eah53@hotmail.com) - gave me a ness combo and reminded me of a Ness trick.

Pokeytax (max@pacifer.com) - many good ideas and combos, especially the Z-cancel or cancel trick. Really helped V1.2 with item tricks. Actually, his contributions were the ONLY part added in version 1.2! He also came up with some more REALLY sweet combos! He came up with several 70% + combos!

Rendar5 (Rendar5@hotmail.com) - gave me many great Jigglypuff ideas, really fleshed out my Jigglypuff section (now if I got some people to do similar things with all the other characters...).

Earthshaker (earthq3846@aol.com) - Most of the stage cheapness section, as well as some good combos and the reminder of the "trapdoor" idea. He wrote a good FAQ for Falcon and Yoshi on GameFAQs, but might want to look over the Falcon one (a few moves still linger from the Yoshi FAQ that was copied and changed).

Greg R. (mega5010@yahoo.com) - Gave me a surprisingly good Kirby combo.

"Articuno64" on GameFAQs message boards (might be same as FAQ writer, but I'm not 100% sure) - Really sweet DK trick.

"Efrain Reyes" on GameFAQs message boards (efrainreyes@yahoo.com) - a nice note on Kirby and some good but hard to pull off combos.

"Raocow" on GameFAQs message boards (no known e-mail address) - a little help towards stage cheapness.

Quixim (Quixim@hotmail.com) - a nice Samus combo.

Azdbackfan (azdbackfan@excite.com) - a good pikachu combo and some information on beating the pokemon in Saffron city.

geethree@hotmail.com - a cute one-time kirby trick.

baconslicer@yahoo.com - info on Link's bombs and a one-time jigglypuff trick.

Spacemanspiff3@hotmail.com - a nice Samus combo.

"Pokimon86" on the GameFAQs message boards - a nice idea in Hyrule castle, and a good combo

"Smaug" on the GameFAQs message boards - several nice stage ideas

LikeWhoa (wrzesien@lynxus.com) - some good stage tricks

Mega (mega5010@yahoo.com) - a few good stage tricks

Cyper (cyper32@hotmail.com) - a really nice stage trick

"MisterHand" on the GameFAQs message boards - nice stage trick

Wicked Souls (I don't know his e-mail address) - info on bat survival

"Atremis251" on the GameFAQs message boards - a neat Ness trick

Ness Master (Ness_Master99@hotmail.com) - indirectly gave me a good stage trick

Loch Carter a.k.a. Perfect Light (Radar7787@aol.com) - Something for the fun stuff section

tzwizard (tzwizard_99@yahoo.com) - a lot of help in a lot of different categories. Simply too many things to count.

Flamer (dillingh@hetnet.nl) - a good samus combo

KrakenCrusader@aol.com - Info on Ness's bat reflector increasing damage

DarkBalloonz@aol.com - A great fan combo

belgarion_the_chosen@yahoo.com - a nice Link trick

-Anyone else who e-mails me about this game or whoever gives me tips, you will be specially recognized! -

Nintendo and HAL, for making the only good fighting game (IMO), and the only one with strategy the biggest part! Sorry, but I don't have the patience to go through the credits and put all the names here! Even I am not *That* obsessed. Actually, I'm just too lazy. Oh well.

All the good characters in Smash Bros. Of course, I mean everyone BUT Luigi. Well, him too, but only for the bonus practices and as a beating toy. On second thought, he's not too bad, but I just don't like his style, so he's included in the thanks as well.

GOOD LUCK TO EVERYONE WHO PLAYS THIS GAME! AND DON'T BE TOO CHEAP!

Remember Peppy's saying if you think you're down: "Never give up! Trust your instincts!"

One-Player Mode

To uncover many of the games hidden secrets (including three of the games hidden characters), you'll have to learn to master this mode. That is, of course, unless you don't want to have the full roster of characters that are in you're game pack.

The challenge of the One-Player mode isn't to just get to master hand and beat him. It's also to earn as many points as you can throughout your climb up the ladder. As you fight through the ranks, you'll be awarded bonus points based on your performance and time left on the clock. But if you lose all your lives, continuing the game will remove half your score. So, if you're looking to rank high on the scoreboard, the only way to do that is in one shot. And that's not exactly an easy task.

Vs. Link

Strategies

- He won't move at the start, so go for him immediately and try to inflict tons of damage.
- Try not to get over him, as he can poke his sword right straight up at you, which can hurt
- Try attacking him from behind, since he is a slow reactor.
- Try to knock him off a lot because he falls very fast because of his weight

Vs. Yoshi Team

Strategies

- Use hard hitting attacks to knock them off with one blow
- Try to stay there in the middle without falling off and get pacifist
- When they are in groups, go for them, you will get more kills at one time, or something :P
- Stand on the clouds, they will probably stay there and kill each other
- Try to avoid attacking, as it is very easy to get pacifist here.

Vs. Fox McCloud

Strategies

- Don't go over him and attack, because he has a upper kick that can knock you pretty far.
- Stay close if you have a character with no projectiles, because he has one
- Throw weapons at him often

Vs. Mario Team

- If it's on easy mode, let your partner kill them both for pacifist
- Try to beat Luigi first without touching Mario, because that will give you an extra bonus
- Attack Above them
- Throw them often, because it will send them into the bumpers

Vs. Pikachu

- Go over to the platform on the right and try to have Pikachu kill himself.
- Use quick attacks
- Get him from behind

Vs. Giant Donkey Kong

- If on easy mode, let your partners kill him
- Try to attack giant dk without getting hit and not letting your opponents get hit, you will be rewarded big
- Use strong attacks
- Use combos a lot

Vs. Kirby Team

- Throw them a lot
- Don't Get under them
- Avoid Samus-Kirby and DK-Kirby's charge ups

Vs. Samus

- Avoid the lava
- Stay on the top platform
- Spike him as often as possible
- Get him from behind or from above

Vs. Metal Mario

- Use Combos
- Use Strong Attacks
- Don't throw him
- Get him to very high damage before attempting to knock him off

Vs. Fighting Polygon Team

- Attack all you can very fast
- Try to kill 2 or more at the same time
- Get health power ups as often as possible
- Throw them

Vs Master Hand

- Use strong combos
- Use strong attacks

Now here's a complete walkthrough for every character in the game.

~MARIO~

MARIO VS. LINK

Stage- Hyrule Castle

Hazards- A tornado sweeps across the stage now and then throwing whoever gets caught in it upward.

This fight is so easy. Just keep throwing Fireballs until Link comes near you. Once he is close to you get him caught in a Mario Tornado. Now give him a Super Jump Punch. Now throw Link to the side and use any moves that you want to knock him off. The tornado isn't too much of a threat here but if you can throw Link into it.

MARIO VS. YOSHI TEAM(18)

Stage- Yoshi's Island

Hazards- None

This fight is even easier. Don't be intimidated by their numbers, they go flying with one little hit. Super Jump Punches work best, as do most A button attacks. Don't bother with Mario Tornadoes they take too long to do.

MARIO VS. FOX

Stage- Sector Z

Hazards- the Arwing comes in now and then and shoots the heck out of whoever is standing in the line of fire.

This is the first difficult fight. Be careful when using Fireballs because on the higher difficulties he will reflect them back at you. If the Arwing comes just throw him and hope he gets shot. Fox is good at juggling so don't let him. Just get him caught in a Mario Tornado and when he goes flying up make him fall right into another Mario Tornado and he won't be able to escape if you keep doing that.

MARIO VS. MARIO BROTHERS

Stage- Peach's Castle

Hazards- the Bumper at the top of the stage can fling you to the side but that isn't really much of a hazard.

The computer picks a random ally for you on this one. At the start Super Jump Punch Luigi. Now just stand back using your Fireballs. If you follow this method, by the time your ally dies, Mario and/or Luigi will

be high in damage so you can just throw them off. If you prefer to bash around with them than use the Mario Tornado followed by a Super Jump Punch combo.

MARIO VS. PIKACHU

Stage- Saffron City

Hazards- the pok~~on~~ that come out of the door sometimes attack.

Stay under him so that he can't Thunder you. He tends to use Thunderjolt a lot which can become annoying. He doesn't have a good projectile so one trick is to hang back throwing Fireballs. Juggling him

shouldn't be too hard because his Down+B move hits above him and not below him. I suggest just using a lot of throws.

MARIO VS. GIANT DK

Stage- Congo Jungle

Hazards- None but a barrel that floats along the bottom of the stage can

save you if you fall off.

The computer picks two random allies for this battle. This fight will be easy if you just stick to one strategy. Hang back using Fireballs. Giant DK's damage usually sores to the 200% range quickly so don't be afraid to throw in a Mario Tornado or Super Jump Punch here and

here and there. Your main weapon here should be the Fireballs.

MARIO VS. KIRBY TEAM(8)

Stage- Dreamland

Hazards- Wispy Woods the tree blows wind back and forth across the stage

that can blow you off if you're not careful.

These air bags can get annoying using their copied projectile attacks. Just throw these marshmallows away! They might not get launched

with one throw so be sure to damage them a bit first. On the higher difficulties they are the most annoying cream puffs around.

MARIO VS. SAMUS

Stage- Planet Zebes

Hazards- the acid that rises occasionally can roast and toast you. The most annoying hazard in the game.

This is possibly the hardest 1 Player Mode fight. When going for Ness this is always the one that I lose a life on. Try to throw her into

the acid. Use the Mario Tornado followed by a Super Jump Punch combo often. Stay on the top 3 platforms so that you have time to jump to the top when the acid rises. Be very aggressive.

MARIO VS. METAL MARIO

Stage- ?

Hazards- None

At the beginning he will just be walking across the top platform so

keep giving him Super Jump Punches. When he drops to the bottom keeping throwing Fireballs from away. Items like the Fire Flower are very useful here.

MARIO VS. FIGHTING POLYGON TEAM(30)

Stage- ?

Hazards- None

When going for Ness they sometimes do a lot of damage to you before you can smash them off. Don't worry though, they go flying easily. Just use the Super Jump Punch and you'll be fine. There are usually a couple health items that come up on this stage and always at least one.

MARIO VS. MASTER HAND

Stage- ?

Hazards- None

While he is attacking you throw Fireballs if you can. Use a lot of Mario Tornadoes because they combo a lot. You can block most attacks but some need to be dodged. Super Jump Punches are also a good choice. This match is probably where the shield comes in handy the most. Some attacks need to be shielded against to avoid. This isn't as hard as it looks if you play it smart.

~DONKEY KONG~

DONKEY KONG VS. LINK

Stage- Hyrule Castle

Hazards- A tornado sweeps across the stage now and then throwing whoever gets caught in it upward.

Just keep charging your Giant Punch and hitting Link with it. He shouldn't take very long to defeat if you just stick to Giant Punches and throws. Watch out for the tornado although it shouldn't be too much trouble. A very easy fight.

DONKEY KONG VS. YOSHI TEAM(18)

Stage- Yoshi's Island

Hazards- None

This is possibly the easiest fight in the game. Just keep using Spinning Kongs and you'll be okay. The only problem is a very slight one. If you're using Spinning Kongs around the edge you might accidentally Spinning Kong yourself right off the edge because after you do one Spinning Kong you have to touch the ground before you can do another jump.

DONKEY KONG VS. FOX

Stage- Sector Z

Hazards- the Arwing comes in now and then and shoots the heck out of whoever is standing in the line of fire.

I find that the best way to keep Fox from hitting you is to continuously use Spinning Kongs. Try to use throws a lot. If you throw him off the edge than charge your Giant Punch and run to the edge. If he comes back just pound him right back off.

DONKEY KONG VS. MARIO BROTHERS

Stage- Peach's Castle

Hazards- the Bumper at the top of the stage can fling you to the side but that isn't really much of a hazard.

The computer picks a random ally for this fight. Right of the bat throw Mario. Then jump up and Spinning Kong Luigi. Run to the side and charge your Giant Punch while your ally keeps them busy. Now run up to one of them and give them your Giant Punch. Repeat until they're both

gone. Mixing a few Spinning Kongs or throws in is good. Try using the Hand Slap when they're under the bumper and they might hit it and go flying away.

DONKEY KONG VS. PIKACHU

Stage- Saffron City

Hazards- the pokémon that come out of the door sometimes attack.

Spinning Kongs work well here. Don't bother with Hand Slaps since Pikachu is in the air most of the time anyway. Stay under him and don't let his electric attacks hit you. Throwing a lot is probably the best way to take care of this mouse.

DONKEY KONG VS. GIANT DK

Stage- Congo Jungle

Hazards- None but a barrel that floats along the bottom of the stage can

save you if you fall off.

The computer picks two random allies for you this time. Charge your

Giant Punch from far back and keep giving it to him. His damage should go up fast and when it's high just finish him with a Giant Punch. Not too hard if you stay back and move in with the Giant Punch.

DONKEY KONG VS. KIRBY TEAM(8)

Stage- Dreamland

Hazards- Wispy Woods the tree blows wind back and forth across the stage

that can blow you off if you're not careful.

All I can say is one throw from Donkey Kong will finish each and every Kirby that you'll face. Spinning Kongs are effective as well.

With

the Giant Punch there is no mercy! Be careful of their Final Cutter, Stone, and copied attacks. Basically just stay on the offensive.

DONKEY KONG VS. SAMUS

Stage- Planet Zebes

Hazards- the acid that rises occasionally can roast and toast you. The most annoying hazard in the game.

Sometimes a very hard fight. The Giant Punch works great here.

Hand

Slaps are handy when you want to slow her down. Throwing her into the acid is the easiest means of defeating her. Hand Slaps are also good for

setting up an Overhead Hand Swat or a Drill Kick.

DONKEY KONG VS. METAL MARIO

Stage- ?

Hazards- None

At the start keep using Hand Claps or Overhead Hand Swats. Now just

keep using the Giant Punch. Donkey Kong's ability to walk while he is holding somebody is very useful here. If you're going for Captain Falcon

just walk off the edge with him to save you time. This method is strongly not recommended for getting Ness though.

DONKEY KONG VS. FIGHTING POLYGON TEAM(30)

Stage- ?

Hazards- None

You can get the Single Move bonus with Spinning Kongs here easily.

The Giant Punch isn't necessary for any of them. Throws will work just as well as Spinning Kongs but I like to use Spinning Kongs better because I can hit two or three with one Spinning Kong. A hard fight on the later difficulties.

DONKEY KONG VS. MASTER HAND

Stage- ?

Hazards- None

The Giant Punch is the best tool here but if you're looking for a quick move that you can pull off in seconds try Hand Claps or Overhead Hand Swats. Use the shield for most attacks but a few need to be dodged.

Don't worry though because they're easy to avoid. This glove is way overrated.

~LINK~

LINK VS. LINK

Stage- Hyrule Castle

Hazards- A tornado sweeps across the stage now and then throwing whoever gets caught in it upward.

He won't move for the first few seconds so you can throw a few bombs at him to start. Once he starts moving use your Downward Sword Stab a lot because it is a very powerful attack. Don't underestimate the Boomerang when trying to slow him down while you set up a Bomb. Throw him off the edge after a few hits because he won't take long.

LINK VS. YOSHI TEAM(18)

Stage- Yoshi's Island

Hazards- None

Just use anything but the Boomerang and Bombs. The Yoshis go flying easily so don't even worry about them. These Yoshis are even worse than a level 1 CPU Yoshi in multiplayer mode! Heck there is 18 of them! The Upward Sword Stab is probably my most used attack here.

LINK VS. FOX

Stage- Sector Z

Hazards- the Arwing comes in now and then and shoots the heck out of whoever is standing in the line of fire.

This fight is probably the easiest with Link because the Downward Sword Stab can penetrate Fox's juggles. If he tries to juggle you use the Downward Sword Stab. One good tactic is to run to the side and set up a bomb because Fox's Reflector doesn't work on Link's Bombs. If he jumps in the air try to juggle him with the Upward Sword Stab. When he is high in damage throw him off.

LINK VS. MARIO BROTHERS

Stage- Peach's Castle

Hazards- the Bumper at the top of the stage can fling you to the side but that isn't really much of a hazard.

The computer picks a random ally for you. Throw Mario right of the bat. Now jump up and give Luigi your Upward Sword Stab. Keep juggling Luigi with the Upward Sword Stab and hope that Mario doesn't interfere. When Luigi is high in damage throw him. Now double team Mario. With one brother gone the other shouldn't be too tough.

LINK VS. PIKACHU

Stage- Saffron City

Hazards- the pokémon that come out of the door sometimes attack.

Just juggle this mouse like there is now tomorrow! Don't even think of using the Downward Sword Stab or he'll Thunder you. Throw a bomb at him if he is far away. He should be easy to throw off at about 80% damage.

LINK VS. GIANT DK

Stage- Congo Jungle

Hazards- None but a barrel that floats along the bottom of the stage can save you if you fall off.

The computer picks two random allies for you this time. Just stand back throwing bombs and you'll be fine. The Downward Sword Stab also works well because Giant DK is big. Throw him at about 200% damage. Giant DK is way overrated.

LINK VS. KIRBY TEAM(8)

Stage- Dreamland

Hazards- Wispy Woods the tree blows wind back and forth across the stage that can blow you off if you're not careful.

Just throw them a few times each. You might want to get a little damage on the first though because Link's throw won't kill a Kirby at 0% with one throw. Don't bother with Bomb's and the Boomerang here just use power hits. Link's Spinning Sword Slash is great for this level. Not too hard but these Kirbys use their copied attacks a lot and that can really bug you.

LINK VS. SAMUS

Stage- Planet Zebes

Hazards- the acid that rises occasionally can roast and toast you. The most annoying hazard in the game.

The Downward Sword Stab is very handy here if it hits multiple times. This is not a very good fight to be Link as. If Samus is on the top platform than juggle her with the Upward Sword Stab. Throwing her into the acid is your best bet for defeating her.

LINK VS. METAL MARIO

Stage- ?

Hazards- None

Right of the bat use the Upward Sword Stab. You won't want to use that move very many times though because Metal Mario is virtually impossible to juggle. Bombs are very useful as is the Boomerang. He is slow so just stay away and you'll be fine.

LINK VS. FIGHTING POLYGON TEAM(30)

Stage- ?

Hazards- None

These guys go flying with everything except the Boomerang. Don't use Bombs because they take too long to set up. Link's different sword attacks will do just fine in this fight. Be sure not to let any of these guys get the Maxim Tomatoes before you because they are very handy here.

LINK VS. MASTER HAND

Stage- ?

Hazards- None

My first choice of weapon is the Upward Sword Stab. My second choice is the Spinning Sword Slash. Most of his attacks can be shielded against but a few need to be dodged. This fight is definitely not the hardest fight, because half the time his is just floating harmlessly.

~SAMUS~

SAMUS VS. LINK

Stage- Hyrule Castle

Hazards- A tornado sweeps across the stage now and then throwing whoever

gets caught in it upward.

As the match starts charge your Charge Shot and pump a fully charged one into Link. Now run up to him and give him your Screw Attack.

Now run underneath the bottom platform in the center of the stage. If Link jumps on the one above you then give him an Upward Flamethrower, if

not then run to the side and start charging. When he comes to you throw him off the edge when he tries to come back blast your shot into him.

SAMUS VS. YOSHI TEAM(18)

Stage- Yoshi's Island

Hazards- None

All I can say is Screw Attack, Screw Attack, Screw Attack! These Yoshis will go flying even if the Screw Attack only hits them once or twice. That is the only move you will need guaranteed!

SAMUS VS. FOX

Stage- Sector Z

Hazards- the Arwing comes in now and then and shoots the heck out of whoever is standing in the line of fire.

Jump up to the top of the tail fin and drop bombs. They will roll right down the fin and hit Fox. Now run to the side and charge your Charge Shot. Run up to him and shoot it at him, but right after you do that jump in the air in case he reflects it back at you. Now use the Screw Attack a lot. Throw him off or into the Arwing when he is high in damage.

SAMUS VS. MARIO BROTHERS

Stage- Peach's Castle

Hazards- the Bumper at the top of the stage can fling you to the side but that isn't really much of a hazard.

The computer gives you a random ally for this battle. Throw Mario right away. Now go Screw Attack Luigi. Basically for this fight stay on the bottom and Screw Attack those above you. The Charge Shot should be used to blast them away when they are at high damage but if their damage is really high, don't bother and just throw them.

SAMUS VS. PIKACHU

Stage- Saffron City

Hazards- the pokémon that come out of the door sometimes attack.

The Screw Attack will come in handy here because you want to stay underneath Pikachu to avoid his Thunder attack. Samus can throw Pikachu far so do that a lot. If he is falling down from above you after being

hit than do the Upward Flamethrower for big damage.

SAMUS VS. GIANT DK

Stage- Congo Jungle

Hazards- None but a barrel that floats along the bottom of the stage can

save you if you fall off.

The computer will pick two random allies for this fight. This is an easy fight if you just stay away firing Charge Shots into him. When he is at around 200% a Charge Shot will finish him. Projectiles are the sure way to defeat Giant DK.

SAMUS VS. KIRBY TEAM(8)

Stage- Dreamland

Hazards- Wispy Woods the tree blows wind back and forth across the stage

that can blow you off if you're not careful.

The Screw Attack can often shake the stolen powers out of these Kirbys if it doesn't kill them first. Throw to guarantee a kill for each one.

SAMUS VS. SAMUS

Stage- Planet Zebes

Hazards- the acid that rises occasionally can roast and toast you. The most annoying hazard in the game.

This can be a hard fight unless you play it smart. Jump above her dropping bombs so that the acid doesn't hit you. When she is at about 70% damage keep repeatedly throwing her into the acid and hope that she gets roasted and toasted around.

SAMUS VS. METAL MARIO

Stage- ?

Hazards- None

Right off the start use a bunch of Upward Flamethrowers to get Metal Mario high in damage. He should be easy to throw after about 5. You could probably beat him in less than a minute using this method. I just thought of that while I am writing this and I wonder why I hadn't tried that before.

SAMUS VS. FIGHTING POLYGON TEAM(30)

Stage- ?

Hazards- None

The Screw Attack is a one hit KO here so try to get the Single Move bonus. On the higher difficulties these guys can be very offensive and it will be necessary to get the health items. It is mostly a test of your endurance.

SAMUS VS. MASTER HAND

Stage- ?

Hazards- None

One of the easiest fights if you just keep using the Upward Flamethrower. This and Metal Mario are the easiest using that tactic. Dodge or block his attacks are the key to defense here, and the Upward Flamethrower provides the offense.

~YOSHI~

YOSHI VS. LINK

Stage- Hyrule Castle

Hazards- A tornado sweeps across the stage now and then throwing whoever gets caught in it upward.

First put Link into an egg and then do a Butt Drop on him. Repeat that until he is about 65% damage and then keep throwing him. When he is trying to come back use the Egg Bomb attack. He should be easy to throw Link because Yoshi has a good throw.

YOSHI VS. YOSHI TEAM(18)

Stage- Yoshi's Island

Hazards- None

Use a lot of throws and they'll beat them easily. They go flying easily so don't bother damaging them first. It may seem unfair at first but you'll quickly find out that it's not.

YOSHI VS. FOX

Stage- Sector Z

Hazards- the Arwing comes in now and then and shoots the heck out of whoever is standing in the line of fire.

Use the Egg Lay followed by a Butt Drop combo a lot here to rack up damage. At about 55% damage keep throwing him to the left side. After a few throws he will be finished. If he tries to come back hit him with the Egg Bomb move.

YOSHI VS. MARIO BROTHERS

Stage- Peach's Castle

Hazards- the Bumper at the top of the stage can fling you to the side but that isn't really much of a hazard.

The computer picks a random ally for this match. Start by throwing Mario. Now hit Luigi with an Egg Bomb. Keep staying on the bottom and use Egg Bomb a lot. Use the Egg Lay, Butt Drop combo if you're having trouble racking up damage. Throw them when they're high in damage.

YOSHI VS. PIKACHU

Stage- Saffron City

Hazards- the pokémon that come out of the door sometimes attack.

Just keep throwing him over and over again to ensure his defeat. Don't use the Butt Drop too much or he'll Thunder you. Try to get him near the door where pokémon come out and hope he gets tossed around. Pikachu is in the air a lot so use the Egg Bomb.

YOSHI VS. GIANT DK

Stage- Congo Jungle

Hazards- None but a barrel that floats along the bottom of the stage can save you if you fall off.

The computer picks two random allies for this fight. This fight is hard as Yoshi because he has no good projectiles. Use the Egg Lay a lot and Egg Bomb him from far away to get his damage up. You're really going to have to rely on your teammates a lot here.

YOSHI VS. KIRBY TEAM(8)

Stage- Dreamland

Hazards- Wispy Woods the tree blows wind back and forth across the stage

that can blow you off if you're not careful.

Easy. Just throw them all and they'll go flying. Watch out for their copied attacks because they get annoying fast. Avoid the Stone and Final Cutter by dashing away. They go flying easily so just stay on the offensive.

YOSHI VS. SAMUS

Stage- Planet Zebes

Hazards- the acid that rises occasionally can roast and toast you. The most annoying hazard in the game.

This is a very hard fight to be Yoshi on. Start off with an Egg Bomb and try to aim it at her. Now trap her in an egg and use the Butt Drop. Repeat until 80% damage. Then throw her into the acid. Watch out for the acid yourself by staying on the top platform. The Butt Drop comes in handy a lot here because it is best to stay high.

YOSHI VS. METAL MARIO

Stage- ?

Hazards- None

I think the best way is to keep using the Butt Drop until he is about 100% damage. You will probably get hit by a Super Jump Punch or two if you use this method but it still works. Here is a good tactic for this stage. Wait by the edge facing Metal Mario. When he walks up to you use the Egg Lay and if you were close enough to the edge than the egg will fall right down the hole!

YOSHI VS. FIGHTING POLYGON TEAM(30)

Stage- ?

Hazards- None

3 moves work good here. Flying Flip Kicks, Butt Drops, and Flying Head Butts. On the later difficulties you will need to pick up the health items that pop up and they will pop up. This is a big test of endurance.

YOSHI VS. MASTER HAND

Stage- ?

Hazards- None

Use a combination of all attacks like Butt Drops, Flying Head Butts and all sorts of strong power hits. You can shield against most things but a few attacks must be dodged. No items appear here so don't rely on them. Just smash him up until his 300 HP is gone.

~KIRBY~

KIRBY VS. LINK

Stage- Hyrule Castle

Hazards- A tornado sweeps across the stage now and then throwing whoever gets caught in it upward.

Don't steal Link's Boomerang you won't need it. Get Link caught in the Final Cutter combo that hits 4 times. Once Link is out in the open with no platforms above him than use the Stone on him. If he ever lands beside the arch than back him into the corner and tap A to do Kirby's infinite combo. When he is 100% damage throw him off.

KIRBY VS. YOSHI TEAM(18)

Stage- Yoshi's Island

Hazards- None

Just throw them or do Drill Kicks. Final Cutters work well too. Don't bother to play defensively just stay on the offense the whole time and they'll be gone before you know it. Don't bother with the Stone they'll die from almost any attack anyway. Don't steal their Egg Lay attack it is useless anyway.

KIRBY VS. FOX

Stage- Sector Z

Hazards- the Arwing comes in now and then and shoots the heck out of whoever is standing in the line of fire.

First steal Fox's Blaster Shot. Now jump above him and use Stone. Run to the side and fire Blaster Shots at him until he comes close. Than throw him to the side. Shoot Blaster Shots at him while he is trying to come back. If he does make it back then Stone him. Don't let him juggle you because that is his main strength.

KIRBY VS. MARIO BROTHERS

Stage- Peach's Castle

Hazards- the Bumper at the top of the stage can fling you to the side but that isn't really much of a hazard.

The computer picks random ally for this match. Steal Mario's Fireball not Luigi's. Now use the Final Cutter and try to hit Luigi. Run to the side where nobody is and launch Fireballs from there. Try to Stone them while they are double teaming your ally. If one of them comes after you throw him.

KIRBY VS. PIKACHU

Stage- Saffron City

Hazards- the pokémon that come out of the door sometimes attack.

Just throw him and use power-hits. Pikachu is tricky but his timing is awful so just pound down on him and throw him. On the lower difficulties it is okay to use stone, but on the higher ones he will Thunder you if you try.

KIRBY VS. GIANT DK

Stage- Congo Jungle

Hazards- None but a barrel that floats along the bottom of the stage can save you if you fall off.

The computer picks two random allies for this battle. First steal Giant DK's Giant Punch. Now keep charging your Giant Punch and run up to him and hit him. The Giant Punch can finish him easily if he is high in damage. Try the Final Cutter combo if you want to keep him from hitting you.

KIRBY VS. KIRBY TEAM(8)

Stage- Dreamland

Hazards- Wispy Woods the tree blows wind back and forth across the stage that can blow you off if you're not careful.

If they are annoying you with their copied attacks then steal them from them and use them yourself if you want to or just get rid of them.

Throws should do it, as should Stone. Power-hits will send them flying so that's really all you need.

KIRBY VS. SAMUS

Stage- Planet Zebes

Hazards- the acid that rises occasionally can roast and toast you. The most annoying hazard in the game.

Start off by stealing her Charge Shot. Now jump up to the top and start charging your Charge Shot. Go back down and blast her. Now try to stone her. Keep hitting her with Charged Shots to keep her away. The Final Cutter combo works great her. Try to throw her into the acid.

KIRBY VS. METAL MARIO

Stage- ?

Hazards- None

You can't steal his Fireballs so don't try. Keep using Stone because it is Kirby's most damaging attack. Throw him off at about 200% damage. Items come in handy here!

KIRBY VS. FIGHTING POLYGON TEAM(30)

Stage- ?

Hazards- None

Most A button attacks will kill them. The health items are important here on the higher difficulties. They go flying easier than the Kirbys and Yoshis so don't worry about their numbers. The Stone guarantees their defeat, and so do throws.

KIRBY VS. MASTER HAND

Stage- ?

Hazards- None

Don't bother with the Stone, it does a lot of damage but it takes too long to get out of. If you have time try to use Stone to block all attacks instead of the shield. Wouldn't it be cool if you could steal one of his attacks?! Use the Final Cutter on him, and try to make it hit multiple times.

~FOX~

FOX VS. LINK

Stage- Hyrule Castle

Hazards- A tornado sweeps across the stage now and then throwing whoever gets caught in it upward.

Keep firing Blaster Shots at the start until he starts moving.

When

he jumps in the air, juggle him like a bowling pin. When he is high in damage kick him to the side. Try to throw him into the tornado if you can.

FOX VS. YOSHI TEAM(18)

Stage- Yoshi's Island

Hazards- None

Just use Upward and Downward Kicks for all of them. They go flying so easily that you barely need to touch them. The B button moves are unnecessary here because they aren't power hits. Throws work just as well too.

FOX VS. FOX

Stage- Sector Z

Hazards- the Arwing comes in now and then and shoots the heck out of whoever is standing in the line of fire.

Reflect his Blaster Shots back at him, and don't let him reflect yours. The easiest way to get rid of Fox is too keep throwing him. If the Arwing comes try to throw him into the line of fire, and if you succeed than his defeat is almost ensured.

FOX VS. MARIO BROTHERS

Stage- Peach's Castle

Hazards- the Bumper at the top of the stage can fling you to the side but that isn't really much of a hazard.

The computer picks a random ally for this match. Throw Mario at the start. Now give Luigi an Upward Kick. Run to the side and fire off as many Blaster Shots as you can. Try to throw them at the ramp on the side of the level and they will fall back down beside you where you can throw them again. Reflect their Fireballs back at them.

FOX VS. PIKACHU

Stage- Saffron City

Hazards- the pok~~on~~ that come out of the door sometimes attack.

Just give him all the power hits and throws you can. You can sometimes get the Pacifist award on this fight because Pikachu tends to mess up the Double Quick Attack move. Don't bother for the bonus though and just hit him as hard as you can.

FOX VS. GIANT DK

Stage- Congo Jungle

Hazards- None but a barrel that floats along the bottom of the stage can save you if you fall off.

The computer picks two random allies for you in this fight. This is a good level to be Fox on. Just stand back firing Blaster Shots at him and you'll be fine. Throw him when he is high in damage and he will get high in damage fast too because he has two fighters to fend off with a Fox shooting at him on the other side of the screen!

FOX VS. KIRBY TEAM(8)

Stage- Dreamland

Hazards- Wispy Woods the tree blows wind back and forth across the stage that can blow you off if you're not careful.

Fox is one of the weaker characters and he isn't exactly the best for fighting the teams but if you play it smart you can smash these marshmallows into oblivion with moves like the Upward Kick and Downward Kick. Don't let them use their projectiles on you. Also use a lot of throws.

FOX VS. SAMUS

Stage- Planet Zebes

Hazards- the acid that rises occasionally can roast and toast you. The most annoying hazard in the game.

Reflect her Charge Shots back at her (heh heh) and use your Blaster Shot a lot. Keep throwing her for best results. Watch out for the acid and try to get Samus into it. The top platform is the only one that is guaranteed not to get acid covering it. Watch out for Samus' Screw

Attack.

FOX VS. METAL MARIO

Stage- ?

Hazards- None

The Blaster Shot is all you need here. It may take a while, but if you use the Blaster Shot over and over again from far away, it will ensure that you don't get hit very much. Throw him off at around 200% damage.

FOX VS. FIGHTING POLYGON TEAM(30)

Stage- ?

Hazards- None

This is perhaps the worst fight to be Fox as. Just hitting them with aerial power-hits is the best way to get rid of them fast. The B button attacks are useless here. Items like the Hammer are very handy here, especially as Fox, Yoshi, or Jigglypuff.

FOX VS. MASTER HAND

Stage- ?

Hazards- None

Just keep using Blaster Shots and an occasional Firefox. Fox is fast so most attacks can be dodged easily but some of them like when he drills his finger into you from above need to be shielded because it is way too fast. Shield against mostly everything because almost everything won't break your shield.

~PIKACHU~

PIKACHU VS. LINK

Stage- Hyrule Castle

Hazards- A tornado sweeps across the stage now and then throwing whoever gets caught in it upward.

Start with a barrage of Thunderjolts. When he finally walks over to you give him a Thunder. Now you should use Pikachu's shocking throw over to the left side of the stage. Give him the Electric Drill and then throw him over the side again. Keep throwing until he's done.

PIKACHU VS. YOSHI TEAM(18)

Stage- Yoshi's Island

Hazards- None

Start off with a Thunder to kill the Yoshi on top. Electric Drills and Downward Electric Drills will do great after that. Each Yoshi will get launched with one each. Play totally offensive here and don't worry about them attacking you because they really suck.

PIKACHU VS. FOX

Stage- Sector Z

Hazards- the Arwing comes in now and then and shoots the heck out of whoever is standing in the line of fire.

Don't let Fox reflect your Thunderjolts back at you. Lure him near the edge and use a lot of shocking throws. If he is high in the air than juggle him with Thunder. If the Arwing comes throw Fox in the line of fire to kill him.

PIKACHU VS. MARIO BROTHERS

Stage- Peach's Castle

Hazards- the Bumper at the top of the stage can fling you to the side but that isn't really much of a hazard.

The computer picks a random ally for this fight. Throw Mario and then juggle Luigi with Thunder. The Thunders should get Luigi high in damage but stop if Mario comes after you to throw him and then start Thundering again. Luigi should die pretty quickly this way so that you can concentrate on double teaming Mario.

PIKACHU VS. PIKACHU

Stage- Saffron City

Hazards- the pokémon that come out of the door sometimes attack.

Stay under him and juggle him with Thunder. If you see him setting up a Thunder and it's too late to escape than shield. Throw Pikachu a lot because he is a lightweight. If the pokémon door opens than push Pikachu into it and run for cover.

PIKACHU VS. GIANT DK

Stage- Congo Jungle

Hazards- None but a barrel that floats along the bottom of the stage can

save you if you fall off.

The computer picks two random allies for this match. Easy, just stay under him and Thunder him. His damage will skyrocket by using Thunder over and over again. He should be at about 200% damage before you can toss him for good. Just don't go near him because his Giant Punch can kill you even at 0%!

PIKACHU VS. KIRBY TEAM(8)

Stage- Dreamland

Hazards- Wispy Woods the tree blows wind back and forth across the stage

that can blow you off if you're not careful.

Use Thunder to kill the first one right off the bat. Pikachu's shocking throws should kill these Kirby's after one or two of them. If they are really starting to piss you off than just Thunder them and they'll be gone if they've been damaged a bit.

PIKACHU VS. SAMUS

Stage- Planet Zebes

Hazards- the acid that rises occasionally can roast and toast you. The most annoying hazard in the game.

I hate this fight the most. Start of the fight with a barrage of Thunderjolts. No matter who you are the best strategy is to try and throw Samus into the acid once she is around 65%. As long as the acid isn't too high you can drop to the bottom and Thunder her if she is on the top.

PIKACHU VS. METAL MARIO

Stage- ?

Hazards- None

One word. THUNDER! Metal Mario's damage will go up pretty fast with

this move. Use lots of shocking throws once his damage is around 200% and hopefully he will go flying off sooner or later. He is even harder to throw than Giant DK and even when you are on the edge you can sometimes not throw him far enough to get him off.

PIKACHU VS. FIGHTING POLYGON TEAM(30)

Stage- ?

Hazards- None

Throws should guarantee a kill for each of these dummies. Thunder will without question. Be sure to grab the health items and yes health items will appear sometime in this fight. The hammer is especially useful in this fight on the higher difficulties.

PIKACHU VS. MASTER HAND

Stage- ?

Hazards- None

You can easily get the Single Move bonus on this stage as Pikachu with Thunder. Shield against almost everything except for a few attacks that will break your shield. Dodging is a must have skill for this fight.

~LUIGI~

LUIGI VS. LINK

Stage- Hyrule Castle

Hazards- A tornado sweeps across the stage now and then throwing whoever gets caught in it upward.

Bombard Link with Fireballs until he starts to move, than run to the far side and throw even more Fireballs. His damage should be at least at around 30% now so use the Super Jump Punch and catch it on fire if you know how. Now kick him to the side and throw Fireballs to keep him back off. This is an easy fight.

LUIGI VS. YOSHI TEAM(18)

Stage- Yoshi's Island

Hazards- None

Super Jump Punches are great here whether they catch fire or not. Use anything except Fireballs here and they will go flying. Don't be intimidated by their numbers because this is probably an easier fight than against Link.

LUIGI VS. FOX

Stage- Sector Z

Hazards- the Arwing comes in now and then and shoots the heck out of whoever is standing in the line of fire.

If Fox reflects your Fireballs than throw another one to cancel it out. Try to catch a Super Jump Punch on fire when he is high in damage to get a Star Finish. Throws come in very handy here. If the Arwing comes along here just throw Fox up to get him shot into oblivion.

LUIGI VS. MARIO BROTHERS

Stage- Peach's Castle

Hazards- the Bumper at the top of the stage can fling you to the side but that isn't really much of a hazard.

The computer picks a random ally for this battle. Throw Mario right off the bat and than do a Super Jump Punch on Luigi(on fire if you can). Now just hang back throwing Fireballs while your ally keeps Mario and Luigi busy. Throw them when they get high in damage.

LUIGI VS. PIKACHU

Stage- Saffron City

Hazards- the pok_モon that come out of the door sometimes attack.

Just hit him with any kind of power hits to knock him away. If the pok^{on} door opens than push Pikachu into it and run for cover so that the pok^{on} don't hit you. When Electrode pops out of the door he can usually kill Pikachu. Throws can make short work of Pikachu.

LUIGI VS. GIANT DK

Stage- Congo Jungle

Hazards- None but a barrel that floats along the bottom of the stage can

save you if you fall off.

The computer picks two random allies for this fight. If you know how to catch your Super Jump Punches on fire than keep using those but if you don't than hang back throwing Fireballs. Throw Giant DK when he gets around 200% damage and he will get high in damage quickly.

LUIGI VS. KIRBY TEAM(8)

Stage- Dreamland

Hazards- Wispy Woods the tree blows wind back and forth across the stage

that can blow you off if you're not careful.

Just throw each Kirby out of existence or you can smash them off with your power hits. Their copied attacks can get rather annoying so try to avoid them. Super Jump Punches work well here. I recommend just throwing them though.

LUIGI VS. SAMUS

Stage- Planet Zebes

Hazards- the acid that rises occasionally can roast and toast you. The most annoying hazard in the game.

Right off the beginning jump up and give Samus a Luigi Cyclone and then a throw. Start launching off Fireballs now and if she gets near you

jump to the top platform. Throw her into the acid at about 65%. It will take a few tries but once she gets roasted and toasted you might get the

Acid Clear bonus.

LUIGI VS. METAL MARIO

Stage- ?

Hazards- None

Super Jump Punches that catch on fire are the best weapon here.

Once he is down on the bottom platform give him your Fireballs. At about

200% give him a lot of throws to get him off. If you stay away from him this will be an easy fight.

LUIGI VS. FIGHTING POLYGON TEAM(30)

Stage- ?

Hazards- None

Just use anything except for the Fireballs. Grab the health items and hope for a hammer because they will be a lot quicker to defeat that way. On the higher difficulties this can be one of the hardest fights.

LUIGI VS. MASTER HAND

Stage- ?

Hazards- None

Super Jump Punches that catch on fire are the best way to quickly get rid of this glove. You should throw Fireballs at him while you are running over to Super Jump Punch him because he will die faster that way. Shield against most of his attacks and you'll be fine.

~CAPTAIN FALCON~

CAPTAIN FALCON VS. LINK

Stage- Hyrule Castle

Hazards- A tornado sweeps across the stage now and then throwing whoever gets caught in it upward.

Try to land a couple of Falcon Punches at the start of the match. Every time Link jumps in the air use the Falcon Grab. Throw him off after a few Falcon Kicks. This fight shouldn't take very long at all.

CAPTAIN FALCON VS. YOSHI TEAM(18)

Stage- Yoshi's Island

Hazards- None

Use any attack here and they'll all go flying with one hit each. Throws work just as good but it doesn't matter. One time through this fight and their numbers won't scare you any longer. This is a lot easier than the fight against Link.

CAPTAIN FALCON VS. FOX

Stage- Sector Z

Hazards- the Arwing comes in now and then and shoots the heck out of whoever is standing in the line of fire.

This is the battle of the fast guys but guess what? You're faster! Use lots of Falcon Kicks and Flaming Kicks. Throw him every chance you get. Take advantage of your speed and Falcon Grab every time Fox jumps. This is the first challenging fight.

CAPTAIN FALCON VS. MARIO BROTHERS

Stage- Peach's Castle

Hazards- the Bumper at the top of the stage can fling you to the side but that isn't really much of a hazard.

The computer picks a random ally for you this time. Falcon Kick Mario and then Falcon Grab Luigi. Keep Falcon Kicking across the screen hitting everything in your path. The Falcon Grab is handy here because Mario and Luigi jump a lot. Throw them when they're high in damage.

CAPTAIN FALCON VS. PIKACHU

Stage- Saffron City

Hazards- the pok^モmon that come out of the door sometimes attack.

Don't try a Falcon Punch here or quick little Pikachu will kick you down. Throw him whenever you can and if Pikachu tries to come back on the playing field after a throw than Falcon Grab him to push him back out, just don't fall down the hole yourself.

CAPTAIN FALCON VS. GIANT DK

Stage- Congo Jungle

Hazards- None but a barrel that floats along the bottom of the stage can save you if you fall off.

The computer picks two random allies for this match. If Giant DK keeps getting stunned from your opponents constantly hitting him then it might be safe to set up a Falcon Punch. The Falcon Grab is easy to connect here because Giant DK is such a big target. Falcon Kicks and Flaming Kicks should be your main attacks.

CAPTAIN FALCON VS. KIRBY TEAM(8)

Stage- Dreamland

Hazards- Wispy Woods the tree blows wind back and forth across the stage

that can blow you off if you're not careful.

A Falcon Punch would finish these guys off as a one hit KO but that's too risky so just use Falcon Kicks and Flaming Kicks. Falcon Grabs can be useful if there is a Kirby on a platform above you. A few power hits will finish them off.

CAPTAIN FALCON VS. SAMUS

Stage- Planet Zebes

Hazards- the acid that rises occasionally can roast and toast you. The most annoying hazard in the game.

The Falcon Grab is useful for the many times that Samus is in the air. When Samus is on the ground jump towards her and press B in the air and by the time you land the Falcon Punch should hit. After that stay on the top platforms using Falcon Kicks. Try to throw her into the acid.

CAPTAIN FALCON VS. METAL MARIO

Stage- ?

Hazards- None

On the lower difficulties you can usually easily lay a Falcon Punch in Metal Mario's face, but on the higher ones he'll usually Super Jump Punch you before you can fire it. When he is on the top platform use Falcon Grabs and when he is on the bottom using Falcon Kicks and Flaming Kicks. Throw him at about 225%.

CAPTAIN FALCON VS. FIGHTING POLYGON TEAM(30)

Stage- ?

Hazards- None

Just hit these guys with any attack you want and they'll go flying.

Throws are a guaranteed way to kill any of the annoying Polygons. One or two health items are bound to come up here. This is a big test of endurance.

CAPTAIN FALCON VS. MASTER HAND

Stage- ?

Hazards- None

Falcon Punches work great if you can time them. If you're having trouble connecting the Falcon Punch than Falcon Kicks and Flaming Kicks work just as well. Falcon Grabs are useless because you can't throw the Master Hand. Most of his attacks can be shielded against but some must be dodged.

~NESS~

NESS VS. LINK

Stage- Hyrule Castle

Hazards- A tornado sweeps across the stage now and then throwing whoever

gets caught in it upward.

Start off by throwing a barrage of PK Fires. Then when his damage is high, keep trying to throw him off the edge. PK Shield is useless in this fight. Smacking yourself into him with PK Thunder is also very effective.

NESS VS. YOSHI TEAM(18)

Stage- Yoshi's Island

Hazards- None

Just use a combination of all your A button attacks, because they go flying easily. This is a very easy fight. If you lose this, then I pity you.

NESS VS. FOX

Stage- Sector Z

Hazards- the Arwing comes in now and then and shoots the heck out of whoever is standing in the line of fire.

This can be a hard fight sometimes. Start off by smacking yourself into him. Absorb his blaster shots with PK Shield. Don't let him juggle you, because on the higher difficulties he can rack up your damage very high. Don't use PK Fire too much or he will reflect it.

NESS VS. MARIO BROTHERS

Stage- Peach's Castle

Hazards- the Bumper at the top of the stage can fling you to the side but that isn't really much of a hazard.

You get a random CPU ally for this fight against Mario and Luigi. Start off by throwing a bunch of PK Fires at Mario, and when he gets close throw him. Smack yourself into them with PK Thunder, while your ally keeps them busy. On the higher difficulties, Mario and Luigi combo you like crazy!

NESS VS. PIKACHU

Stage- Saffron City

Hazards- the pokémon that come out of the door sometimes attack.

Don't let him Thunder you from below! Keep using A button attacks such as the Yo-Yo and the bat. Throwing him is also useful. He sometimes messes up the Double Quick Attack move, and kills himself. Whatever you do, don't underestimate this electric mouse!

NESS VS. GIANT DK

Stage- Congo Jungle

Hazards- None but a barrel that floats along the bottom of the stage can save you if you fall off.

You get two random allies for this fight. Mostly just let your allies do the work while you use PK Thunder from far back. When Giant DK is high in damage, just throw him a few times. Items are very handy here.

NESS VS. KIRBY TEAM(8)

Stage- Dreamland

Hazards- Wispy Woods the tree blows wind back and forth across the stage that can blow you off if you're not careful.

Mostly just hit them as hard as you can with your A button attacks. Don't bother with your PK Fire or PK Thunder, but PK Shield can come in handy when they're using their copied attacks.

NESS VS. SAMUS

Stage- Planet Zebes

Hazards- the acid that rises occasionally can roast and toast you. The most annoying hazard in the game.

Stay on the top most of the time to avoid the acid. PK Thunder is

useful. Absorb her charged shot with PK Shield. Juggle her with the Vertical Yo-Yo. Try to knock her far out into the acid with your bat and she probably won't be able to make it back if her damage is high enough.

NESS VS. METAL MARIO

Stage- ?

Hazards- None

If you're going to smack yourself into him with PK Thunder, than make sure he is on the other side of the screen. The bat and Yo-Yo come in handy here. Mostly use physical attacks with a few PK Fires in here and there. Throw him off at around 175% damage.

NESS VS. FIGHTING POLYGON TEAM(30)

Stage- ?

Hazards- None

This is easy on the earlier difficulties. Just bash them around with your bat, yo-yo, and Flying Punches. There will most likely be some Maxim Tomatoes in this battle.

NESS VS. MASTER HAND

Stage- ?

Hazards- None

Use PK Fire when on the attack. When he walks on two fingers, jump over him. When his fingers are pointing at you diagonally and the tips are sparkling, dodge it! If you put up your shield, he will poke you twice, therefore breaking it. When his fingertips are sparkling, and they're pointing at you horizontally, put up your PK Shield to regain tons of damage when he shoots bullets at you! For every thing else, you can just block.

~JIGGLYPUFF~

JIGGLYPUFF VS. LINK

Stage- Hyrule Castle

Hazards- A tornado sweeps across the stage now and then throwing whoever gets caught in it upward.

Run up to Link and use Pound. Now run up to him and throw him straight up, and than jump up and juggle him with the Overhead Clap. When his damage his high use the Sing attack followed by a rest. If that still doesn't knock him out than just throw him.

JIGGLYPUFF VS. YOSHI TEAM(18)

Stage- Yoshi's Island

Hazards- None

Just hit them all with aerial power-hits to get rid of them. This is the easiest fight in the whole game so don't worry about this one. The next one is more or a challenge.

JIGGLYPUFF VS. FOX

Stage- Sector Z

Hazards- the Arwing comes in now and then and shoots the heck out of whoever is standing in the line of fire.

Try to grab Fox and throw him straight up. Now juggle him endlessly with the Overhead Clap. When his damage is high kick him to the side.

If he still needs a bit more damage done to him than put him to sleep and use the Rest attack. If he makes it back to the edge than just throw him again.

JIGGLYPUFF VS. MARIO BROTHERS

Stage- Peach's Castle

Hazards- the Bumper at the top of the stage can fling you to the side but that isn't really much of a hazard.

The computer picks a random ally for you this time. Throw Mario right at the start and then jump up and Overhead Clap Luigi. Now back away and keep using hit and run tactics with Pound. If Mario or Luigi are under the bumper, throw them straight up and they might hit it.

JIGGLYPUFF VS. PIKACHU

Stage- Saffron City

Hazards- the pok~~on~~ that come out of the door sometimes attack.

Battle of the Pok~~on~~! Stay under Pikachu and don't let him Thunder

you. Juggle him by throwing him straight up and using the Overhead Clap attack over and over touching the ground every time you run out of puffs. Throw him into the pok~~on~~ door whenever it's open.

JIGGLYPUFF VS. PIKACHU

Stage- Congo Jungle

Hazards- None but a barrel that floats along the bottom of the stage can save you if you fall off.

This time you get two allies randomly picked by the computer. Jigglypuff doesn't have very many strong attacks so just put Giant DK to sleep and let your allies pound down on him. When Giant DK is high in damage throw him or use Rest if he is very high in damage.

JIGGLYPUFF VS. KIRBY TEAM(8)

Stage- Dreamland

Hazards- Wispy Woods the tree blows wind back and forth across the stage that can blow you off if you're not careful.

Just use all of the power hits that you've got to send these balloons to orbit(look whose talkin'). Throwing them is probably the best way because Jigglypuff doesn't have too many power hits. You should be hoping for a hammer here.

JIGGLYPUFF VS. SAMUS

Stage- Planet Zebes

Hazards- the acid that rises occasionally can roast and toast you. The most annoying hazard in the game.

This is possibly the hardest fight in the game especially being Jigglypuff(no offense). The best way is probably to run up and throw Samus straight up and then to keep juggling her so that she can't attack you. Just watch out for the acid and jump up when you see it coming. Be careful and don't let Samus attack you too much.

JIGGLYPUFF VS. METAL MARIO

Stage- ?

Hazards- None

It will take a long time to rack up Metal Mario's damage as Jigglypuff so just put him to sleep, pound, put him to sleep, pound, you get the idea. You can also use other moves like the Overhead Clap, just don't expect to juggle this hunk of metal! Throw him at about 225% damage.

JIGGLYPUFF VS. FIGHTING POLYGON TEAM(30)

Stage- ?

Hazards- None

Use Jigglypuff's aerial power-hits to knock away the Polygon team members. There is bound to be a health item or two come up here so grab them when you see them. Items like the hammer are very handy here.

JIGGLYPUFF VS. MASTER HAND

Stage- ?

Hazards- None

Just jump up and use the Overhead Clap again and again. It will take a while but it is still the best way to do it. Dodge some attacks but most can be shielded against. This is not as hard as many people think because half the time the Master Hand is just floating harmlessly.

Bonus Awards

- Acid Clear +1,500 Allow acid to finish off Samus
- All Variation +15,000 Finish round using all of your character's moves
- Arwing Clear +3,000 Mini Arwing on Sector Z defeats opponent
- Booby Trap +12,000 Kill your opponent with a mine
- Bros. Calamity +12,000 Defeat Luigi before attacking Mario
- Bumper Clear +10,000 Enemy defeated with bumper item1
- Butterfly +10,000 Knock opponent out of the ring while they try to climb back on the stage
- Cheap Shot -99 Use the same move for 35 percent damage
- Comet Mystic +7,000 Clear a level when your character becomes a star
- DK Defender +1,000 All allies alive after defeating Giant DK
- DK Perfect +50,000 Defeat Giant DK without allies getting hit once
- Fighter's Stance +100 Taunt opponent right before he/she loses
- Full Power +5,000 Finish battle with 0% damage
- Game Clear +70,000 x 1-5 (per difficulty) Finish game on certain difficulty level2
- Hawk +18,000 Use only aerial moves
- Heartthrob +8,000 Collect three or more heart containers in one level
- Heavy Damage +10,000 Finish round after inflicting more than 200% damage
- Item Pitcher +10,000 Kill opponent by throwing an item
- Item Strike +20,000 Defeat opponent using only items in the team games, excluding Mario Brothers; send all 8,18, or 30 opponents into the sky
- Jackpot +3,330 Have 33%, 55%, 99% etc. shield (double of same number)
- Judo Warrior +4,000 Defeat opponent by throwing only them
- Kirby Ranks +12,000 Defeat Kirbys in the order of their strength
- Last Second +8,000 Defeat opponent in the last second
- Lucky 3 +9,990 Finish round with 3:33 on timer
- Mew Match +15,000 Mew appears out of a Pokéball during match3
- Mystic +7,000 Die immediately after your opponent dies, but before "Game Set" appears.
- No Damage +15,000 Take no damage though out battle (cannot use Maxim Tomato or Heart)

Note: For the Japanese version, successfully complete the game as any character under any difficulty level and number of lives. Then, defeat Captain Falcon.

Fight as Jigglypuff (Purin):

Complete the game using any character under any difficulty level and number of lives. Then, defeat Purin.

Fight as Ness from Earthbound (Mother 2):

Successfully complete the game under the normal difficulty level and three lives without continuing. Then, defeat Ness when he appears.

Fight as Luigi:

Successfully complete the Bonus 1 "Break The Target" with the eight original characters and one bonus characters. This can be done during Bonus 1 practice. Then, defeat Luigi. If you lose the match, complete Bonus 1 again with any character for a rematch.

Classic Mushroom Kingdom stage:

Successfully complete the game with all eight original characters under the normal difficulty setting and three lives. Continues may be used. The Classic Mushroom Kingdom stage will be available under versus mode.

Character preview:

Hold Z and press the Analog-stick at the character biography screen.

Alternate congratulations screen:

Begin game play in one player mode using any character, difficulty setting, and number of lives. If you reach a total score of 1,000,000 points or more, an "Incredible" message will appear on the congratulations screen.

Music test:

Successfully complete Bonus Games 1 and 2 with all characters, including the secret ones. This can be done during Bonus 1 and 2 practice. A music test option will appear on the data screen.

Borrow a life:

Begin a team game under versus mode. Press Start if you lose a life to take a life from your partner, if he or she has more than one remaining. Alternatively, press A+B + Z + Start.

Item switch:

Play the game in versus mode at least fifty times to unlock the item switch option.

Note: For the Japanese version, use any character to record one hundred kills to unlock an item switch menu. This menu allows various weapons to be toggled and control the frequency in which they appear.

To get the "Item switch" option easier, use the following trick with two controllers. Go to multi-player mode and set it on damage 200% and stock 1. Have player one choose Kirby, and any character for player two. Press R to have Kirby grab the player two, then press R. Player two should die. Repeat this until you get the "Item switch" option.

Quick healing:

Go to the Silph Co. stage as any character. When Chansey pops out of the building, run into it as fast as you can. If done correctly, you

will get 5 hit points taken away.

Extra points for each level:

The following trick may be used to get an extra 100 points in each level. Defeat your opponent in one player mode. Press L to taunt just before he dies. If your character is in a taunt when the camera zooms in for the scores, 100 points will be awarded for the fighter's stance.

Losing points:

You will lose points after losing all lives and continues.

Control credits screen:

Press one of the following buttons during the credits. Press Analog-stick to change the angle and move the target. Press Start + A to scroll faster, or to return to normal speed. Select a name with the target and press A to view details about their work in the game. Press B to pause or resume the scrolling.

Self-destruct:

Hold Z or R (block) until your character explodes.

Sudden Death:

Play a time limit battle. Make sure both of the characters have the same amount of lives when the timer runs out.

Hint: Box and barrel attack:

Press Forward + A while holding a box or barrel. The item will move faster and farther, and can also be used as a quick attack.

Hint: Spin attack:

Choose any character in any mode. Use C-Up 1CE or 2CE. Aim your character towards your opponent. While you are in the air directly above your opponent, press Down + B. You should do a spin right into your opponent.

Hint: Best move:

The best move for all characters is Up + B.

Hint: Pokemon message:

Start a match in the Silph Co. stage. Allow your character to get hit by the Pokeball billboard. Quickly pause game play and move the screen so you can read the pole that holds up the billboard. The message "gotta catch 'em all" written sideways can be seen.

Hint: Captain Falcon: Falcon Punch:

To actually see the Falcon Punch, pause game play while he punches. You will be able to see that his punch is in the shape of a falcon.

Hint: Captain Falcon: Skeleton:

Select Captain Falcon and Fox. Go to the ship and have Captain Falcon get close to Fox. Use Fox's blue shield. When Captain Falcon is flashing, press Start. If done correctly, he will appear as a skeleton.

Hint: Donkey Kong: Pokemon punch:

When playing as Donkey Kong, choose the Pokemon Silph Co. stage, then press B button to make him wind up for a punch. When the door opens, while the Pokemon is still inside, approach the door, but do not get close enough to force it out. Press B again to throw the punch and the

Pokemon will go flying.

This can also be done with the hammer weapon. Approach the door when it opens, but do not let the Pokemon out. Simply walk into the door and the Pokemon should go flying. Note: This trick only works on some Pokemon.

Hint: Donkey Kong: Easy win

The following trick works best in vs mode, with two or more stocks. Select Donkey Kong as a character and any level except for Samus' stage. Defeat your opponent once, then get close to the edge when he or she comes after your character. Grab him and press A to place him on your back. Then, jump off the level before he can get loose. Repeat this until you win as you can remain one life ahead of your opponent. Go to Hercules Castle. Lure your opponent under the green castle. When your opponent gets there, hold Down + B and until your opponent's % is very high. You can now most likely take them out with one hit. Begin game play in single player mode as Donkey Kong. When fighting with Metal Mario, press B + Down to slap the ground. Use this technique until he is heavily damaged. In a minute, you should have damaged him up to 999%. You can also blow him up in the sky.

Hint: Donkey Kong: Combos:

Press Down + B to hit your opponent. Then jump after him and press Up + B to hit him again.

Hint: Donkey Kong: Get in the barrel:

You can get in the barrel on Donkey Kong's stage by simply jumping towards it. Press A to get out. Note: The barrel sometimes moves around -- be careful when you aim.

Hint: Donkey Kong: Move or jump with a barrel:

The only way to move or jump with a barrel is with Donkey Kong. When you see a barrel, pick it up and you can move or jump around with it.

Hint: Donkey Kong: Quick KO:

Play as Donkey Kong. As soon as you see the player you want to defeat, walk up to them and press R. Walk off the edge while still carrying your opponent, and let go when you know he or she will not make it back. You will get a point for knocking off your opponent, and lose a point for falling. Your opponent will just lose a point. Although you will not gain anything, your friend will lose something, thus giving you the advantage. Note: This works best when playing one-on-one.

Select Donkey Kong in versus mode and character as the CPU opponent. Go to the Mushroom Kingdom or Castle stage. At the Mushroom Kingdom stage, knock your opponent left until you are under the large brick that has a green tube on the top of it. Press B + Down to do the Ground Pound. Since there is a brick in the way to stop your opponent from flying up, he will bounce back and lay there. Repeatedly press B + Down to get his/her percentage to 999%. At the Castle stage, throw your opponent to the left until he/she is under the small green tower. Keep pressing B + Down to get their percentage to 999%. Note: This can be done easily when in training mode and having the CPU just stand there.

Hint: Fox: More powerful lasers:

Select Fox and a character that uses a projectile as a weapon. Have Fox use his Deflect move (Down + B) and have the other character shoot Fox. He will deflect and the shot will do about twice as much damage.

If a match is played with two Foxes and on a level plane such as that found on Hyrule Castle or The Great Fox stages, both can use the deflect trick. The laser will deflect back and forth, and eventually grow so powerful that it will destroy one of the Fox's deflection shield. If a green turtle shell deflects back and forth, pick up the same shell after it destroys one of the deflection shields. Throw it at an opponent to see a big explosion. The targeted character will fly into the wall in a split second. You can use it as much needed until it disappears.

Hint: Fox: Powerful bumpers:

Begin a match on the Mushroom Kingdom stage with Fox and a lot of bumpers. Bring them right next to the tube on the left. Have Fox throw a bumper upwards and turn on his reflector. When it comes down, it will continuously attack his reflector, break it, and bounce up. When it comes down, you will see a large explosion about five to seven times, with each hit doing over 100%. This works best in practice mode. It will not work if more than one bumper is used.

Hint: Fox: Green shell charge-up:

Fox's reflector shield gives double damage to anything that can be reflected back, but when the green shell gets reflected and then does not vaporize, the power stays doubled.

Hint: Fox: Superman pose:

Play as Fox, jump, and do the corkscrew move. Pause game play during the move. If done correctly, Fox will have a pose similar to Superman when he is flying.

Hint: Fox: Spin Flip:

Play as Fox and hold onto a ledge. Press Z and rapidly pause and resume the game. Fox will do a back flip and a twist in one motion if timed correctly.

Hint: Fox: Unlimited Reflect move:

Press Down + B to do the Reflect move and hold it.

Hint: Fox: Surprise attack:

Note: This trick works best when when playing with three or four players. Go to Congo Jungle. When no one is watching, fall off the edge. Use your double jump to get under the stage, then press Up + B and move the Analog-stick in the direction of any opponent on the bottom floor of the stage. If done correctly, Fox will fly up through the stage and hit your opponent without them knowing.

Hint: Fox: Defeating Master Hand:

Use the Reflector to deflect the shots that Master Hand fires at you. Note: Do not use this tactic for his poking attack.

Hint: Fox: Lethal kill:

When playing as Fox in versus mode with a setting of 200% damage, approach any opponent. If stuck next to him, press B + Down. Fox will use Reflect. In the instance, the opponent touches the Reflector and is blown away. If lucky he will be kicked out of the stage. Note: Reflect attack is only valid within about half a second. For example, if Reflect is used when an opponent runs, if the opponent reaches Fox within a second he will be blown away. However, this will not happen if an opponent touches you if you are using reflect.

Hint: Fox: Avoid falling off:

Do not use the Firefox sideways if you are near an edge. You might fall off and have no way to get back up.

Hint: Fox: Separated head:

When performing Fox's Backwards Throw on another Fox, it appears that the thrown Fox's head is not on his shoulders.

Hint: Jigglypuff: Combos:

When playing as Jigglypuff, press Up + B to put your opponent to sleep. Then, get very close to your opponent, and press Down + B to put yourself to sleep. Your opponent will go flying, and Jigglypuff will remain asleep.

Press Up + A, then as your opponent is descending press Up + A to hit him again. Stay under him and repeat until he is defeated.

Jump in the air, then press Down + A to spin attack your opponent. When they hit the ground, press Down + B move to send them spiraling into the air.

Hint: Jigglypuff: Suicidal:

Note: This trick requires a lot of patience. Start a vs. mode game with 99 stock with you vs. the a CPU-controlled Jigglypuff. Fight in the Mushroom Kingdom secret stage. Use a lot of weapons during the match. When Jigglypuff's life is down to near 20, she will begin to kill herself by walking straight off the stage. She will do this about five to ten times -- it is interesting to watch because after she walks off a few times she will begin to break her own shield by holding it in very long. Let her to do so and she will damage and stun herself, allowing you to take advantage.

Hint: Jigglypuff: Defeating him:

Use the following trick to kill for Jigglypuff easily. When Jigglypuff blocks, use a super hit on him and it be a K.O.

Hint: Jigglypuff: Go long distances:

Use a jump then a punch (Up, B) repeatedly to travel far.

Hint: Jigglypuff with large arm:

Press Start to pause game play just when you punch. If timed correctly, Jigglypuff's right arm will appear several times its normal size.

Hint: Jigglypuff doing a ballerina dance:

Select versus mode and choose Jigglypuff as your character with any other players. When you begin the match, toss an opponent then pause game play. If done correctly, it will appear as though Jigglypuff is doing a ballerina dance.

Hint: Jigglypuff: Hear opponent snore:

Do the sleep attack, then pause game play to hear your opponent snore.

Hint: Kirby: Invincibility move:

When fighting as Kirby in the Sliph Co. stage, press B + Analog-stick Down when a Pokemon comes out of the building. Kirby will become a block and the fire, ram, and leaves will not harm him.

Hint: Kirby: Lose a power:

If you want to intentionally lose a power gained after eating another character as Kirby, press L to execute his taunt.

Hint: Kirby: Spit Shot:

Play as Kirby and press B to swallow an enemy. Press A and Kirby will spit the enemy as a star.

Hint: Kirby: Jump longer:

If you get hit badly, press Forward + A to jump longer.

Hint: Kirby: Combos:

Press Up + A, then as your opponent is descending press Up + A to hit him again. Stay under him and repeat until he is defeated.

Get very close to your enemy then repeatedly press A.

Hint: Kirby: Large arm:

Press Start to pause game play just when you punch. If timed correctly, Kirby's right arm will appear several times its normal size.

Hint: Kirby: Gain ability:

While playing as Kirby in single player mode, suck in another Kirby from the Kirby team. That Kirby will lose its ability, and you will gain it.

Hint: Link: Combos:

Press Up + A to hit your opponent. Then, jump up after him and press Up + B to hit him again.

Hint: Special bonus in Link's stage:

For a special bonus, defeat Link using a tornado at Hyrule Castle.

Hint: Luigi: Taunt attack:

Luigi is unique because, he is the only character whose taunt hurts. It may not hurt much, but when he kicks his foot on the ground, if there is an opponent in the way, they will get kicked for various reasons.

Hint: Luigi: Super attack:

Although Luigi's super jump attack only does 1% damage normally, the following trick will increase that amount. Get very close to an opponent and perform the move. If done correctly, a loud noise and fire will appear, doing about 20% damage. If your opponent is at about 65% damage it may even kill them.

Hint: Mario: Ninja:

While a player is on the floor have Mario get next to him or her. Jump backwards and quickly pause game play. If done correctly, Mario will look like a Ninja that beat up the person on the floor.

Hint: Mario: On fire while melting:

Start on the first stage with Mario and Link in two player mode. Have Link throw a bomb at you. Walk in to it and quickly pause game play. If done correctly, it will appear as if Mario's legs melted into the ground while his head is on fire. Additionally, if you pause the game just when he does a backflip to get upright after he is upside down, it will appear as if a baby Mario is standing on his head.

Hint: Mario: Ultimate move:

This move can give your opponent 999% damage and 99 hits if done correctly. In training mode, select Mario and any opponent, however

Donkey Kong is easier to hit. Go to any stage and get close to your opponent. Put four green shells right between Mario and your opponent. Then, press B + Down to execute the move. If done correctly, Mario and the victim will freeze, while the victim keeps getting hit until the shells wear off.

Hint: Mario: Cannonball:

Have Mario do a double back flip and pause game play. If done at the right moment, it will appear as if Mario is doing a cannon ball.

Hint: Ness: Deflection:

Ness can deflect with his bat (Left or Right + A). He can deflect Samus' ultimate shot, Mario and Luigi's fire ball, even a Ray Gun shot (difficult to accomplish, but not impossible). It may be helpful good to start with easy shots such as Mario's fireball to practice before trying to deflect Fox's shot. It may not be possible to deflect Link's boomerang. The homerun bat will not deflect.

Hint: Ness: Unlimited Regain move:

Press Down + B to do the Regain move and hold it.

Hint: Ness: PK Thunder at self:

With Ness, fire the PK Thunder at yourself. If you hit another character, it will send them flying.

Hint: Ness: Disco dance:

Begin game play as Ness, toss someone, then press Start. Ness will look like he is doing a disco dance.

Hint: Ness: Cheap move:

There are three positions to start this move. You can be "in" your opponents, (or very close to them), below them, and jump up, or jump onto them. Use the your Down + A attack to kick down. This will send them into the air. Jump and kick them down again to shoot them to the ground. Then, press Down, and when you are about to hit them, kick them down again, and repeat the process. When their damage gets to about 30, you will need to start varying, and perhaps double-jumping. This is a very hard trick to do, and requires practice. Done properly, you may be able to bring an opponent to about 100% damage before they escape.

Knock an opponent off the arena and when they try to come back, jump once towards them, then press Down + A. If your opponent's percent is high enough, you should hit him/her for an instant kill.

Hint: Ness: Flips you off:

Choose versus mode and select Ness as one of the fighters. Complete the R move, and immediately after you release, press Start. If timed correctly, it will appear that Ness is giving you the finger. Please feel free to edit what I wrote before you put this on your page.

Hint: Ness: Regain energy:

Start a game as Ness. If someone tires to shoot you, press Down + B. When the bullet hits, Ness will regain some energy.

Hint: Ness: Skeleton:

Start a two player vs. game with Pikachu vs. Ness. During the game, have Pikachu use its electric attack (where a bolt hops across the platform) and hit Ness. Pause game play immediately when it hits Ness. If done correctly, Ness will appear as a skeleton.

Hint: Ness: Long jumps:

When hit badly as Ness, use your jump, followed by PK Thunder. Make it hit you on the side that is away from the ground. Ness will go flying to the ground.

Hint: Ness: No string on yo-yo:

Start a game as Ness on any stage. Press Down + B, then press Start. You will see that Ness has no string on his yo-yo.

Hint: Ness: Do a split:

Choose multi-player mode with any number of players. Have player one be Ness. Go to any stage. When you start with Ness, jump in the air, then press B., Press Start when Ness almost hits the ground.

Hint: Pikachu: Jump higher:

After having only one platform left with Pikachu, use his quick attack jump to get higher. Then before it is done, quickly press Analog-stick Left to get below the last platform.

Hint: Pikachu: Fifth jump:

When you have been hurt and are pushed off screen, move in the direction of the jump. When you are ready, press Jump, wait, then jump. Then do his spinning attack a couple of times until you get close to the edge of the stage. Next do his third jump, and hold the Analog-stick diagonally in the direction of the jump. If done correctly, Pikachu will do two third jumps instead of one. Note: This may be very hard to accomplish at first but can be very useful when done correctly.

Hint: Pikachu: Appear flat:

Use PK agility (fifth jump), and pause game play while Pikachu is in the air. If timed correctly, Pikachu will appear flat.

Hint: Defeating Pikachu:

An easy way to defeat Pikachu in one player mode is to just keep jumping around the right-hand side. Eventually Pikachu will use Quick Attack and jump off the edge.

Hint: Samus: No suit:

Select versus mode and choose Samus as your only opponent. This trick is easier if Samus is set as a human controlled player, so she stands still. Next, go to any place (preferably the ship) and fire the PK Thunder at yourself, so Ness slides into Samus. Pause game play right as Ness hits her. If done correctly, Samus will no longer be wearing her suit.

Select versus mode with two players and choose Samus as the second character. Start fighting and wait for the blaster to appear. Grab it and shoot Samus. Have player two pause shortly after hitting Samus. If timed correctly, Samus will appear without her suit. Note: This can be done to any other character to see their skeletons.

Unlock Ness, then select the versus mode. Choose Samus as your only opponent (human). While playing as Ness during the match, attack yourself with a PK Thunder when standing next to Samus. This will cause Ness to slide into Samus. Pause game play during the impact using Samus' controller. If done correctly, Samus will appear without her suit.

Any attack/weapon that electrocutes Samus, such as Ness' PK Thunder will remove her suit.

Hint: Samus: Super Smash Attack:

Press Down + A, when playing as Samus to send your opponent straight down.

Hint: Samus: Charge Ball and Grab:

When on level ground and facing any opponent except for Fox or Ness, fire a Charge Ball at the opponent. Immediately press R to throw them if they block. Either way, you will win.

Hint: Samus: Combo trick:

Use the Super Smash Attack while they are on the ground at a low percent, then press Up + A to do a flame-thrower attack, or just use a screw attack. If you use the flame-thrower, you can jump and add a backwards kick or any other mid-air attack.

Hint: Samus: Keep charging shot:

If you charging up a big shot and your opponent approaches, press Analog-stick Left or Analog-stick Right to roll away. Turn back to normal after you get away, so you can finish charging the shot.

Hint: Yoshi: Combos:

Press Up + B to hit your opponent. When he lands from the fall, press A to run into him.

Yoshi's Million Kicks (Jump + Down + A) is weak, but there is a way to make it the most powerful attack in the game. When your opponent jumps at you, jump with him, but just a little higher. Then, press A to execute the Million Kicks. If you hold A, the attack can do up to 56% damage.

Begin game play in versus mode as Yoshi in Sector Z. Move all the way to the left tip and face to the right. When your opponent approaches, press B to put him in an egg. Since the egg always goes behind Yoshi, the player will fall down in an egg and it will be useless to try to escape. Note: This can also be done with some other levels.

Hint: Yoshi: Old age:

Play versus mode as Yoshi and start a fight with a human controlled player. Press B to use Yoshi's "Eat" attack. Pause the game at the right moment to see Yoshi with a beard, and his eyes rolled back into his head.

Hint: Yoshi: Egg of a cliff:

When playing as Yoshi, go to the edge of a cliff. Press B when a human-controlled player approaches to put him in an egg and send him off the cliff.

Hint: Yoshi: Egg attack:

Use the B attack and your opponent will be turned into an egg. While an egg, they will still take normal damage. Note: This works best if you use smash attacks while they are an egg.

Hint: Yoshi: Egg roll:

Use Yoshi's shield and you can move left or right to do an egg roll.

Hint: Easy win in Yoshi's stage:

Set the game on versus mode with you against a CPU player. Jump on the

floating clouds and use the raygun item. The CPU players cannot go on the floating clouds. Just keep shooting them to win.

Hint: Rope walking in Yoshi's stage:

Press Start and press Analog-stick Down to make a character appear as if he/she is walking a rope when on top.

Hint: Defeating the teams:

An easy way to defeat the teams (Yoshi's, Kirby's, Fighting Polygon) is to simply grab and throw them.

Use Ness's PK Thunder to defeat the Yoshi or the Polygon Team easily. It will send them flying.

The easiest way to defeat any of the teams (Yoshi, Kirby, or Fighting Polygon) with Mario is to use his Tornado attack. This will also work with Luigi.

This strategy works well against Yoshi's, Kirby's, or Fighting Polygon teams. Select one player mode and choose Fox any difficulty and any amount of lives. Aim Fox at your opponent, it is best to wait until you get all two or three in one place, and press C-Up + B. This should make your opponents die by a star ending, or make them fly into the back ground. Sometimes this puts them in front of you.

Hint: Hover higher as Luigi or Mario:

Repeatedly press B during Luigi or Mario's Down + B attack to hover slightly higher.

Hint: Mario, Luigi, and Kirby's fourth jump:

While doing the spin attack (Down + B) with Mario or Luigi, rapidly press B to hover. You can use this move as a fourth jump. However, this move is only good for getting farther not higher. Luigi goes higher than Mario with that hovering spin tactic. Use this tactic before the third jump (Up + B). Kirby has a kind of fourth jump. Suck up Jigglypuff's power so you can use its puff attack. Using the puff attack makes you hover in the air for a second. This can be used to your advantage. Like the spin tactic for Mario and Luigi, this move is good for getting farther not higher.

Hint: Mario and Luigi Tornado:

If you are teaming with Mario and Luigi, let Mario first do the Mario tornado on an opponent. Then do the Luigi tornado with Luigi. When both tornado's are finished, Luigi will knock the enemy farther because his punches in his tornado hurts more than Mario's punches.

Hint: Easy knockouts in multi-player mode:

The following moves require 200% Damage (set in the multi-player options). Useful items include: Hammer, Pokeball, Beam Sword, and anything you can throw that will result in heavy damage. Here are variations of characters to use and how to get easy knockouts:

Captain Falcon: Use either Falcon Punch (B) or a forward throw. The forward throw is preferable.

Donkey Kong: His B punch is useful, as well as throwing your opponent backwards. If you are lucky, also use the Hand Slap (Down + B).

Ness: Not altogether effective, but on small arenas (such as Donkey Kong's Jungle), use his PK Thunder (Up + B). You have to hit yourself so that you run into another opponent.

Luigi: His Tornado (Down + B) is highly effective, as is his Super

Jump Punch (Up +B) when done correctly, doing 19-25 damage.

Mario: For some weak opponents (especially Jigglypuff), one good Super Jump Punch (Up + B) does the trick. But, if you are very high in the air, even tough characters can be careened into the background. Also use his Cyclone (Down + B) if you are lucky.

Jigglypuff: Her forward and backward throw can work wonders.

Kirby: Since he can imitate other characters, he has an advantage. By himself, the Stone (Down + B) and forward and backward throw are good. If done right, also use his Final Cutter (Up + B).

Fox: His Reflector is effective.

Pikachu: If you can get close enough, his Thunder (Down + B) is devastating; or just keep doing it when the opponent is in the air above you.

Hint: Ultimate K.O:

Start a multi-player game with Fox and Pikachu. Corner an opponent between those players and do a back flip kick simultaneously. If done correctly, your opponent should fly into the background.

Hint: Silph Co. stage secrets:

Begin game play as Captain Falcon on the Silph Co. stage. When Chansey, Charmander or others pop out the door, use the Falcon Punch to knock them spiraling away.

Running towards Chansey when it comes out of the elevator will result in your strength to go down by 5%.

Hint: Mew in Pokeballs:

Unlock at least one secret characters to have Mew appear randomly in the Pokeballs.

To have Mew appear more frequently, unlock at least one of the secret characters, play versus mode, and use the item switch. Switch to only Pokeballs and play in the Sector Z stage. Note: Mew or Clefairy doing Mew's attack does not cause any damage.

Hint: Flying Chancy:

Hint: Pokemon in the Pokeballs:

The Pokemon in the Pokeballs have the following powers.

Beedrill

Flies off to get the rest of its hive to attack the opponent.

Blastoise

Blasts opponent with water spray.

Chansey

Pops out and give you an item. In a second appearance, it just throws Chansey eggs.

Charizard

Starts to breath fire in each direction.

Clefable

Arrives and mimics one of the other available Pokemon's attacks.

Goldeen

Flops around trying to hurt opponent.

Hitmonlee

Comes out and flies at the opponent doing a kick attack.

Koffing

Arrives and starts blasting foul smoke in the air.

Meowth

Pops out and showers out coins that hurt opponent.

Mew

The special secret 151st Pokemon makes his appearance... and flies away.

Onix

Shows up, flies up top, and then boulders drop from the ceiling.

Snorlax

Pops out, flies up, and then comes down huge, hurting your opponent.

Starmie

Finds opponent and blasts them with rays.

Charmander

Just blows fire in one direction (only in Silph Co. stage).

Venusaur

Razor Leaf attack; leaves from this Pokemon fly at opponents (only in Silph Co. stage).

Porygon

Rams you or the opponent (only in Silph Co. stage).

Hint: Ultimate Pokemon battle:

Unlocked the "Item Switch" option. Go to it and set "Appearance" to "Very High" and turn everything off except "Poke ball". Start a battle with two to four players. Select any of the characters and infinite time. Select a level and start game play.

Hint: Tubes in Mushroom Kingdom:

Jump on a tube in the Mushroom Kingdom stage and press Analog-stick Down. Note: You might land in the tube in the hole in the middle.

Hint: Easy win:

Throw your opponent off in one player, free-for-all, team mode, or two player mode. Attack your opponent after the second jump that they make.

Hint: Homerun bat:

For an easy kill, get the Homerun bat, quickly do a smash attack, and press A to send your opponent flying off the screen.

You can hit a homerun by presing B + Forward. The bat will charge up for a second before sending your opponent flying off the screen.

Hint: Big ray gun:

Go to the item switch screen and set it it so that only ray guns will appear. Select two characters. Have one character get a ray gun. When you see a box, have the character with the gun stand close and shoot it. While the character with the gun shoots the box, have the other character attack the character with the gun. Have the player controlling the character with the gun pause the game. If done correctly, the ray gun should be big.

Hint: Defeating someone who has the hammer:

Throw a projectile, bomb, or mine which will either slow the person with the hammer down, or blow them off a cliff or the screen.

An easy way to not be bothered by a player that has the hammer is to use Kirby against them. Immediately after they grab the hammer, suck the person in to normally take their power. This will sometimes allow the hammer to run out without anyone getting slammed.

When the hammer is behind your opponent, if you are quick enough you can grab the person and throw them off the edge.

Hint: Restore shield:

When your shield is shrinking, move around with it and it will grow back to normal size. The more you move around, the more your shield will grow.

Hint: Temporary invincibility:

When you are in the cloud platform after losing a life, come down and you will have a brief moment of invincibility. This is a good time to use your smash attack.

Hint: Keeping your opponent off the platforms:

Use the following moves when playing as the indicated character to knock your opponent off the platforms.

Mario and Luigi

Press B to throw a fireball when they try to come back.

Ness

Press B for the PK Fire if they come near your character in the air. Your opponent will be pulled down and paralyzed once it hits.

Yoshi

If you are near the end of the platform, wait for your opponent to approach. Then, press B to turn them into an egg. If you are close enough to the edge, the egg will make them fall and they will not be able to get back up.

Donkey Kong

After knocking an opponent off, press B to charge up the punch. Use the punch when they are close enough while in the air.

Kirby

Press Up + B near the edge when your opponent approaches.

Link

Press B to throw the boomerang after knocking them off the platform and they try to get close again.

Fox

Press B to keep firing the blaster.

Samus

Press B to charge up the gun, then shoot it when a knocked off opponent returns.

Pikachu

Jump and press B to shoot a little ball of electricity. If it hits a returning opponent, they will be paralyzed.

Captain Falcon:

Press B to use the Falcon Punch when your opponent tries to return.

Jigglypuff

Press B to use the lunging punch when a returning opponent is close enough.

Hint: Getting back in the game:

Repeatedly tap Z while knocked through the air until your character reaches the ground. This will allow your character to quickly begin fighting again.

Hint: Use secret jumps to recover from bad hits:

The following trick works if you are using a character that has a third jump. If you are hit badly and fly off the screen, execute the first jump and wait approximately two seconds. Then, do the second part of the double jump. Do a move (such as Pikachu's Side Spinning Attack), then do the third jump. This requires good timing, and works most of the time.

Hint: Toggle free for all and team modes:

You can toggle free for all and team type play in versus mode. Move the hand pointer to the top left corner and press A on team battle or

free for all.

Hint: Change CPU color in free for all or training modes:

After selecting a character, go to the character the CPU player is playing, which is marked with a gray chip with "CP". Move the hand pointer over the character and press one of the C buttons.

Hint: Regain energy in Silph Co. stage:

Touch Chansey when it appears to regain a small amount of energy.

Hint: Home Run Derby:

Note: You must have item switch bonus unlocked. Go to item switch menu and set the appearance level to "Very High". Turn everything off except "Home Run Bat". Select Kirby or Jigglypuff for your character and Jiggypuff or Kirby for the CPU. Make four different teams. Make sure the game is set for free-for-all and infinite time. Select any stage. The game will begin with four characters that look alike and a lot of Home Run Bats.

Hint: Kamikaze challenge:

Get a total of four human players and have everyone either get DK teams or not. Use the carry on back move (throw then A) and jump off the edge as much as possible. The player with the lowest score is the Kamakazi champ.

Hint: Star Wars challenge:

Select two characters in versus mode. Set the time to be unlimited and only choose beam swords as weapons. Set the characters to have three lives each. Then, you may attack your opponent even if they drop their beam sword.

Hint: Funny sounds sequence:

Unlock the music test option. Set the music to "6" and sound to "3", then enter the following pattern.

Music "6"

Voice "105"

Voice "104"

Voice "103" multiple times

Voice "106"

Sound "3"

Hint: Bonus Practice #1, Break The Targets:

When playing as Yoshi, to get the target on the far right, use the Mega Headbutt (Left or Right + A) next to the side of the target hill.

When breaking the target in the upper left of the screen, stand under it and press Analog-stick Down + B to take out a bomb. Then press C-Up(2) and when you are at the peak of your jump, press Analog-stick Up + A. If done correctly, the bomb should hit the target.

To break the targets as Link, you have to get up to the hovering platform over all the way to the left. Throw a boomerang, and before it returns, press C-Up(2), Analog-stick Up, to get below the target. If done correctly, the boomerang will hit the last target.

In the break the targets mode, many players think it is very hard to hit the very high target on the top-left of the screen. You can break it easily by using the following steps: Press Down + B to bring out a bomb. Double jump directly under the target and press Up + R to throw the bomb high in the air and destroy the target.

- 6- Congo Jungle theme
- 7- Hyrule Castle theme
- 8- Planet Zebes theme
- 9- Yoshi's Island theme
- 10- Dreamland theme
- 11- Sector Z theme
- 12- Saffron City theme
- 13- Mushroom Kingdom theme
- 14- Mushroom Kingdom "Time is running out!" sequence
- 15- Mario/Luigi Wins
- 16- Donkey Kong Wins
- 17- Link Wins
- 18- Samus Wins
- 19- Yoshi Wins
- 20- Kirby Wins
- 21- Fox Wins
- 22- Pikachu/Jigglypuff Wins
- 23- Captain Falcon Wins
- 24- Ness Wins
- 25- After VS Mode battle
- 26- Hammer
- 27- Star
- 28- Training Mode
- 29- Before 1 Player Mode battle
- 30- Before Master Hand battle
- 31- Master Hand entering arena
- 32- Master Hand battle
- 33- Bonus Stages
- 34- After 1 Player Mode battle
- 35- After Master Hand battle
- 36- Bonus Stage Clear
- 37- Bonus Stage Failure
- 38- Fighting Polygon Team battle
- 39- Metal Mario battle
- 40- Similar to #30 but not in the game
- 41- After unlocking a character/stage/option
- 42- Kid dropping you on desk after Master Hand battle
- 43- Kid
- 44- Game Over
- 45- Credits

Voice

- 1- Mario "Wah"
- 2- Mario "Wah haaa"
- 3- Mario "Yah"
- 4- Mario "Yah hooo"
- 5- Mario Dying
- 6- Mario "Hoo"
- 7- Mario "Hoo hooo"
- 8- Mario "Mmm muh"
- 9- Mario "Doh"
- 10- Mario "Oof"
- 11- Mario "Here we go"
- 12- Donkey Kong "Beh uhh"
- 13- Donkey Kong growling
- 14- Donkey Kong "Or vah"
- 15- Donkey Kong "Bark"
- 16- Donkey Kong dying
- 17- Donkey Kong "Rawr"
- 18- Donkey Kong "Arf"

19- Donkey Kong snorts
20- Donkey Kong snorts
21- Donkey Kong "Rowr"
22- Link "Hut"
23- Link "Tut"
24- Link "Tiya"
25- Link "Set"
26- Link dying
27- Link "Iahh"
28- Link "Yuut"
29- Link "Yoo"
30- Link "Gu hu"
31- Link "Eyaah"
32- Link "Eh heh"
33- Yoshi "Yoshi"
34- Yoshi "Hu"
35- Yoshi "Wow"
36- Yoshi "Eyum"
37- Yoshi dying
38- Yoshi "Waah"
39- Yoshi "Hu"
40- Yoshi "Uhhhhh"
41- Yoshi sleeping
42- Yoshi "Gring"
43- Yoshi "Ha"
44- Yoshi "Yoey"
45- Yoshi "Bum"
46- Yoshi "Yoshi"
47- Kirby "Hii"
48- Kirby "Ayy"
49- Kirby "Huh"
50- Kirby "Hu"
51- Kirby "Ehh"
52- Kirby "Pikachu"
53- Kirby "Eyaah"
54- Kirby "Huncle"
55- Kirby "Punch"
56- Kirby "Go"
57- Kirby "Poo"
58- Kirby dying
59- Kirby in pain
60- Kirby "Eyoh"
61- Kirby "Eekah"
62- Kirby "Squirtle"
63- Kirby "PK Fire"
64- Kirby "Wah"
65- Kirby sleeping
66- Kirby "Yootoe"
67- Fox dying
68- Fox "Hwayah"
69- Fox "Euh huh"
70- Fox "Hah"
71- Fox "Heh"
72- Fox "Idiot"
73- Fox "Euh huh"
74- Fox dying
75- Fox "Hee"
76- Fox "Dum yuck"
77- Fox "Geh ah"
78- Fox "Eeh uh"

79- Fox in pain
80- Pikachu "Pika Pika"
81- Pikachu "Pika"
82- Pikachu "Piika"
83- Pikachu "Chu"
84- Pikachu "Pikachu"
85- Pikachu using Thunder
86- Pikachu dying
87- Pikachu "Pikahh"
88- Pikachu "Pee"
89- Pikachu "Pee ki"
90- Pikachu "Pee kaw kaw"
91- Pikachu "Pikow"
92- Pikachu "Cha"
93- Luigi "Woo"
94- Luigi "Wah hah"
95- Luigi "Hoo"
96- Luigi "Yahoo"
97- Luigi dying
98- Luigi "Hoo ha"
99- Luigi "Whoa"
100- Luigi "Yuh"
101- Luigi "Ha ha"
102- Luigi "Mmm muh"
103- Luigi "Uhh"
104- Luigi "Here we go"
105- Captain Falcon "Show me your moves"
106- Captain Falcon "Yes"
107- Captain Falcon "Piuu"
108- Captain Falcon "Pyuh"
109- Captain Falcon "Hele"
110- Captain Falcon "Kwa"
111- Captain Falcon "Eeyah"
112- Captain Falcon "Falcon Kick"
113- Captain Falcon "Falcon"
114- Captain Falcon "Punch"
115- Captain Falcon dying
116- Captain Falcon "No"
117- Captain Falcon "Mwa"
118- Captain Falcon "Hu"
119- Captain Falcon "Neeya"
120- Captain Falcon "Forawa"
121- Captain Falcon sleeping
122- Captain Falcon "Whoops"
123- Ness "Okay"
124- Ness "Huut"
125- Ness "Taw"
126- Ness "Yah"
127- Ness "Eh Eh"
128- Ness dying
129- Ness in pain
130- Ness "Uh ah"
131- Ness "Uh uh heh"
132- Ness "Uh hoo"
133- Ness "PK Fire"
134- Ness "PK Thunder"
135- Ness "Owday"
136- Ness sleeping
137- Jigglypuff "Jeeglypuff"
138- Jigglypuff "Puff"

139- Jigglypuff "Jiggly"
140- Jigglypuff "Puff"
141- Jigglypuff "Puff"
142- Jigglypuff dying
143- Jigglypuff in pain
144- Jigglypuff "Puff"
145- Jigglypuff "Jigglow"
146- Jigglypuff "Ee uh"
147- Jigglypuff "Jiggalow"
148- Jigglypuff sleeping
149- Jigglypuff Rest attack
150- Jigglypuff end of Rest attack
151- Jigglypuff singing
152- Master Hand laughing
153- Master Hand dying
154- Narrator "Super Smash Brothers"
155- Narrator "Mario"
156- Narrator "Donkey Kong"
157- Narrator "Samus"
158- Narrator "Fox"
159- Narrator "Yoshi"
160- Narrator "Link"
161- Narrator "Pikachu"
162- Narrator "Kirby"
163- Narrator "Luigi"
164- Narrator "Captain Falcon"
165- Narrator "Ness"
166- Narrator "Jigglypuff"
167- Narrator "Red Team"
168- Narrator "Blue Team"
169- Narrator "Green Team"
170- Narrator "Free for all"
171- Narrator "Team Battle"
172- Narrator "Choose your character"
173- Narrator "Continue"
174- Narrator "Game over"
175- Narrator "Go"
176- Narrator "5"
177- Narrator "4"
178- Narrator "3"
179- Narrator "2"
180- Narrator "1"
181- Narrator "Sudden death"
182- Narrator "Time up"
183- Narrator "Game set"
184- Narrator "This game's winner is..."
185- Narrator "No contest"
186- Narrator "Player 1"
187- Narrator "Player 2"
188- Narrator "Player 3"
189- Narrator "Player 4"
190- Narrator "Computer player"
191- Narrator "Versus"
192- Narrator "Yoshi Team"
193- Narrator "Kirby Team"
194- Narrator "Giant Donkey Kong"
195- Narrator "Mario Brothers"
196- Narrator "Metal Mario"
197- Narrator "Fighting Polygon Team"
198- Narrator "Bonus Stage"

7 VS Kirby Team 8026DAEF 0007
8 VS Samus Aran 8026FF57 0007
9 VS Metal Mario 80263597 0007
10 VS Fighting Polygon Team 8026271F 0007

VS Mode

Peach's Castle

11 P1 8025EC2F 0007
12 P2 8025F77F 0007
13 P3 802602CF 0007
14 P4 80260E1F 0007

Yoshi's Island

15 P1 8026E2B7 0007
16 P2 8026EE07 0007
17 P3 8026F957 0007
18 P4 802704A7 0007

Congo Jungle

19 P1 8026B95F 0007
20 P2 8026C4AF 0007
21 P3 8026CFFF 0007
22 P4 8026DB4F 0007

Dream Land

23 P1 802689CF 0007
24 P2 8026951F 0007
25 P3 8026A06F 0007
26 P4 8026ABBF 0007

Hyrule Castle

27 P1 802639EF 0007
28 P2 8026453F 0007
29 P3 8026508F 0007
30 P4 80265BDF 0007

Sector Z

31 P1 8026BF87 0007
32 P2 8026CAD7 0007
33 P3 8026D627 0007
34 P4 8026E177 0007

Planet Zebes

35 P1 8026AE37 0007
36 P2 8026B987 0007
37 P3 8026C4D7 0007
38 P4 8026D027 0007

Saffron City

39 P1 8026E927 0007
40 P2 8026F477 0007
41 P3 8026FFC7 0007
42 P4 80270B17 0007

Mushroom Kingdom

43 P1 802637FF 0007
44 P2 8026434F 0007
45 P3 80264E9F 0007
46 P4 802659EF 0007

Training Mode

Yoshi's Island

47 P1 Infinite Charge 80284D17 0007

Saffron City

48 P1 Infinite Charge 80285347 0007

Mushroom Kingdom

49 P1 Infinite Charge 8027A2FF 0007

Planet Zebes

50 P1 Infinite Charge 80281887 0007

Hyrule Castle

51 P1 Infinite Charge 8027A4FF 0007
Sector Z
52 P1 Infinite Charge 802829BF 0007
Dream Land
53 P1 Infinite Charge 8027F407 0007
Congo Jungle
54 P1 Infinite Charge 802823AF 0007
Peach's Castle
55 P1 Infinite Charge 80275677 0007

Number Comments

1 These codes make it so that Samus Aran & DK don't need to charge for their moves. Only use one level's codes at a time, otherwise the game will freeze.

Hat Modifiers

VS Mode

Peach's Castle
1 P1 1 8025EAD0 00??
2 P2 8025F620 00??
3 P3 80260170 00??
4 P4 80260CC0 00??
Congo Jungle
5 P1 8026B800 00??
6 P2 8026C350 00??
7 P3 8026CEA0 00??
8 P4 8026D9F0 00??
Hyrule Castle
9 P1 80263890 00??
10 P2 802643E0 00??
11 P3 80264F30 00??
12 P4 80265A80 00??
Planet Zebes
13 P1 8026ACD8 00??
14 P2 8026B829 00??
15 P3 8026C378 00??
16 P4 8026CEC8 00??
Yoshi's Island
17 P1 8026E158 00??
18 P2 8026ECA8 00??
19 P3 8026F7F8 00??
20 P4 80270348 00??
Dream Land
21 P1 80268870 00??
22 P2 802693C0 00??
23 P3 80269F10 00??
24 P4 8026AA60 00??
Sector Z
25 P1 8026BE28 00??
26 P2 8026C978 00??
27 P3 8026D4C8 00??
28 P4 8026E018 00??
Saffron City
29 P1 8026E7C8 00??
30 P2 8026F318 00??
31 P3 8026FE68 00??
32 P4 802709B8 00??
Mushroom Kingdom
33 P1 802636A0 00??

34 P2 802641F0 00??
35 P3 80264D40 00??
36 P4 80265890 00??

Number Comments

1 After putting in a code, go to a stage and do Kirby's Rock move or Vacuum and Kirby will get his hat for the code you put in. After getting your hat you can still copy other people's power but you will have the other person's hat. To change the Hat but keep the power do the rock move again. (Kirby looks cute with Jigglypuff Ears doing Captain Falcon's Punch!)

The Yoshi Island's Hat Modifier is a little glitchy and sometimes doesn't work.

00 - Kirby
01 - Faceless Kirby
02 - Kirby Always Rock Shield Form
03 - Jigglypuff Hat
04 - DK Body
05 - Yoshi Hat
06 - Pikachu Hat
07 - Fox Hat
08 - Samus Aran Suit
09 - Captain Falcon Helmet
0A - Link Hat
0B - Luigi Hat
0C - Mario Hat
0D - Ness Hat
0E - Yoshi Hat and Faceless
0F - Rubber Kirby
10 - Invisible Kirby
11 - Invisible Kirby With Yoshi Tounge

Infinite Jumps Codes

NOTE: THESE CODES MAY MESS UP YOUR GAME
NOTE: THESE CODES MAY MESS UP YOUR GAME
NOTE: THESE CODES MAY MESS UP YOUR GAME
NOTE: THESE CODES MAY MESS UP YOUR GAME
NOTE: THESE CODES MAY MESS UP YOUR GAME

Peach's Castle

1 P1 Infinite Jumps 8025E298 0001
2 P2 Infinite Jumps 8025EDE8 0001
3 P3 Infinite Jumps 8025F938 0001
4 P4 Infinite Jumps 80260488 0001

Congo Jungle

5 P1 Infinite Jumps 8026AFC8 0001
6 P2 Infinite Jumps 8026BB18 0001
7 P3 Infinite Jumps 8026C668 0001
8 P4 Infinite Jumps 8026D1B8 0001

Hyrule Castle

9 P1 Infinite Jumps 80263058 0001
10 P2 Infinite Jumps 80263BA8 0001
11 P3 Infinite Jumps 802646F8 0001
12 P4 Infinite Jumps 80265248 0001

Planet Zebes

13 P1 Infinite Jumps 8026A4A0 0001
14 P2 Infinite Jumps 8026AFF0 0001

15	P3	Infinite Jumps	8026BB40	0001
16	P4	Infinite Jumps	8026C690	0001
Mushroom Kingdom				
17	P1	Infinite Jumps	80262E68	0001
18	P2	Infinite Jumps	802639B8	0001
19	P3	Infinite Jumps	80264508	0001
20	P4	Infinite Jumps	80265058	0001
Yoshi's Island				
21	P1	Infinite Jumps	8026D920	0001
22	P2	Infinite Jumps	8026E470	0001
23	P3	Infinite Jumps	8026EFC0	0001
24	P4	Infinite Jumps	8026FB10	0001
Dream Land				
25	P1	Infinite Jumps	80268038	0001
26	P2	Infinite Jumps	80268B88	0001
27	P3	Infinite Jumps	802696D8	0001
28	P4	Infinite Jumps	8026A228	0001
Saffron City				
29	P1	Infinite Jumps	8026DF90	0001
30	P2	Infinite Jumps	8026EAE0	0001
31	P3	Infinite Jumps	8026F630	0001
32	P4	Infinite Jumps	80270180	0001
Sector Z				
33	P1	Infinite Jumps	8026B5F0	0001
34	P2	Infinite Jumps	8026C140	0001
35	P3	Infinite Jumps	8026CC90	0001
36	P4	Infinite Jumps	8026D7E0	0001
Metal Mario's				
37	P1	Infinite Jumps	8025DAE0	0001
38	P2	Infinite Jumps	8025E630	0001
39	P3	Infinite Jumps	8025F180	0001
40	P4	Infinite Jumps	8025FCD0	0001
Polygon Team's				
41	P1	Infinite Jumps	8025CC68	0001
42	P2	Infinite Jumps	8025D7B8	0001
43	P3	Infinite Jumps	8025E308	0001
44	P4	Infinite Jumps	8025EE58	0001
Bonus 3				
45	P1	Infinite Jumps	8023B150	0001
46	P2	Infinite Jumps	8023BCA0	0001
47	P3	Infinite Jumps	8023C7F0	0001
48	P4	Infinite Jumps	8023D340	0001
"How To Play"				
49	P1	Infinite Jumps	8025CBA0	0001
50	P2	Infinite Jumps	8025D6F0	0001
51	P3	Infinite Jumps	8025E240	0001
52	P4	Infinite Jumps	8025ED90	0001
Beta Kirby 1				
53	P1	Infinite Jumps	8025D210	0001
54	P2	Infinite Jumps	8025DD60	0001
55	P3	Infinite Jumps	8025E8B0	0001
56	P4	Infinite Jumps	8025F400	0001
Beta Kirby 2				
57	P1	Infinite Jumps	8025E9C0	0001
58	P2	Infinite Jumps	8025F510	0001
59	P3	Infinite Jumps	80260060	0001
60	P4	Infinite Jumps	80260BB0	0001
Yoshi's island (Alternate)				
61	P1	Infinite Jumps	80263398	0001
62	P2	Infinite Jumps	80263EE8	0001

63 P3 Infinite Jumps 80264A38 0001
64 P4 Infinite Jumps 80265588 0001
Boarding The Platforms Round
65 Luigi 80269518 0001
66 Mario 80268E18 0001
67 Link 8026A678 0001
68 Captain Falcon 8026A398 0001
69 Yoshi 80268A58 0001
70 Kirby 8026A018 0001
71 Fox McCloud 80277AF8 0001
72 Pikachu 8026A088 0001
73 Jigglypuff 8026BE88 0001
74 Donkey Kong 80268828 0001
75 Samus 80267F18 0001
76 Ness 80269DC8 0001

Main Codes

1 Enable Code (Must Be On) F10396B0 2400
DE000400 0000

Activators

2 CodeMaster's Activator 1 P1 D009EFA4 00??
3 CodeMaster's Activator 2 P1 D009EFA5 00??
4 CodeMaster's Dual Activator P1 D109EFA4 00??
5 Viper666 16-bit Activator P1 D1045188 ??00
6 Viper666 16-Bit Activator P2 D109EFAC ????
7 Viper666 16-Bit Activator P3 D109EFB4 ????
8 Viper666 16-Bit Activator P4 D109EFBC ????

Training Mode

9 Weird Pokeballs 1 80265A1B 0006
10 1P Character Modifier 801385A3 00??
11 2P Character Modifier 8013865B 00??
12 Bonus Stage Character Modifier 8018F1D3 00??
13 Bonus Stage Modifier 800A4B09 00??

Both Modes

14 Enable All Hidden Characters 810A4938 0FF0
15 Enable All Prizes 800A4937 00FF
16 Item Switch Menu 2 891348E2 0004
17 Camera Zooms Out Farther When You Press Start 800A4D08 0002
18 Music Modifier 3 80099113 00??
19 Music Modifier Quantity Digits (1/2) 4 N/A
20 Music Modifier Quantity Digits (2/2) 5 N/A
21 Turn Music Modifier Off 81099110 FFFF

81099112 FFFF

1-Player Mode Only Codes

22 Weak Enemies 6 800A4BAD 000A
800A4C21 000A
800A4C95 000A
800A4BAB 00AE
800A4C1F 00AE
800A4C93 00AE
23 Super Strong 800A4B39 001E
800A4B37 0000
24 Always Get Pacifist (60,000 points) 810A4B6E 0000
25 Millions Of Points 810A4B6E FFFF
800A4B6D 00FF

26 Press Down On Control Pad To Make Items Appear In Random Spots

D109EFA4 0400

8118D0A2 0001

27 1 Death Mode 7 80192FA1 0001

801938C8 0001

28 Training Mode Level Modifier 8 880A4ADF 000?
29 Skip Straight To Master Hand 9 800A4AE7 000D
30 Press GS Button For 1 Target Left In Bonus 1 10 881313FC 0001
31 Press GS Button For 1 Target Left In Bonus 2 88131400 0001
32 Infinite Time 11 810A4B2E 43CB
33 Infinite Lives P1 800A4B43 0004
34 Infinite Lives P2 800A4BB7 0004
35 Infinite Lives P3 800A4C2B 0004
36 Infinite Lives P4 800A4C9F 0004
37 FAKE High % Health P1 810A4B86 0500
38 FAKE High % Health P2 810A4BFA 0500
39 FAKE High % Health P3 810A4C6E 0500
40 FAKE High % Health P4 810A4CE2 0500
41 FAKE Low % Health P1 810A4B86 0000
42 FAKE Low % Health P2 810A4BFA 0000
43 FAKE Low % Health P3 810A4C6E 0000
44 FAKE Low % Health P4 810A4CE2 0000
45 Character Modifier P1 12 800A4B3B 00??
46 Character Modifier P2 800A4BAF 00??
47 Character Modifier P3 800A4C23 00??
48 Character Modifier P4 800A4C97 00??

Kirby B Button Move Modifiers

49 Hyrule Castle P1 13 80268B0F 000?
50 Yoshi's Island P1 80268E4F 000?
51 Sector Z P1 802710F7 000?
52 Peach's Castle P1 80263D9F 000?
53 Saffron City P1 80273A97 000?
54 Congo Jungle P1 80270ACF 000?
55 Dreamland P1 8026DB3F 000?
56 Planet Zebes P1 8026FFA7 000?
57 Metal Mario Stage P1 80263597 000?
58 Fighting Polygon Team P1 8026271F 000?
59 Master Hand Stage P1 80271C4F 000?

Number Comments

1 Pick anyone (Ness?). Go to Yoshi's Island and give yourself ONE Pokeball. Pick it up and throw it. It goes off the stage! If you can get it to land and stay, the Pokemon inside won't come out... weird!
2 Go to Vs. Options. Press and hold the GS Button, then hit A to get the menu.
3 It doesn't work everywhere. It sometimes works in the Menu, sometimes doesn't. It does work during battle and at Choose your Character, and if you go into Sound Test and play any music, the music you chose will play instead.

4 00: Kirby's Dream Land

01: Planet Zebes
02: Classic SMB Music
03: Classic SMB Music (Running Out Of Time)
04: Sector Z
05: Congo Jungle
06: Peach's Castle
07: Pok~~モ~~on Theme
08: Yoshi's Island
09: Hyrule Castle
0A: Choose Your Character
0B: Odd Beta Fanfare! It's not much, but it's worth a listen!
0C: Mario/Luigi Wins
0D: Samus Wins
0E: DK Wins

0F: Kirby Wins
10: Fox Wins
11: Ness Wins
12: Yoshi Wins
13: C. Falcon Wins
14: Pikachu/Jigglypuff Wins
15: Link Wins
16: Post VS. Battle
17: Pre-Master Hand
18: Pre-Master Hand #2
19: Master Hand Battle
1A: Bonus Stage
1B: Stage Clear
1C: Bonus Stage Clear
1D: Master Hand Clear
1E: Bonus Stage Failure
1F: Continue?
20: Game Over
21: Intro
22: How to Play
23: Pre-1P Battle
24: Polygon Team Stage
25: Metal Mario Stage
26: Beat the Game
5 28: Found a Secret!
27: Credits Roll
29: Fight the Hidden Character
2A: Training Mode
2B: Data
2C: Menu Screen
2D: Hammer
2E: Invincibility

6 With this code, send your enemies sky high. 1st player only.

7 With this code, you only need to kill one Yoshi, Mario Brother, Fighting Polygon, or Kirby to get a match set.

8 This is a GS Button code. You must start holding the Gameshark Button down on the level select screen until the match begins. The Beta Kirby levels are glitchy and freeze when someone dies, including the "How to play" level. The "How to play" level can only be accessed with 2 players!

9 This code takes you to the final battle. It can be useful in helping you unlock secret characters and the mushroom stage.

10 Only put one on at a time. Do not put the code generator on. With one of these codes on go to the stage you want to beat then after it says `go' press the GS Button. Then hit 1 target or board one platform and it will say complete and you have beaten it. Both of these codes work with all characters.

11 With these codes, do not use both mode codes at the same time.

12 00 - Mario

01 - Fox

02 - DK

03 - Samus

04 - Luigi

05 - Link

06 - Yoshi

07 - C. Falcon

08 - Kirby

09 - Pikachu

0A - Jigglypuff

0B - Ness

0C - Master Hand
0D - Metal Mario
0E - One of the Fighting Polygon Team Members #1
0F - One of the Fighting Polygon Team Members #2
10 - One of the Fighting Polygon Team Members #3
11 - One of the Fighting Polygon Team Members #4
12 - One of the Fighting Polygon Team Members #5
13 - One of the Fighting Polygon Team Members #6
14 - One of the Fighting Polygon Team Members #7
15 - One of the Fighting Polygon Team Members #8
16 - One of the Fighting Polygon Team Members #9
17 - One of the Fighting Polygon Team Members #10
18 - One of the Fighting Polygon Team Members #11
19 - One of the Fighting Polygon Team Members #12
1A - Giant Donkey Kong
13 These are the only quantity digits that you can use. The others freeze the game.

2 - D.K. Wind-up Punch
A - Jigglypuff Puff Punch

Main Codes 2

1 Item Appearance Modifier 1 800A4B34 000?
2 Item Switch Modifier 1 2 800A4B25 00F?
3 Item Switch Modifier 2 800A4B26 00??
4 Item Switch Modifier 2 Quantity Digit #1 3 N/A
5 Item Switch Modifier 2 Quantity Digit #2 4 N/A
6 Item Switch Modifier 3 5 800A4B27 00?F
7 Level Select 800A4B19 00??
8 CPU Controls Player 1 On Controller 1 800A4B3A 0001
9 Control Player 2 On Controller 2 800A4BAE 0000
10 Control Player 3 On Controller 3 6 800A4C22 0000
11 Control Player 4 On Controller 4 7 800A4C96 0000
12 No Miss Bonus 810A4B6D 0000
13 Sometimes Get Pacifist & No Miss 810A4B6B 0000
14 Become Your First Ally 800A4AE8 0000
15 Become Your Second Ally 800A4AE9 0000
16 Computer Intelligence Level Modifier Player 1 800A4B38 000?
17 Computer Intelligence Level Modifier Player 2 800A4BAC 000?
18 Computer Intelligence Level Modifier Player 3 800A4C20 000?
19 Computer Intelligence Level Modifier Player 4 800A4C94 000?
20 Character Color Modifier P1 8 800A4B3E 000?
21 Character Color Modifier P2 800A4BB2 000?
22 Character Color Modifier P3 800A4C26 000?
23 Character Color Modifier P4 800A4C9A 000?
24 Bonus Stage Character Modifier 9 8018F1D3 000?
25 Bonus Stage Modifier 800A4B09 000?
VS. Mode Only Codes
26 Press Up On Control Pad To Open Saffron City Tower Door D109EFA4
0800
81131410 0001
27 Press Down On Control Pad To Force Pok^驚on To Come Out Of Saffron
City Tower 10 D109EFA4 0400
8113140E 0001
28 Saffron City Tower Pok^驚on & Anti-Modifier 11 80131412 000?
29 Press Left On Control Pad To Make Tornado In Hyrule Castle Appear
Or Disappear D109EFA4 0200
81131410 0001
30 Press Right On Control Pad To Make The POW Block Appear In Mushroom
Kingdom D109EFA4 0100

81131434 0001
 31 Stand On Clouds In Yoshi's Island Forever 12 8013140E 0000
 8013142E 0000
 8013144E 0000
 32 Give Kirby A Weird Blow-Up Move (Peach's Castle) 8025E158 000A
 33 Light Always Pours Out SilphCo Door In Saffron City 8026DB6C 0000
 34 No Light Comes Out Of SilphCo Door In Saffron City 8026DB6C 0001
 35 Level Modifier 13 800A4D09 00??
 36 Infinite Time 810A4D1E 43CB
 37 Infinite Lives P1 800A4D33 0004
 38 FAKE High % Health P1 810A4D76 0500
 39 FAKE High % Health P2 810A4DEA 0500
 40 FAKE High % Health P3 810A4E5E 0500
 41 FAKE High % Health P4 810A4ED2 0500
 42 FAKE Low % Health P1 810A4D76 0000
 43 FAKE Low % Health P2 810A4DEA 0000
 44 FAKE Low % Health P3 810A4E5E 0000
 45 FAKE Low % Health P4 810A4ED2 0000
 46 Item Appearance Modifier 14 800A4D24 000?
 47 Item Switch Modifier 1 800A4D15 00F?
 48 Item Switch Modifier 2 800A4D16 00??
 49 Item Switch Modifier 3 800A4D17 00?F
 50 Character Modifier P1 800A4D2B 00??
 51 Character Modifier P2 800A4D9F 00??
 52 Character Modifier P3 800A4E13 00??
 53 Character Modifier P4 800A4E87 00??
 54 Character Color Modifier P1 800A4D2E 000?
 55 Character Color Modifier P2 800A4DA2 000?
 56 Character Color Modifier P3 800A4E16 000?
 57 Character Color Modifier P4 800A4E8A 000?
 58 Infinite Bullets On RayGun 8025D437 0008
 Kirby B Button Move Modifiers
 59 Hyrule Castle P1 15 802639EF 000?
 60 Yoshi's Island P1 8026E2B7 000?
 61 Sector Z P1 8026BF87 000?

Number Comments

1 0 - None
 1 - Very Low
 2 - Low
 3 - Middle
 4 - High
 5 - Very High
 2 Bumper/Shell/Pokémonall

0 - Off, Off, Off
 1 - On, Off, Off
 6 - Off, On, Off
 7 - On, On, Off
 8 - Off, Off, On
 9 - On, Off, On
 E - Off, On, On
 F - On, On, On
 3 Digit 1

Hammer/MotionSensorBomb/Bob-omb/FireFlower

0? - Off, Off, Off, Off
 1? - Off, Off, Off, On
 2? - On, Off, Off, Off

3? - On, Off, Off, On
4? - Off, On, Off, Off
5? - Off, On, Off, On
6? - On, On, Off, Off
7? - On, On, Off, On
8? - Off, Off, On, Off
9? - Off, Off, On, On
A? - On, Off, On, Off
B? - On, Off, On, On
C? - Off, On, On, Off
D? - Off, On, On, On
E? - On, On, On, Off
F? - On, On, On, On
4 Digit 2

Bat/Fan/RayGun/StarRod

?0 - Off, Off, Off, Off
?1 - On, Off, Off, Off
?2 - Off, On, Off, Off
?3 - On, On, Off, Off
?4 - Off, Off, Off, On
?5 - On, Off, Off, On
?6 - Off, On, Off, On
?7 - On, On, Off, On
?8 - Off, Off, On, Off
?9 - On, Off, On, Off
?A - Off, On, On, Off
?B - On, On, On, Off
?C - Off, Off, On, On
?D - On, Off, On, On
?E - Off, On, On, On
?F - On, On, On, On

5 Tomato/Heart/BeamSword/Star

0 - Off, Off, Off, Off
1 - On, Off, Off, Off
2 - Off, On, Off, Off
3 - On, On, Off, Off
4 - Off, Off, Off, On
5 - On, Off, Off, On
6 - Off, On, Off, On
7 - On, On, Off, On
8 - Off, Off, On, Off
9 - On, Off, On, Off
A - Off, On, On, Off
B - On, On, On, Off
C - Off, Off, On, On
D - On, Off, On, On
E - Off, On, On, On
F - On, On, On, On

6 Will lock up if P3 is not present in the battle, use only in Yoshi Team/Giant DK/Kirby Team/Polygon Team battles.

7 Will lock up if P4 is not present in the battle, use only in Yoshi Team/Giant DK/Kirby Team/Polygon Team battles. Using these, you can get bonuses like "Pacifist" easily and speed through the game. You need an Activator to use the P3 and P4 codes or else they will freeze the game when you try to fight Link because there is no third or fourth player in the battle with Link.

8 4 - Yoshi is pink and most of the other characters are green

5 - Yoshi is dark blue

9 00 - Mario

01 - Fox

02 - DK

03 - Samus

04 - Luigi

05 - Link

06 - Yoshi

07 - Falcon

08 - Kirby

09 - Pikachu

0A - Jigglypuff

0B - Ness

10 Remove the D1-activator and Pok^驚on will come out of the tower non-stop.

11 Putting a number here will cause that Pok^驚on to NEVER come out of the tower. Good for getting rid of Chansey or Electrode.

0 - Chansey

1 - Electrode

2 - Charmander

3 - Venusaur

4 - Porygon

12 The cloud will still disappear, but you won't fall off. This is fun against the CPU players! Watch as they go nuts trying to reach you, and eventually fall off!

13 00 - 07 Normal Stages

08 - Classic Mushroom Kingdom

09 - 0A - Kirby Beta Levels

0B - Level From "How To Play SSB Demo"

0D - Metal Mario Level

0E - Fighting Polygon Team Level

0F - Bonus 3 Level

10 - Master Hand's Level

14 The VS. mode codes use the same digits as the 1 player mode item switch codes.

15 These are the only quantity digits that you can use. The others freeze the game.

2 - D.K. Wind-up Punch

A - Jigglypuff Puff Punch

Sheild Size Modifier

Peach's Castle

1 Player 1 8025E187 00??

2 Player 2 8025ECD7 00??

3 Player 3 8025F827 00??

4 Player 4 80260377 00??

Congo Jungle

5 Player 1 8026AEB7 00??

6 Player 2 8026BA07 00??

7 Player 3 8026C557 00??

8 Player 4 8026D0A7 00??

Hyrule Castle

9 Player 1 80262F47 00??

10 Player 2 80263A97 00??

11 Player 3 802645E7 00??

12 Player 4 80265137 00??

Planet Zebes

13 Player 1 8026A38F 00??
14 Player 2 8026AEDF 00??
15 Player 3 8026BA2F 00??
16 Player 4 8026C57F 00??
Yoshi's Island
17 Player 1 8026D80F 00??
18 Player 2 8026E35F 00??
19 Player 3 8026EEAF 00??
20 Player 4 8026F9FF 00??
Dream Land
21 Player 1 80267F27 00??
22 Player 2 80268A77 00??
23 Player 3 802695C7 00??
24 Player 4 8026A117 00??
Sector Z
25 Player 1 8026B4DF 00??
26 Player 2 8026C02F 00??
27 Player 3 8026CB7F 00??
28 Player 4 8026D6CF 00??
Saffron City
29 Player 1 8026DE7F 00??
30 Player 2 8026E9CF 00??
31 Player 3 8026F51F 00??
32 Player 4 8027006F 00??

Infinite Lives Codes

1-Player Mode

STAGE 1: VS. Link
1 You 1 8126805E ????
2 Link 81268BAE ????
STAGE 2: VS. Yoshi Team
3 You 8126839E ????
4 Yoshi #1 81268EEE ????
5 Yoshi #2 81269A3E ????
6 Yoshi #3 8126A58E ????
STAGE 3: VS. Fox McCloud
7 You 812705F6 ????
8 Fox 81271146 ????
STAGE 4: VS. Mario Bros.
9 You 8126329E ????
10 Ally 81263DEE ????
11 Mario 8126493E ????
12 Luigi 8126548E ????
STAGE 5: VS. Pikachu
13 You 81272F96 ????
14 Pikachu 81273AE6 ????
STAGE 6: VS. Giant DK
15 You 8126FFCE ????
16 Ally #1 81270B1E ????
17 Ally #2 8127166E ????
18 Giant DK 812721BE ????
STAGE 7: VS. Kirby Team
19 You 8126D03E ????
20 Kirby #1 8126DB8E ????
21 Kirby #2 8126E6DE ????
STAGE 8: VS. Samus Aran
22 You 8126F4A6 ????
23 Samus 8126FFF6 ????
STAGE 9: VS. Metal Mario

24 You 81262AE6 ????

25 Metal Mario 81263636 ????

BONUS STAGE 3: Race to the Finish

26 You 81240156 ????

27 Polygon #1 81240CA6 ????

28 Polygon #2 812417F6 ????

29 Polygon #3 81242346 ????

STAGE 10: VS. Fighting Polygon Team

30 You 81261C6E ????

31 Polygon #1 812627BE ????

32 Polygon #2 8126330E ????

33 Polygon #3 81263E5E ????

FINAL STAGE: VS. Master Hand

34 You 8127119E ????

35 Master Hand 81271CEE ????

VS. Mode Codes

36 VS Damage Mod % 2 811348F2 ????

ARENA: Peach's Castle

37 1P 8125E17E ????

38 2P 8125ECCE ????

39 3P 8125F81E ????

40 4P 8126036E ????

ARENA: Congo Jungle

41 1P 8126AEAE ????

42 2P 8126B9FE ????

43 3P 8126C54E ????

44 4P 8126D09E ????

ARENA: Hyrule Castle

45 1P 81262F3E ????

46 2P 81263A8E ????

47 3P 812645DE ????

48 4P 8126512E ????

ARENA: Planet Zebes

49 1P 8126A386 ????

50 2P 8126AED6 ????

51 3P 8126BA26 ????

52 4P 8126C576 ????

ARENA: Mushroom Kingdom

53 1P 81262D4E ????

54 2P 8126389E ????

55 3P 812643EE ????

56 4P 81264F4E ????

ARENA: Yoshi's Island

57 1P 8126D806 ????

58 2P 8126E356 ????

59 3P 8126EEA6 ????

60 4P 8126F9F6 ????

ARENA: Dream Land

61 1P 81267F1E ????

62 2P 81268A6E ????

63 3P 812695BE ????

64 4P 8126A10E ????

ARENA: Sector Z

65 1P 8126B4D6 ????

66 2P 8126C026 ????

67 3P 8126CB76 ????

68 4P 8126D6C6 ????

ARENA: Saffron City

69 1P 8126DE76 ????

70 2P 8126E9C6 ????

