

Super Smash Bros. FAQ/Move List

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Super Smash brothers FAQ
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1. Introduction

Super Smash Brothers, an all-out challenge out of many of Nintendo's trademark characters. With many weapons at your disposition along with a vast array of moves, this game should keep you entertained for quite while... Oh, and here goes a bit of personal advice, play with your friends! You'll get the most enjoyment of the game that way....

This guide will cover the Bonus Stages, each character along with their different moves and strategies, the items in the game, the secrets and the stages. ENJOY!

(Note that the single-player strategy is not covered because there is nothing required except your own strategy to play the Single-Player part of the game. The point bonuses are included along with a strategy against the Master Hand for every character.)

2. Characters

In this game, you have 8 characters (plus 4 hidden ones) that battle in arena-like stages. You must send other players out of the arena. In this section, I will list the moves for each character and explain some strategies about how to use them efficiently, I will also rate each character. All those characters are people from different games (pikachu from pokémon, etc...). When you see a + instead of a , in a move, it means that you must press those buttons nearly at the same time (sometimes it is somewhat tricky to pull it off). For a , you must hold the directions that is said and after that you should press the button. Some moves will send your opponents flying a long way if you've dealt enough damage to them and others will only do damage. Also, the C buttons are only used for jumping, hit a C button while in the air to do a Double Jump. Damage for the hits varies if it's a clean hit or not, if you hit

someone near the end of the move you'll do less damage and he'll get thrown less far.

MARIO

A button : This button is your basic close quarters attack for each character. If you press this one several times, Mario will do a punch + punch + kick combo, pause, restart... It does small damage, but you can use this on the edge of the stage to prevent a player from coming back.

DAMAGE: 1st hit= 2% 2nd hit= 2% 3rd hit= 4%

Up, A (Uppercut): Mario will punch over his head, this move should be useful to keep your opponents in the air, it doesn't do much damage by itself, but you can follow up by an air attack.

DAMAGE: 8%

Down, A (Low Kick): Mario will crouch and kick at feet height, this move should be used only to hit someone like Fox who is doing a laser barrage with his gun.

DAMAGE: 12%

Forward, A (Kick): Press the control stick forward and A and Mario will do a kick. This move could be like a normal A button attack so it's not that useful.

DAMAGE: 10%

Jump and A (Low Air Kick): Mario will do a Low Kick in the air. Usually nobody uses this move.

DAMAGE: 11%

Up + A (Head Bash): Mario will perform a hit with his head, you must be close for this hit to work, it does some decent damage, but the close range of the hit makes it less effective. It will send your enemies flying in a flash too.

DAMAGE: 16%

Down + A (Trip Kick): Mario will do a kick around him. This move has more range than the Head Bash and it hits all around you so it should be used instead of the Head Bash.

DAMAGE: 14%

Forward + A (Charged Punch): Mario will do a strong punch in front of him. It's a good move, has it deal some damage and send your opponents away.

DAMAGE: 14%

Running stance, A (Slide): Press A while running (tap the control stick to make your character run) and Mario will make a sliding move a short way. This can be useful to surprise opponents and it will send them flying too.

DAMAGE: 9%

Jump and Down, A (Spinning Kick): Mario will do Spinning kick like in Super Mario World, but this time in diagonal. Don't let the multiple hits and damage impress you this move is not so good, usually use the Spin instead of this.

DAMAGE: 3% per hit

Jump and Up, A (Round Kick): Mario will do a round kick toward the sky. Use this move after an Uppercut to send your opponent higher.

DAMAGE: 9%

Jump and Back, A (Air Kick): Mario will do a kick behind him while in the air. This or the Drill Kick should be used to send opponents who are coming back on the ground on the side of the stage.

DAMAGE: 12%

Jump and Forward, A (Drill Kick): Mario will drill his body in front of him while in the air. This or the Air Kick should be used to send opponents who are coming back on the ground on the side of the stage.

DAMAGE: 12%

B button (Fireball): Mario will launch a basic bouncing fireball, it's a little slow to launch and doesn't do much damage. Use it has an harrassing technique to bring your opponents to you if you're away. (You can launch it in the air)

DAMAGE: 6%

Up, B (Jumping Uppercut): Mario will do a jumping uppercut done diagonally. Any enemy caught with this technique will receive a fair amount of damage and will be tossed away. This is one of the best moves to execute has it has a quick recovery. You can use it to come back on the arena if you're missing and if an enemy his waiting for you on the edge he will be caught by the move and you will come back safely.

DAMAGE: 2% per hit (1 coin = 1 hit)

Down, B (Spin Assault): Mario will spin and if an enemy is near him he will take an hefty amount of damage and get tossed up. This his a GREAT move if you hit them at the beginning of the spin. Use this move on groups of enemies and follow it with a Jumping Uppercut you will do a near 30-40 damage in no time. If an enemy is falling on you use this move, he/she will be surprised!! (You can use it in the air, but it's not as strong)

DAMAGE: 1% per hit, 3% for the last punch where he throws them in the air.

L button: The taunt button. Mario will become BIG and after a little time, will regain normal height. Don't do it unless you're out of danger because you're bigger than DK when you do this.

A, B or R button when landing on belly (Head Turn) : Mario will get up by spinning his head around, cleaning a little space around him.

DAMAGE: 6%

A, B or R button when landing on back (Feet Turn) : Mario will spin his feet around him to clear the space to get up.

DAMAGE: 6%

A or B button when hanging from a ledge (Climbing Kick) : Mario will throw himself over the ledge and kick at head height. This move is done if you're under 100% damage.

DAMAGE: 6%

A or B button when hanging from a ledge (Low Kick) : Mario will climb up the ledge and execute a low kick. This move is down if you're over 100% damage.

DAMAGE: 6%

Pressing Forward when holding an opponent (1 Turn Throw) : Mario will spin around once and launch the opponent into the air.

DAMAGE: 12%

Pressing Back when holding an opponent (3 Turns Throw) : Mario will spin

around 3 times, the velocity of the movement will lift the opponent a little and finally he will launch the opponent into the air. Great throw because you use the enemy to clear space around you. DK is the best because of his size.

DAMAGE: 16%

Playing As: With Mario, use the Spin Assault and Jumping Uppercut combo to do big damage. When your opponents are high on damage and they're in the air, use the drill kick or air kick to send them on the side of the arena. You can also use his fireballs to harrass opponents while staying far away.

VS Mario: Don't stay above Mario, he can easily juggle you out of the stage or throw you off-course from the air, it's best to stay on the ground and close to him so you don't get pummeled with fireballs. Learn to predict his Jumping Uppercut move, so you can hit him out of the field once he falls after executing it, he's helpless until he touches the ground at that moment....

Overall: 8/10 Mario his a good fighter with quick recovery. His moves are well done and useful, but his throw must be executed at close range. When playing a 4 player Free-For-All, he can be hard to play with. When he is lvl1, he can be a very dangerous foe. He is an easy-to-learn character with nearly no pause between attacks. If you're a beginner, pick Mario.

DONKEY KONG

A button: DK will do 2 punches, pause, 2 punches.... Basic attack, useless.
DAMAGE: 1rst hit= 4% 2nd hit= 4%

Up, A (Overhead Slap): DK will slap over his head, this move is slow and should only be used if there's no danger around.
DAMAGE: 10%

Down, A: (Low Slap): DK will do a low slap, this move is slow and useless.
DAMAGE: 6%

Forward, A (Strong Punch): DK will punch in front of him. Stronger than the basic move but not more than that.
DAMAGE: 10%

Jump and A (Shoulder Spin): DK will spin in the air and hit people with his shoulders.
DAMAGE: 12%

Up + A (Upper Clap): DK will clap his hands over his head, use this instead of the slap to keep an opponent in the air, it will send them a long way up also.
DAMAGE: 16%

Down + A (Spinning Donkey): DK will sit down and spin with his legs stretched. Use this to clear the space around you has it has a large radius and it his executed fairly quick.
DAMAGE: 16%

Forward + A (Strong Slap): DK will slap strongly in front of him. This move is very strong if you can connect with the opponent.
DAMAGE: 16%

Running Stance, A (Running Kick): DK will kick in front of him while

running. This move is quicker than his other moves and has a good radius. Watch out because his running is not too fast compared to other characters and the recovery from this move is slow.

DAMAGE: 10%

Jump and Down, A (Falling Feet): DK will stretch his body, feet downward, to hit players under him. To move is quick and good. It does good damage too. It will propel your opponents straight downwards, use it above holes to send them to their doom!

DAMAGE: 10%

Jump and Up, A (Flying Overhead Slap): Same as Overhead Slap, but in the air.

DAMAGE: 9%

Jump and Back, A (Side Kick): DK will kick behind him while in the air, this move is good to send other characters farther when they're jumping.

DAMAGE: 12%

Jump and Forward, A (Flying Ball): DK will roll in the air in front of him. This move actually sends people downward at an incredible speed and you can easily smash down in the hole any player that are trying to come back, much like Ness' Squash move, but with greater range.

DAMAGE: 12%

B button (Charge Punch): Press B one time to charge (it takes quite a while), after that press B to do a STRONG punch. This punch is deadly if DK can get it charged up. You will go flying far even at 0% damage. The only problem is the charging time. Find a safe place to charge it. (You can start it in the air, but it is not recommended). The charging will be reset if you are hit during the process, you can be interrupted while punching and it will negate the charging, the recovery from this one is slow also...

DAMAGE: Not charged= 11% Charged= 33%

Up, B (Flying Tornado): DK will float in the direction you are facing while turning on himself with his arms stretched. You can use this move to come back a LONG way if you've been sent far away. This move can clear up much space and it is quick. The only drawback is, one time you started it, you must finish it. (Exception: If you get hit, you will have to restart the move. You can use it in the air)

DAMAGE: 6%

Down, B (Ground Hammering): DK will hit the ground with his two hands. This move sends all opponents (on the same floor and a short distance away from you) in the air. It's quite strong and you can do it indefinitely with no pause between each. (If you set the game to 200% Damage, this move will send everyone in space nearly everytime, you will rack up big scores this way.). In Mushroom Kingdom Stage, if you do this under the brick ceiling to the left of the stage, they can't escape from it!! (Infinite combo!!)

DAMAGE: 8%

L Button: DK will put his hand by his head and move it. Use this to tick your opponent.

A, B or R button when landing on belly (Back Slap) : DK will do a slap behind him while getting on his feet.

DAMAGE: 6%

A, B or R button when landing on back (Retracted Feet) : DK will retract his feet then let go of them to get up.

DAMAGE: 6%

A or B button when hanging from a ledge (Sitting Hit) : DK will throw himself over the ledge and let himself slide a little while sitting. Clears a bigger space than other characters. This move is done is you're under 100% damage.

DAMAGE: 6%

A or B button when hanging from a ledge (Low Slap) : DK will climb the ledge and do a low slap. This move is done when over 100% damage.

DAMAGE: 6%

Pressing Forward when holding an opponent (Carrying Throw) : DK will carry the opponent on his back and move until you find a good place to throw them. Good throw because you can move. Opponents can escape this by quickly pressing diferent buttons.

DAMAGE: 8%

Pressing Back when holding an opponent (Under The Arm Throw) : DK will throw the opponent behind him from under his arm.

DAMAGE: 14%

Playing As: Charge his punch everytime you're not the target of your enemies. (hard to do if you're lvl1) This way you can do big damage. The only other combo to use the Ground Hammering and an air hit after. The only trick is that he can move after getting hold of someone (R button). This way, you can grab new opponents (0% damage) and walk your 200% and + damage DK in the hole with him so you take his life with yours!! (cheap but effective). A trick is to grab an opponent, jump over the ledge, throw them away and float back to the ground. Grab them once they come back and repeat until they don't come back.

VS Donkey Kong: Be careful around him, he might be slow but he'll hit you hard if you don't watch out. Never let him charge his punch fully, and if he succeeds, be on the lookout for it at all times... If he grabs you and moves around, quickly press all the buttons and twirl the Control Stick as fast as you can to break free quickly (You can break free almost as soon as he grabs you if you're quick). Beat on him from a distance as he do not possess ANY projectile attacks without items, so be sure to use those projectiles to soften him a bit.

Overall: 5/10 DK is an extremely strong character, but he pays too much for that. First, he is THE slow guy, all his attacks are slower than the others and he moves slower than the others. Second, he is the biggest target in the game. Third, he doesn't have any projectiles. Your best bet is to rush to the projectile-thrower. Fourth, he doesn't have much chances against a good player in a lvl1 match (He's just too slow and too big). Lastly, his jump is not so good, he doesn't jump high and his comeback move (Flying Tornado) is mostly done horizontaly. His only good advantage is the fact that he can move after getting hold of someone. He can be very good in a team as a finisher.

LINK

A button: If you press repeatedly the A button, he will hit with his sword at a very great speed (3 hits per second) until you stop pressing the button use this on opponents in corners to whittle them down (1% damage per sword hit, you will litterally pin them there, you can wait for them to reach 700% if you want to!! on a lvl1 match of course) or use it on the edge of the arena to keep

a player from coming back by grabbing the ledge.

DAMAGE: 1rst hit= 5% 2nd hit= 3% 3rd hit= 4% Quick stabs= 1% each

Up, A (Overhead Slash): Link will swing his sword over him. Good to keep opponents flying.

DAMAGE: 8%

Down, A (Low Thrust): Link will thrust his sword at feet height. Not a good move, just forget it.

DAMAGE: 10%

Forward, A (Front Slash): Link will swing his sword from over his head to the ground in front of him. This move is strong for a normal move. In fact, you should use it whenever you want to hit in front of you it's the best move to do so. This move can block projectiles too!!

DAMAGE: 14%

Jump and A (Single Kick): Link will do a single kick in the air.

DAMAGE: 8%

Up + A (Upper Stabs): Link will hit with his sword 3 times over him. Stronger than the Overhead Slash, just make sure to hit your opponent.

DAMAGE: 1rst hit= 6% 2nd hit= 3% 3rd hit= 9%

Down + A (Round Swipe): Link will swing his sword from the front to the back. Use it to clear the area around you.

DAMAGE: 14%

Forward + A (Souped Frontal Slash): Same as Front Slash but stronger. This move is very strong, in fact it's so strong that you can use this and your opponents will go flying far if they're over 50%, probably killing them. It is executed fairly quick too and has a wide radius of attack.....

DAMAGE: 20%

Running Stance, A (Dashing Thrust): Link will thrust his sword in front of him and slide some distance with his sword out. This move is good, use it to clear a group of opponents easily. You can start it a little way from them because you will slide a little.

DAMAGE: 11%

Jump and Down, A (Downward Thrust): Link will point his sword downward when falling. It's strong and easy. You can get more than one enemy with this because you'll bounce a little when you hit someone so get another hit if there's someone near, or get a second hit on the same person.

DAMAGE: 12%

Jump and Up, A (Upward Thrust): Link will point his sword upward and hit anybody who is over him. It's strong but not as powerful as the Downward Thrust.

DAMAGE: 14%

Jump and Back, A (Double Kick): Link will do a double kick in the air (one kick right, one kick left). This move doesn't do much to your opponents, and doesn't make them fly far either.

DAMAGE: 1rst hit= 8% 2nd hit= 8%

Jump and Forward, A (Flying Swipe): Link will swing his sword in the air. Use this to send your opponents away, a lot more powerful than the Double Kick.

DAMAGE: 12%

B button (Boomerang): Link will throw his boomerang one of three

directions (decide by the control stick when he is preparing to throw it) diagonally up or down or in front of him. You can hit enemies when the boomerang is coming back.

DAMAGE: 8% when throwing the boomerang, 6% when boomerang is coming back.

Up, B (Spin Slash): Link will spin his sword around him. This move can be done in the air and on the ground, its radius is more wide on the ground. You can use it has a comeback move of good power. Use it to clear the area around you when you're on the ground.

DAMAGE: 12%

Down, B (Bomb): Link will get a bomb from behind him and you can throw it with the A button. Throwing with the A button makes the bomb explode on impact while throwing with the B button makes the bomb bounce off enemies for a bit of damage and explode once the timer has ran out. The bomb lasts for about 4 seconds.

DAMAGE: 7% for getting hitten by the bomb, 7% from the explosion.

L button: Link will pull back his sword with some fancy move. It's a taunt so don't use it unless you're feeling careless.

A, B or R button when landing on belly (Half-Circle Swipe) : Link will get up by doing an half circle swipe around him.

DAMAGE: 6%

A, B or R button when landing on back (Inversed Half-Circle Swipe) : Same as the other but starts from the other side.

DAMAGE: 6%

A or B button when hanging from a ledge (Frontal Slash) : Link will throw himself over the ledge and do a frontal slash. This move is done if you're under 100% damage.

DAMAGE: 4%

A or B button when hanging from a ledge (Upward Stab) : Link will climb up the ledge and do an upward stab on the way up. This move is done if you're over 100% damage.

DAMAGE: 4%

Pressing Forward when holding an opponent (Knee Throw) : Link will launch the opponent by hitting him with his knee.

DAMAGE: 12%

Pressing Back when holding an opponent (Backward Kick Throw) : Link will put his opponent behind him an launch him with a backward kick.

DAMAGE: 16%

Playing As: Link is a pretty powerful fighter. Use his slash attacks to make big damage and send opponents flying. If a character is making a barrage of projectiles, jump and throw him a bomb to take care of him. Also keep on the lowest level (Exception: Samus's Stage), because you're more able to hit opponents from under than from over. Another good point is the fact that is Slash will block shots and projectiles. Take advantage of his strength fully, because he doesn't have much to come back on the stage, easily killed if thrown off. Be sure to take advantage of his grab over a distance.

VS Link: Take advantage of his poor recovery, his Spin Slash attack will leave him helpless for a small while when he lands, and this is perfect for you to grab him and throw him off the ledge. Throwing him off is the best way to

prevent him from using his strong attacks on you, he'll be too busy trying to get back on the ground. There is no real other advantage against him as his recovery for his other moves is fast enough to prevent you from doing anything in that short moment.

Overall: 7/10 Link is a powerful character with strong moves and a good speed. He jumps high enough and his Spin Slash can be very dangerous when used properly. He has a drawback however, his throw has a range but it's quite slow if you miss your shot so... The boomerang and the bombs are good projectile attacks even if they don't have the range of Fox Laser's or Luigi's Fireball. He can handle close and projectile fights very well and doesn't fear a 4 player Free-For-All. He has a real hard time when it comes to coming back on the board his Double Jump and Spin Slash do not raise him very much. However, Link controlled by a good player is an extremely dangerous foe and should be watched at all costs...

SAMUS

A button: 2 punches combo, pause, 2 punches... You get the idea...
DAMAGE: 1st hit= 3% 2nd hit= 6%

Up, A (Overhead Kick): Samus will do a kick over her head. Decent, but not so useful.
DAMAGE: 6%

Down, A (Trip Kick): Samus will do a trip kick. Useless.
DAMAGE: 10%

Forward, A (Round Kick): Samus will kick from in front of her to behind her in a round pattern. This move has two good hits in it so... you decide.
DAMAGE: 8%

Jump and A (Flying High Kick): Samus will kick at head height while in the air.
DAMAGE: 12%

Up + A (Flamethrower): Samus will throw flames in a 1/4 circle fashion over her. Good for keeping away nosy opponents, VERY damaging also.
DAMAGE: 8% per hit

Down + A (Power Trip): Samus does a powered Trip Kick. Pretty much the same as Trip Kick but stronger.
DAMAGE: 12%

Forward + A (Blast Punch): Samus will punch with her gun. Great speed and a powerful move. Its range is good also.
DAMAGE: 18%

Running Stance, A (Ramming): Samus will tackle her opponents while running towards them. Good for clearing space.
DAMAGE: 9%

Jump and Down, A (Blaster Hit): Samus will roll in the air with her blaster in front. This move will send those you hit straight down without them being able to react, use it to send your opponents to their doom...
DAMAGE: 11%

Jump and Up, A (Flashy Kick): Samus will kick to the upper-right with her

head in the lower-left. It's flashy but not useful it doesn't do enough damage to justify it.

DAMAGE: 2% per hit

Jump and Back, A (Reverse Kick): Samus will kick behind her while in the air. Good move to send opponents into the side of the stage.

DAMAGE: 11%

Jump and Forward, A (Air Flamethrower): Same as the Flamethrower, but in the air. Use it to clear your landing as it spews flames right under you. The damage inflicted is less impressive than the ground-based Flamethrower attack.

DAMAGE: 4% per hit

B button (Charged Shot): Press B to charge and B to shoot after being charged (Samus will be flashing once she is charged). This move does the nearly the same damage as DK Charged Punch, but it's better because it has a range (I mean a VERY LONG range). If you are hit during the charging process, it will reset to zero and you'll have to restart charging, you can be interrupted into firing the shot, so be sure of what you do when you shoot... The projectile is fairly fast too.

DAMAGE: Not Charged= 3% Charged= 25%

Up, B (Screw Attack): Samus will do her multihits attack from previous Metroid games. This attack is almost inevitable, if you're caught just wait for it to finish. It deals a fair amount of damage, but you're highly vulnerable after it. Samus benefits of a small span of invincibility while performing this, most opponents that try to hit her while she performs that move will be sucked into the attack and hit instead.

DAMAGE: 2% per hit

Down, B (Metroid Bomb): Samus will roll in a ball and drop a Bomb. You can use it in the air to drop it on groups of enemies. This bomb is not strong it does minor damage and should be used as an harrassing technique and not a main technique. Use it to build the % of enemies.

DAMAGE: 7%

L button: Samus will lift her blaster and shake it a little. It's not even noticeable unless you see your character in close-up so forget it.

A, B or R button when landing on belly (Half-Circle Kick) : Samus will get up by sending her feet in an half-circle motion over her to the ground.

DAMAGE: 6%

A, B or R button when landing on back (Inversed Split) : Samus will get up by doing a split over her head.

DAMAGE: 6%

A or B button when hanging from a ledge (Head-To-Ground Kick) : Samus will climb the ledge and go a kick at head height and bring her leg back to the ground. This move is done if you're under 100% damage.

DAMAGE: 6%

A or B button when hanging from a ledge (Punch) : Samus will climb up the ledge and do a basic punch. This move is down if you're over 100% damage.

DAMAGE: 6%

Pressing Forward when holding an opponent (Forward Release) : Samus will release the hook in front of her, sending the opponent flying.

DAMAGE: 12%

Pressing Back when holding an opponent (Over The Shoulder Release) : Samus will release the hook over her shoulder, sending the opponent flying behind her.
DAMAGE: 16%

Playing As: With Samus, try to always use your screw attack against enemies. Too, if a Yoshi makes an egg out of you, just use this move upon exiting the egg so you catch him off guard. Try to charge your shot as much as possible, with it, you can catch an opponent that is the other side of the screen and deal him the same damage as if close so... Try to use her Air Flamethrower to clear the space under her. Her Flamethrower attack on the ground is perfect to deal large amounts of quick damage to an enemy, use it well. Don't abuse her throw too much, as it is rather slow to execute, especially if it misses it leaves a large window of opportunity to catch you off-guard..

VS Samus: Samus' techs are mostly defensive, being reckless and bold against her will get you burned against a good player. The use of harrasing projectiles here will pay off to wear her down. You can't juggle her easily in the air because of her flamethrower and bombs. Use her slow falling against her by pummeling her with stuff while she falls. Also, once she executed her Screw Attack, NOW is the time to knock her to the side of the screen, nearly guaranteeing a kill if she was damaged a bit already. Take advantage of her predictable throw also, jump in the air when she starts to throw her hook at you and grab/hit her while the hook comes back, you got a large window of opportunity if you avoid her grab.

Overall: 7/10 Samus is mostly defensive, she has strong moves (Screw Attack and Charged Shot) and she has great clearing attacks (Flamethrower). 1vs1 matches are the best with her, with all those defensive moves she has. Her kicks and punches are weak so don't rely on them. She has a good comeback move and can be hard to throw off-board. Use her in a team to tick off your opponents with her Screw Attack.

YOSHI

A button: 2 kicks, pause, 2 kicks....

DAMAGE: 1rst hit= 3% 2nd hit= 5%

Up, A (Head Hit): Yoshi will hit his head above him. Not useful at all, it's too weak.

DAMAGE: 9%

Down, A (Tail Swipe): Yoshi will trip people with his tail. Useless.

DAMAGE: 8%

Forward, A (Front Kick): Yoshi will kick in front of him. A little stronger than the basic kicks, but still weak.

DAMAGE: 10%

Jump and A (Low Air Kick): Same thing as Mario.

DAMAGE: 11%

Up + A (Jumping Head Hit): Will knock your opponents upwards a lot, or even on the side, depends on the angle in which it connects.

DAMAGE: 14%

Down + A (Round Tail): Same as Tail Swipe, but this time it will hit in front and behind Yoshi. It will throw opponents away so use it to clear space.

DAMAGE: 11%

Forward + A (Strong Head): Yoshi will do a powerful Head Hit in front of him. It's a strong move and fast move you should use to send opponents away quickly.

DAMAGE: 14%

Running Stance, A (Head Ram): Yoshi will ram with his head while running. It will throw opponents away a bit so use it on groups.

DAMAGE: 9%

Jump and Down, A (Multi Feet): Yoshi will do a multi-hit with his feet under him. The multihits will do much damage by themselves so it's worth it. For 4% damage per hit it's the strongest multi-hits attack in the game. Use it when falling on an enemy to do BIG damage.

DAMAGE: 4% per hit

Jump and Up, A (Upward Tail Whip): Yoshi will hit his tail upward. This move is weak and only useful for juggling opponents in the air. It is better to use the Jumping Head Hit.

DAMAGE: 12%

Jump and Back, A (Backward Kick): Yoshi will kick behind him. This move is average but should be used to throw opponents off-board.

DAMAGE: 12%

Jump and Forward, A (Flip): Yoshi will flip his body, hitting anyone close. Sends players away a bit, but not all that powerful.

DAMAGE: 14%

B button (Swallow): Yoshi will try to swallow a player with his tongue, if he succeed that player will be turned into an egg for a short time. You can do damage to him while he is in the egg and the opponent trapped in the egg will not move a single bit.

DAMAGE: 4%

Up, B (Egg Toss): Yoshi will throw an egg upward, the egg will explode after some time. Bombard people on the upper levels with this. The eggs will make your opponents fly away fast and hard, you can somewhat contro lthe angle at which the egg is thrown with the control stick.

DAMAGE: 11%

Down, B (Head Stomp): Yoshi will come down at an extremely fast speed with his head first. This is the only really strong move Yoshi has so use it a lot, you aren't invincible in that form, but you can pretty much counter any attacks that will come from the characters themselves, thrown items and projectiles will clobber you even when you, re performing this move though.

DAMAGE: 14%

L button: Yoshi will salute in one direction. Useless unless you want to lose time.

A, B or R button when landing on belly (Tail Hit) : Yoshi will get up by slapping his tail behind him.

DAMAGE: 5%

A, B or R button when landing on back (Head Hit) : Yoshi will get up by doing an head hit in front of him.

DAMAGE: 5%

A or B button when hanging from a ledge (Small Low Kick) : Yoshi will do a small low kick after climbing the ledge. This move is done if you're under 100% damage.

DAMAGE: 5%

A or B button when hanging from a ledge (Head Hit) : Yoshi will hit with his head after climbing the ledge. This move is down if you're over 100% damage.

DAMAGE: 5%

Pressing Forward when holding an opponent (Forward Spit) : Yoshi will spit the opponent in front of him.

DAMAGE: 12%

Pressing Back when holding an opponent (Backward Spit) : Yoshi will spit his opponent behind him.

DAMAGE: 12%

Playing As: With Yoshi, you should do this: Make an egg of a player and Head Stomp his egg. You'll do big damage this way and soften your opponents a bit so you can dispose of them after a bit of damage. You should also do the Head Stomp on groups of opponents as it will send them flying far. Another trick is to put yourself on the edge of the platform, head toward the arena, then make an egg out of someone at this place and maybe the egg will drop in the hole with your opponent forced to watch himself die. Try to use the multifeet as much as possible to do much damage to enemies. Use the Egg Throw on anybody standing or jumping above you, it's the perfect counter.

VS Yoshi: Use his single double-jump as his main weakness. Once he performed it and starts falling on the ground, knock him to the side of the screen. He'll be helpless but to fall down in the hole as the only way to perform the double jump again is to land on the ground after performing it once. Avoid his Head Stomp at all costs, best is to just use your shield if you're on the ground under him, then grab him once he's recovering from it.

Overall: 7/10 Yoshi has mostly weak moves with very few exceptions. The only way he has to do much damage is to perform a Head Stomp or Multifeet. He also lack in projectiles. His distinct advantage is his HUGE double-jump, he doesn't have any comeback moves but his double-jump covers so much distance that it's useless. Watch out however, if an opponent sends you flying after you've done your double-jump and you didn't have the time to touch the ground you will be helpless and forced to die.

KIRBY

A button: An attack much like Link basic sword attack but this time with punches. Press A repeatedly to do a 3 hits per second attack.

DAMAGE: 1rst hit= 3% 2nd hit= 4% Quick punches= 1% each

Up, A (High Kick): Kirby will kick above him. It does some damage and keeps opponents from touching the ground.

DAMAGE: 11%

Down, A (Ground Kick): Kirby will kick at feet height.

DAMAGE: 7%

Forward, A (Middle Kick): Kirby will do a middle kick in front of him. Strong, but not that useful.

DAMAGE: 8%

Jump and A (Low Air Kick): Much like Mario.

DAMAGE: 8%

Up + A (Circle Kick): Much like High Kick but stronger. It's not very strong and powerful, but sends your opponent into the air a bit, perfect to start juggling.

DAMAGE: 12%

Down + A (Split Kick): Kirby will do like DK's Spinning Donkey, but with lower range and it's not as strong.

DAMAGE: 14%

Forward + A (Powered High Kick): Kirby will do much like Samus's Round Kick, but in a different fashion. It will send your opponents flying quite a bit, and it works over a short distance, good for surprise attack from a small range...

DAMAGE: 13%

Running Stance, A (Head Slide): Kirby will slide with his head first. Strong and throws back.

DAMAGE: 8%

Jump and Down, A (Spinning Kick): Kirby will spin diagonally and deliver some damage to opponents with a multihit. Strong and has a pretty good recovery.

DAMAGE: 2% per hit

Jump and Up, A (Air Cartwheel): Kirby will spin like a wheel in the air. You should use this to throw away characters as it does much damage and throws back. It's an all-around attack also, ideal to use.

DAMAGE: 8%

Jump and Back, A (Reverse Kick): Kirby will kick behind him, much like the kicks from other characters.

DAMAGE: 12%

Jump and Forward, A (Spinning Kirby): Kirby will spin horizontally in the air. A multi-hit attack that doesn't damage or throw back very much, use the Reverse Kick instead.

DAMAGE: 2% per hit

B button (Inhale): Inhale an opponent and copy his B button technique. This way you can get the projectile attack you want. You can also spit back the enemy by pressing A instead of B to copy his tech.

DAMAGE: 5%

Up, B (Sword Attack): Kirby will smash his sword down and it will leave a wave to damage opponents. A trademark from previous Kirby games. Strong and can be used as a comeback move.

DAMAGE: 1st hit= 6% 2nd hit= 2% 3rd hit= 3% 4th hit= 5%

Down, B (Stone): Kirby will turn into a stone and crush anyone under him. Another trademark from Kirby's games. It's extremely strong and much like Yoshi's Head Stomp, but you get an extra protection from the brick form. Nothing can damage you when you are in the form of a brick, the only way for your opponents to damage you is to use a grab attack.

DAMAGE: 15%

L button: Kirby will salute in one direction. This move also releases the B

button attack you got from inhalation. Can be useful if you want another projectile attack than the one you got.

A, B or R button when landing on belly (Half-Circle Kick) : Much like Samus.

DAMAGE: 6%

A, B or R button when landing on back (Foot Turn) : Much like Mario, but with only 1 foot.

DAMAGE: 6%

A or B button when hanging from a ledge (Splatter Step) : Kirby will throw himself over the ledge and stand with his feet first, effectively hitting anyone standing near. This move is done if you're under 100% damage.

DAMAGE: 6%

A or B button when hanging from a ledge (Kirby's Bash) : Kirby will climb the ledge and hurl himself in front of him to hit opponents. This move is down if you're over 100% damage.

DAMAGE: 6%

Pressing Forward when holding an opponent (Ballistic Throw) : Kirby will lift HIGH into the air and smash the opponent on the ground.

DAMAGE: 12%

Pressing Back when holding an opponent (3 Turns Throw) : Kirby will hit the opponent on the ground behind him by passing the opponent over him. Using this throw sends your opponent farther horizontally and is faster to execute.

DAMAGE: 16%

Playing As: With Kirby, always try to get a projectile you're good with, even if you don't use projectiles often, the extra attack can be useful. This can help a lot. Also his Stone attack is a very strong move use it a lot, also, on an inclined terrain the rock will slide and crush anybody on its way. Also use his Sword as it can get many opponents with the wave. Use the Powered High Kick attack to send your opponents away easily.

VS Kirby: There isn't that many weakpoints to exploit against Kirby, he can come back easily and counter most of what you would try against him. His comeback move is more vertical than horizontal though. A fight against him should be well-balanced, use his light weight against him by juggling him in the air with strong upward moves.

Overall: 8/10 Kirby has a few strong moves and gets the distinct advantage in projectiles as he can get anything other players have. His double jump will let you travel pretty far (you know the balloon trick in other Kirby games?). Also he can clear up an area quickly with his Stone attack, he also benefits from the extra protection of the rock form. He will take sometime to master properly however, one time you're good with him, you can easily kill careless players.

FOX McCLOUD

A button: An attack much like Kirby's basic attack, but this time with kicks. You don't have a very long range with this attack also.

DAMAGE: 1st hit= 4% 2nd hit= 4% Quick kicks= 1% each

Up, A (Sky Kick): Fox will kick over his head. Much like Kirby's.

DAMAGE: 7%

Down, A (Sweep): Fox will sweep his tail (not sure) across the ground.

DAMAGE: 9%

Forward, A (Kick): Fox will kick in front of him. Decent, but not much about it.

DAMAGE: 7%

Jump and A (Low Air Kick): Pretty much like Mario.

DAMAGE: 11%

Up + A (Flip Kick): Fox will do a Flip Kick. Much like another character move. This move is an excellent move for keeping those nasty opponents of yours in the air.

DAMAGE: 12%

Down + A (Split): Fox will do some sort of split. Clear a small area around you, Fox is fast so use it because it's extremely fast.

DAMAGE: 11%

Forward + A (Jumping Drill): Fox will jump a little and drill with his feet. With a range it's useful, also it's a pretty good move because opponents usually don't have time to block it. Not really strong though.

DAMAGE: 13%

Running Stance, A (Power Kick): Fox will kick while running thus, breaking his run. Good clearance move considering the speed at which he runs.

DAMAGE: 8%

Jump and Down, A (Spinning Kick): Fox will do a move like Mario's Spinning Kick. Good, but not strong at all.

DAMAGE: 2% per hit

Jump and Up, A (Vertical Flip): Fox will flip his body vertically. Good to juggle with players in the air. Very decent hit range if both hits connect, can kill an opponent easily.

DAMAGE: 1st hit= 6% 2nd hit= 6%

Jump and Back, A (Air Split): Much like the Split but in the air. Use it as a Knock-off move.

DAMAGE: 9%

Jump and Forward, A (Drill Kick): Like Mario's Drill Kick

DAMAGE: 9%

B button (Laser Shot): Fox will shoot a laser with his gun. It's the fastest projectile attack in the game and does 6% per shot, very harrasing. A good tech to use to soften up your opponents from a range.

DAMAGE: 6%

Up + B (Flaming Fox): Fox will charge-up and blow in flames in one direction (the one you're pointing with the control stick at the end of the charge-up). Very useful for coming back safely on the ground, but the charge-up animation leaves an opening for a hit also...

DAMAGE: 12%

Down + B (Repulsive Shield): Fox will set-up a shield around him. This shield will reflect any projectile thrown at you. It's clear now, ANY projectiles will deal 0% damage to Fox while shielded, this is a EXTREMELY good

move against projectiles. Anything reflected does double damage to the target. It can be used when near an opponent to electrocute the opponent and throw him back a bit.

EXCEPTION: The Bob-Omb item will not be reflected, it will explode upon contact of the shield and pierce through it, the shield DOES protect you against it, but will break and damage you because of the blast of the explosion. SO keep watch for those pesky little items...

DAMAGE: 4%

L button: Fox will cross his arms and look away, like if he's provoking the enemy.

A, B or R button when landing on belly (Backward Kick) : Fox will kick behind him while getting up.

DAMAGE: 6%

A, B or R button when landing on back (Frontal Kick) : Fox will kick in front of him while getting up.

DAMAGE: 6%

A or B button when hanging from a ledge (Climbing Drill Kick) : Fox will throw himself over the ledge and do a drill kick. This move is done if you're under 100% damage.

DAMAGE: 6%

A or B button when hanging from a ledge (Round Kick) : Fox will climb the ledge and execute a round kick. This move is down if you're over 100% damage.

DAMAGE: 6%

Pressing Forward when holding an opponent (Over Shoulder Throw) : Fox will turn around and throw the opponent over his shoulder.

DAMAGE: 12%

Pressing Back when holding an opponent (Feet Throw) : Fox will lie on the ground and throw the opponent by using his feet to launch him behind him.

DAMAGE: 16%

Playing As: With Fox, use your Laser Shot a lot, it travels a great way so use it, it's the fastest projectile in the game and deals a fair amount of damage too. Also, when you grab an opponent, you'll want to throw him behind you. Why? because you throw it farther this way. Also, watch for projectiles, if you see one coming just use the Repulsive Shield. His close-range attacks aren't very strong, you're better off using his speed to keep away from the enemy until they're at 50~70% so you can try to knock them off the stage. One of the few close-range techs to use is to send your opponent above you and annoy them with the Vertical Flip attack to send them off the stage. Fox is a great air fighter.

VS Fox: The only real advantage Fox has against anybody is his awesome speed that can be used to avoid you and pummel you with various projectiles. The point is to get near him and hammer at him with close-range moves, Fox' moves aren't that strong to deal with and any character can usually withstand them fine. Avoid using shots or projectiles against him because of his Repulsive Shield. Avoid fighting in the air against Fox for he can easily counter you with his Vertical Flip attack.

Overall: 9/10 Fox is the fastest character in the game (In terms of moves). He moves fast and his moves are fast. Also he got the best projectile attack. However, he doesn't have any really strong move. You'll have to rely more on his speed than his power. In a 3vsFox match, He has the advantage of speed upon

power (which is THE fact in 3vs1 games). The fact that his Repulsive Shield actually shields him from ALL projectiles is a pretty good asset. Try to master the shield to put it in time and people will want to rely more on close attacks than projectiles to kill you. Also use his Flip to juggle opponents it's pretty annoying for those who try to get back on the ground.

PIKACHU

A button: Pikachu will simply hit in front of him with his head. Weak, but done quickly enough.

DAMAGE: 2%

Up, A (Overhead Tail): Pikachu will hit his tail over him. Much like the Overhead Kick from other characters. Use this move quickly on fresh new opponents to build up a bit of % before they get out of range. This move is weak enough to only knock them away from you when they are a little high on %.

DAMAGE: 6%

Down, A (Tail Trip): Pikachu will try to trip you with his tail.

DAMAGE: 9%

Forward, A (Sideway Kick): Pikachu will do a Sideway Kick.

DAMAGE: 8%

Jump and A (Low Air Kick): Same as Mario.

DAMAGE: 11%

Up + A (Tail Whip): Pikachu will whip with his tail over his head. Much like the Overhead Tail, but a little stronger.

DAMAGE: 14%

Down + A (Low Kick): Much like other characters Low Kick. It's weaker this time.

DAMAGE: 12%

Forward + A (Shock Treatment): Pikachu will electrocute in front of him. Low in damage, high in power. It will send your opponents flying quite a bit far away.

DAMAGE: 8%

Running Stance, A (Head Ram): Pikachu will ram with his head. Knocks opponents back a bit, but remains a weak attack.

DAMAGE: 9%

Jump and Up, A (Spinning Tail): Pikachu will spin his tail over him. It's weak, but you can juggle a little with this.

DAMAGE: 8%

Jump and Down, A (Electric Stomp): Pikachu will hit players under him with his body charged with electricity. Good move to use on opponents under you, it will damage them a bit and send them over a distance.

DAMAGE: 10%

Jump and Back, A (Reverse Kick): Much like another Reverse Kick, but it's weaker.

DAMAGE: 12%

Jump and Forward, A (Drilling Electricity): Pikachu will drill forward

with his body charged with electricity. It will hit your enemy multiple times for a decent amount of damage, use this move to soften up your enemy when they jump in the air.

DAMAGE: 3% per hit

B button (Electric Slinky): Pikachu will send a ball of electricity that will act as a slinky when it touches a surface. It can reach a LONG way before wearing out, but it's slow and overall weak.

DAMAGE: 5%

Up, B (Teleport): Pikachu will teleport in a direction decided by your press of the Control Stick in the desired direction. This is not an attack, there is a way to pull off a double teleport, just press the control stick quickly in another direction while doing the first teleport for Pikachu to do a Double Teleport. A great comeback move so you can get back to the arena safely....

DAMAGE: 0%

Down, B (Thunderbolt): Pikachu will send a Thunderbolt from the sky, it will hit the first obstacle in its path. If it hits Pikachu, he will be surrounded by electricity for a little time (useful for knocking away nosy opponents). The bolt of lightning itself doesn't hit for much power, but if the opponents are hit by the electricity around Pikachu, they will fly a long distance away.

DAMAGE: 12% when opponents hit the electricity surrounding Pikachu, 9% when they hit the Thunderbolt itself.

L button: Pikachu will say: "PIKA, PIKA!!" It's kind of irritating if someone always does it because it seems his voice covers much of the sound when he speaks.

A, B or R button when landing on belly (Tail Turn) : Pikachu will get up by making his tail spin around.

DAMAGE: 6%

A, B or R button when landing on back (Feet Turn) : Much like Mario.

DAMAGE: 6%

A or B button when hanging from a ledge (Small Low Kick) : Much like Yoshi. Done if you're under 100% damage.

DAMAGE: 6%

A or B button when hanging from a ledge (Tail Swipe) : Pikachu will hit with his tail after climbing the ledge. This move is down if you're over 100% damage.

DAMAGE: 6%

Pressing Forward when holding an opponent (Round Throw) : Pikachu will pass the opponent under him and behind him to throw him from over him.

DAMAGE: 12%

Pressing Back when holding an opponent (Electric Throw) : Pikachu will put the opponent on his back and launch them by sending an electric current in their body. This throw sends the enemy farther than the front throw.

DAMAGE: 16%

Playing As: The only way to deal much damage is to do a Drilling Electricity on your target and do a Thunderbolt immediately when you touch the ground to catch him while he's down. However this combo does not do more than 30% damage so

it's still not much. You can still use your thunderbolt to pummel the players on the upper platforms by staying under these platforms. If enemies start to close in on you use the Thunderbolt or Double Teleport away. The best way is to use harrasing techs to soften your opponent until he/she is at about 70% damage, then try to knock him/her off with Shock Treatment.

VS Pikachu: Light-weight enemy with only little defense agaisnt you. Be wary of his Thunderbolt attack and roll out of the way when he performs it, roll back to Pikachu and grab him once he's recovering. Try to anticipate the telports also, you can easily knock pikachu off his teleportations with a bit of practice. Sicne this move doesn't grant him any defense except the speedy warp.

Overall: 5/10 Pikachu is the weakest character in the game. He has a medium speed, but he's just too weak. The Thunderbolt is his only powerful attack, it has some delay on it and an opponent only need to hit you to knock you out of it. At least DK was STRONG and slow, but he is not fast and his attacks are much weaker than the others. Practice is the only way to be efficient with Pikachu.

LUIGI

A button : If you press this one several times, Luigi will do a punch + punch + kick combo, pause, restart... It does small damage, but you can use this on the edge of the stage to prevent a player from coming back.

DAMAGE: 1rst hit= 2% 2nd hit= 2% 3rd hit= 4%

Up, A (Uppercut): Luigi will punch over his head, this move should be useful to keep your opponents in the air, it doesn't to much damage by itself, but you can follow up by an air attack.

DAMAGE: 8%

Down, A (Low Kick): Luigi will crouch and kick at feet height, this move should be used only to it someone like Fox who is doing a laser barrage with his gun.

DAMAGE: 12%

Forward, A (Kick): Press the control stick forward and A and Luigi will do a kick. This move could be like a normal A button attack so it's not that useful.

DAMAGE: 10%

Jump and A (Low Air Kick): Luigi will do a Low Kick in the air. Usually nobody uses this move.

DAMAGE: 11%

Up + A (Head Bash): Luigi will perform a hit with his head, you must be close for this hit to work, it does some decent damage, but the close range of the hit makes it less effective.

DAMAGE: 16%

Down + A (Trip Kick): Luigi will do a kick around him. This move has more range than the Head Bash and it hits all around you so it should be used instead of the Head Bash.

DAMAGE: 14%

Forward + A (Charged Punch): Luigi will do a strong punch in front of him. It's a good move, has it deal some damage and send your opponents away.

DAMAGE: 14%

Running stance, A (Berserk Punches): Press A while running (tap the control stick to make your character run) and Luigi will punch like crazy in front of him while running. Good to rush opponents, but I prefer Mario's Slide, because the Slide knocks your opponents away. This runnign move is weak and doesn't send your enemies away at all....

DAMAGE: 2% per hit

Jump and Down, A (Spinning Kick): Luigi will do Spinning kick like in Super Mario World, but this time in diagonal. Don't let the multiple hits and damage impress you this move is not so good, usually use the Spin instead of this.

DAMAGE: 3% per hit

Jump and Up, A (Round Kick): Luigi will do a round kick toward the sky. Use this move after an Uppercut to send your opponent higher.

DAMAGE: 9%

Jump and Back, A (Air Kick): Luigi will do a kick behind him while in the air. This or the Drill Kick should be used to send opponents who are coming back on the ground on the side of the stage.

DAMAGE: 12%

Jump and Forward, A (Drill Kick): Luigi will drill his body in front of him while in the air. This or the Air Kick should be used to send opponents who are coming back on the ground on the side of the stage.

DAMAGE: 12%

B button (Fireball): Luigi will launch a green floating fireball, it a little slow to lauch and doesn't do much damage. Use it has an harrassing technique to bring your opponents to you if you're away. Luigi's fireball goes into a straight line instead of bouncing like Mario's fireballs.

DAMAGE: 5%

Up, B (Flaming Uppercut): Luigi will do a jumping uppercut done diagonally. Same has Mario, but this time, enemies will get 1 hit and get thrown away. The catch is the fact that opponents sometimes catch fire instead of giving coins and if they catch fire, they'll pretty much go into the background if they're over 50% damage. If you want them to always get fire, get yourself as close as you can (when you start pushing him/her) and execute this move, it will always work, I tried it. You can also jump at them in the air and perform it to make them catch firetoo.

DAMAGE: 1% per hit, 20% if opponent catches fire.

Down, B (Cyclone): Luigi will spin and if an enemy is near him he will get tossed up. This time enemy just get ONE hit of 12% instead of getting stuck in the spin like with Mario. This spin sends opponents upward a langthy distance instead of just doing damage.

DAMAGE: 12% per hit

L button: Luigi will look bored by scuffing his heel and looking to the ground. Looks like he wants a big taunt like Mario's.

A, B or R button when landing on belly (Head Turn) : Luigi will get up by spinning his head around, cleanign a little space around him.

DAMAGE: 6%

A, B or R button when landing on back (Feet Turn) : Luigi will spin his feet around him to clear the space to get up.

DAMAGE: 6%

A or B button when hanging from a ledge (Climbing Kick) : Luigi will throw himself over the ledge and kick at head height. This move is done if you're under 100% damage.

DAMAGE: 6%

A or B button when hanging from a ledge (Low Kick) : Luigi will climb up the ledge and execute a low kick. This move is down if you're over 100% damage.

DAMAGE: 6%

Pressing Forward when holding an opponent (1 Turn Throw) : Luigi will spin around once and launch the opponent into the air.

DAMAGE: 12%

Pressing Back when holding an opponent (3 Turns Throw) : Luigi will spin around 3 times, the velocity of the movement will lift the opponent a little and finally he will launch the opponent into the air. Great throw because you use the enemy to clear space around you. DK is the best to twirl around because of his size.

DAMAGE: 16%

Playing As: Much like Mario, but the Spin and Jumping Uppercut combo will be done differently and also your opponent MUST catch fire for it to kill him. You must hope that your Spin will send them upward too. Use the same strategies as with Mario, but keep the Cyclone & Flaming Uppercut moves as finishers, as they are easy to perform with practice and can kill instantly. Luigi's fireballs aren't very useful and are slow projectiles, it's better to just avoid using them unless necessary.

VS Luigi: Watch out as you did with Mario, but this time ,don't along yourself to get close to him at all costs, his Cyclone and Flaming Uppercut attacks can kill you instantly as opposed to Mario's Spin and Jumping Uppercut attacks. The best way is to make sure you hit always first when he comes near you so you knock him back right away. Don't let him come under you, it's a perfect setup for him to execute a deadly Flaming Uppercut on you.

Overall: 8/10 Luigi plays much like Mario, he's a little slower when moving, he jumps higher and he kind of... fall slower than Mario. You can use his longer fall to launch a screen of fireballs. Overall, he's like Mario and should be considered a dangerous foe in expert hands, especially for his special moves.

CAPTAIN FALCON

A button: A combo much like Mario's Punch + Punch + Kick combo, but if you continue to press the button, Falcon will throw multiple punches at a 3 per second rate. The range on this infinite attack is quite short, not very usefull.
DAMAGE: 1rst hit: 3% 2nd hit: 3% 3rd hit: 4% Quick Punches:1% each

Up, A (Overhead Kick): Pretty much like another Overhead Kick.
DAMAGE: 11%

Down, A (Low Kick): Everyone knows what it is.
DAMAGE: 9%

Forward, A (Straight kick): While walking Falcon does a kick at middle height in front of him. An ok move, but there's much better.
DAMAGE: 10%

Jump, A (Low Air Kick): Like Mario, not much about it.

DAMAGE: 12%

Up + A (Shoulder Hit): Falcon will hit over him with his shoulder. Good damage and throw back, pretty quick too.

DAMAGE: 13%

Down + A (Round Sweep): Falcon will sweep his leg around him. It has some range and is a strong enough move to clear up the area around you easily.

DAMAGE: 12%

Forward + A (Flaming Kick): Much like the Straight Kick, but this time opponents catches fire. Great range, very fast and powerful attack. Use it well.

DAMAGE: 15%

Running Stance, A (Shoulder Bash): Falcon will ram people with his shoulder, EXCELLENT rushing move with Falcon's running speed. Opponents will never be able to see it coming unless you start miles away.

DAMAGE: 9%

Jump and Down, A (Down Kick): Falcon will kick below him. This move will propel your opponents straight below him, execute it on airborne targets to send them crashing down to their doom.

DAMAGE: 11%

Jump and Up, A (Flip Kick): Much like Mario's Round Kick.

DAMAGE: 12%

Jump and Back, A (Reverse Punch): Acts the same way as a Reverse Kick from another character.

DAMAGE: 12%

Jump and Forward, A (Double Kick): Much like Link's Double Kick, but this time in front of him instead of behind him. Not powerful enough to warrant use.

DAMAGE: 1st hit: 8% 2nd hit: 8%

B button (Falcon Punch): Falcon will do a punch in form of an hawk in front of him. This move is extremely strong and you should be aware that it can kill you pretty easily if you're over 40%. It has a HUGE delay on it however, use it in advance, like when an opponent is coming at you. Learn to practice the timing on it so it connects before your opponent can prevent or block it.

DAMAGE: 18%

Up, B (Flaming Throw): This comeback move will make falcon jump and grab any opponent he can grab while ASCENDING (not while falling after this move). It's perfect as it will interrupt anyone doing delay attacks and it will throw them a little farther than his normal throw. You can perform the move again if you catch somebody and throw them.

Down, B (Falcon Kick): Falcon will slide on the ground while in fire OR will plunge in a diagonal fashion while in fire (if done in the air). On the ground, it will travel a great distance, but it will NOT stop on the edge, it will zip right off so watch out. Overall it should be used on campers to knock them away. Use it to clear the ground or cover a distance quickly.

DAMAGE: 12%

L button: Falcon will say "Show me your moves!" while staring to the foreground or background.

A, B or R button when landing on belly (Half-Circle Kick) : Much like Samus.

DAMAGE: 6%

A, B or R button when landing on back (Inversed Kick) : Much like Samus.

DAMAGE: 6%

A or B button when hanging from a ledge (Ground Kick) : Falcon throw himself over the ledge and kick at feet height. This move is done if you're under 100% damage.

DAMAGE: 6%

A or B button when hanging from a ledge (Punch) : Much like Samus. This move is down if you're over 100% damage.

DAMAGE: 6%

Pressing Forward when holding an opponent (Ground Smash) : Falcon will smash the opponent on the ground sending them up.

DAMAGE: 12%

Pressing Back when holding an opponent (Backward Kick) : Much like Link. Better than his forward throw because you send opponents far horizontally instead of vertically.

DAMAGE: 16%

Playing As: Use the Falcon Punch on enemies trying to come back, if you time it right you'll send them on the sideways for a +1 score. If you miss a punch because your opponent has put up his shield, do a Falcon Kick, he will probably put down his shield to grab you after the punch so you'll catch him off guard. Use the Flaming Throw when you have an opponent over you, it will surely make them angry. The Flaming Kick is a great and quick move to use instead of the Falcon Punch, it's not as powerful, but it hits for a good deal of power nonetheless.

VS Captain Falcon: Be wary of the Falcon Punch at all costs, if he tries to pull it against you, try to hit him with a basic hit to stop it before he hits. Put up your shield to protect yourself and grab him while he's recovering (Best counter). Don't stay near the ledge when he tries to come back, or he'll grab you with his Flaming Throw and put you in trouble... use projectiles to keep him at bay when he tries to come back.

Overall: 7/10 Falcon is pretty strong with his Falcon Kick and Punch, he is the fastest running character in the game. His moves are pretty kick (except for the Punch), he can be deadly. If you know him well you can easily take care of him. He is EXTREMELY predictable (He always yells Falcon before one of his strong moves so...). Overall, use your punch in crazy battles, you'll most certainly catch opponents unaware of the danger.

NESS

A button: Ness will do a 1-2 Kick combo, like any other basic moves it's useless.

DAMAGE: 1st hit: 2% 2nd hit: 2% 3rd hit: 4%

Up, A (Overhead Push): Ness will jump a little and push his enemies up. Better use the yo-yo to keep them flying because it sends them farther.

DAMAGE: 6%

Down, A (Fast Trip Kick): Ness will kick low. If you're good you can rack up big damage on enemies with this because it can be done VERY quickly and people usually doesn't understand what is going on the first time they see it.
DAMAGE: 3%

Forward, A (Frontal Kick): Ness will kick in front of him. It's better to use the Baseball Bat than this.
DAMAGE: 8%

Jump, A (Air Sitting Kick): Ness will sit in the air and hit people with his feet, flashy, but not much about it.
DAMAGE: 11%

Up + A (Around The World Yo-Yo): Ness will throw his yo-yo in front of him and make it do an half-circle over him. This move is a good juggling move as it makes them go up and you have move range than most downward mid-air moves (You must start it a little early for it to connect before enemy can touch you). The catch it's that you can hit people around you at a pretty good range too.
DAMAGE: 14%

Down + A (Flashy Yo-Yo Trick): Ness will throw his yo-yo behind him and make it go in front of him after. This is a GREAT clearing move as it throws enemies very far!! and as a fairly long range. Careful, because the yo-yo goes behind you before going in front of you.
DAMAGE: 15%

Forward + A (Baseball Bat): Ness will do a hit with his own baseball bat. It's not like the Homerun Bat, but it's beter in a way. Use it on people trapped in your fire, if it doesn't make them fly away, throw another fire and whack them again. They'll end up getting 18% one after the other. It's as a very little delay before so watch it! You can also use this attack to reflect non-explosive projectiles back at the thrower for double damage, you just have to get the timing right.
DAMAGE: 18%

Running Stance, A (Push): Ness will push his opponents. Use it to rush opponents up so you can get so ground, you can usually do it again after they land and they'll fall for it.
DAMAGE: 12%

Jump and Down, A (Squash): Ness will squash enemies with his feet in the air. If they're in the air they'll go plummeting down at an incredible speed, do this if they're over the hole and you'll get an easy kill. If they're on the ground, they'll go up a long way before coming down.
DAMAGE: 12%

Jump and Up, A (Air Head Bash): Pretty much like Mario's Head Bash, but in the air. It's a pretty good juggling move as it sends them pretty far.
DAMAGE: 12%

Jump and Back, A (Reverse Kick): Yeah right, as if nobody knew what is this move....
DAMAGE: 12%

Jump and Forward, A (Air Push): Much like the Push, but in the air. Not as strong as some other moves, use the Air Head Bash instead.
DAMAGE: 9%

B button (PK Fire): Ness will throw a fire in front of him (if on the

ground) or in a diagonal fashion (If in the air). Now this move is CHEAP, but it's extremely useful. It will stop projectiles and rushing players and will keep players getting damage because it forms a little Pillar of fire after it hits. It as short range, should be use to prepare enemies to your Baseball Bat or throw.

DAMAGE: 3% per burn

Up, B (Homing Thunderball): Ness will launch a thunderball that you can control. It is, again, a CHEAP move as YOU control it, so you can pretty much hit coming back players or falling people to steal a kill. The most useful use to it is to smack yourself with it (You won't get any damage) and you'll go flying a GREAT way in the direction you hit yourself. If you hit someone you'll send them flying a LONG way even if they do not have any damage and you're invincible when you do it. However do not fly off the edge because you'll die surely. The only way to stop Ness' electrified form is a Bumper item, they'll knock you back.

DAMAGE: 6% if it by the ball, 23% if hit by Charged Ness body.

Down, B (PK Magnet): Ness will put up an absorb shield around himself. This shield will absorb projectiles that touch you and recover lower your damage %. BEWARE! It will not absorb items throw at you, only projectiles or Pokéon shots. Can be very useful if your opponents throws Pokéons and a Starmie or Charizard come out, put yourself in his line of fire and shield up! Your 200%+ Ness will be back to 0% in no time. Now enemies will learn not to use Pokéons against you.

DAMAGE: 0%

L button: Ness will bow and say: "OK!". Pretty boring for a taunt.

Homing Thunderball on Ness (Thunder Strike): Throw a PK Thunder and make it hit you to go flying in the direction you hit yourself and throw away the competition with the hefty 23% you will hit any character foolish enough to stand in your way. Best comeback in the game, you can practicly burst yourself back from the dead with this. You're also invincible when you've hitten yourself so nobody can block you (Walls AND Bumpers can however!!!). It requires a little practice to get the timing right and you should practice with it in CPU battles until you fell comfortable with it.

DAMAGE: 23%

A, B or R button when landing on belly (Head Turn) : Much like Mario.

DAMAGE: 6%

A, B or R button when landing on back (Feet Turn) : Much like Mario.

DAMAGE: 6%

A or B button when hanging from a ledge (Climbing Kick) : Same as Mario.

This move is done if you're under 100% damage.

DAMAGE: 6%

A or B button when hanging from a ledge (Low Kick) : Same as Mario. This move is down if you're over 100% damage.

DAMAGE: 6%

Pressing Forward when holding an opponent (PK Throw) : Ness will use his psychokinetic abilities to turn an opponent in front of him and finally send them flying. Good because you clear the space in front of you using the opponent's body.

DAMAGE: 12%

Pressing Back when holding an opponent (Inversed PK Throw) : Ness will use

his psychokinetic abilities to turn an opponent behind him and finally send them flying. Good because you clear the space behind you using the opponent's body.

DAMAGE: 16%

Playing As: Use the fire a lot, when you paralyze enemies in it, use the Bat. You will deal very much damage this way. Use the Thunderball Strike only to get back on the board, otherwise you risk to zip right off the edge and die uselessly. If enemies are near you, clear the space with the yo-yo. It will keep them at bay, if you throw them in the air, use the Air Head Bash a couple of time to get the kill, at 70%+ they'll most likely die from this. Whenever you see someone putting up a projectile barrage, use your PK Magnet. He'll stop very quickly.

VS Ness: Ness is both good at long-range and short-range, there is no real "strategy" to use against him but his recovery after his smash attacks (Yo-Yo moves and Bat). Speed is your only ally.... and skill also.

Overall: 10/10 Ness is THE character in this game. The only problem is to master it, spend some time in training and against level 3 cpus to train yourself. Once you get the hang of it, most people will try to kill you first. The only way to kill him is throw him hard so he hits the sideways or goes into the background, otherwise he'll just come back using his Thunderball. Also, any enemy hit by this will be thrown a LONG way. Also he got his own Baseball Bat, which is strong enough to send anyone to oblivion. His yo-yo has a long range and good strength. You can use your Thunder to harrass opponents from very far considering the distance it can travel. He doesn't jump, he FLOATS, this is a good thing to confuse edge guarders that will do thiers delay moves (Falcon Punch) too soon. If not, just pull away from the edge (with his floating you can do it!) and use your Thunder on yourself to send him away while you regain safety. To my knowledge, the only drawback he has is a steep learnign curve for the Homing Thunderball comeback move.

JIGGLY PUFF

A button: Jiggly will do a 2 punch combo. Useless, because she pauses between the 2 punches, it's better to use the Smash Punch.

DAMAGE: 1rst hit: 3% 2nd hit: 4%

Up, A (High Kick): I bet you already guessed what that is...

DAMAGE: 8%

Down, A (Low Kick): Again an already known move...

DAMAGE: 8%

Forward, A (Head Kick): Jiggly will kick in front of her to head height (HER head I mean).

DAMAGE: 6%

Jump, A (Low Air Kick): Same as Kirby.

DAMAGE: 11%

Up + A (Balloon Bash): Jiggly will hit someone with her body. Much like Mario's Head Bash, excellent move to use along with the Spinning Kick (See combo).

DAMAGE: 14%

Down + A (Sitting Puff): Jiggly will sit down, blowing some air by her sides. Quick and good move. Use it if many opponents stand near you. Sends them on the sides.

DAMAGE: 12%

Forward + A (Balloon Hit): Jiggly will ram her body into someone. Not much about it.

DAMAGE: 12%

Running Stance, A (Head Slide): Jiggly will slide with her head first.

Decent rushing move, but Jiggly doesn't run fast enough to make it worth it.

DAMAGE: 8%

Jump and Up, A (Slap): Jiggly will do a Slap over her. EXCELLENT move to keep opponents flying, considering the fact that you can do a Slap then Double Jump, restart and continue until you cannot Double Jump anymore.

Jump and Down, A (Spinning Kick): Same as Mario's own Spinning Kick. Does good damage and as a fast recovery, use it to get opponents to higher damage %.

DAMAGE: 3% per hit

Jump and Back, A (Reverse Kick): AGAIN?!?!?!

DAMAGE: 10%

Jump and Forward, A (Side Kick): Jiggly will do a kick on each side.

Pretty much useless, this move doesn't send opponents very far, compared to other characters move.

B button (Smash Punch): Jiggly will punch (can be done in the air) and will travel a small distance with her punch. Good for sending opponents flying as it sends them over Jiggly, so just do the punch again behind you. If you get it, you can make some pretty good damage to him/her before he/she can do anything.

Up, B (Lullaby): Jiggly will sing a lullaby that will send any opponents close to her asleep (The opponent MUST be on the ground for it to work). This is perfect for doing homeruns with a Homerun Bat, because your opponent can just stare at you while his/her character sleeps.. Watch out, however, because it take a LONG time to do and if you miss you're open against ANY attacks (Probably something thrown at you).

DAMAGE: 0%

Down, B (Nap): Jiggly will take a short nap. If you execute it while near of an enemy, that enemy will go flying FAR with 20% on thier side and you will not even move of a pixel!! But it only works at the BEGINNING of the move after this you're even more vulnerable than when using the Lullaby. If you get the timing right, you can usually prevent those easy kills using Homerun Bats sicne it leaves a small invincible frame as Jiggly falls asleep...

DAMAGE: 20%

L button: This is an EXTREMELY funny looking taunt. Jiggly will "puff" herself a little and dangles from one foot to the other and say "Jigglypuff!". I nearly wanted to roll myself on the floor when I saw this...

Combo: Opponent on the ground? no problem! Use her Spinning Kick (Jump and Down, A) on them and IMMEDIATLY use her Balloon Bash (Up + A) just as you touch the ground, if the timing was right, you should do at least 15% damage with the Kick and 18% with the Bash. This move must be executed when your opponent is on the ground because the Kick will let them stunned for a little while and they will be unable to block the Balloon Bash. This combo can easily kill an

opponent over 70%. If you caught the 3 other characters in that combo, you may even be able to annihilate the 3 of them with that move!

A, B or R button when landing on belly (Half-Circle Kick) : Much like Samus.

DAMAGE: 6%

A, B or R button when landing on back (Foot Turn) : Much like Mario, but with only 1 foot.

DAMAGE: 6%

A or B button when hanging from a ledge (Splatter Step) : Jiggly will throw himself over the ledge and stand with his feet first, effectively hitting anyone standing near. This move is done if you're under 100% damage.

DAMAGE: 6%

A or B button when hanging from a ledge (Jiggly's Bash) : Jiggly will climb the ledge and hurl himself in front of him to hit opponents. This move is down if you're over 100% damage.

DAMAGE: 6%

Pressing Forward when holding an opponent (Vertical Throw) : Jiggly will throw the opponent in a straight line up. Weak, but useful to send them in the air easily.

DAMAGE: 12%

Pressing Back when holding an opponent (3 Turns Throw) : Jiggly will hit the opponent on the ground behind him by passing the opponent over him.

DAMAGE: 16%

General Strategies: With Jiggly, you'll want to keep your opponents flying. If they stand thier ground, you don't stand a chance. Use the Smash Punch a lot or just throw them (Her throw sends them in a straight line up) and use the Slap combo (Slap, Inflate, Slap, Inflate....) until you must touch the ground to inflate again. Also, beware of any projectile, a bob-omb will usually kill Jiggly Puff even if she's at 0% damage (On a small stage, of course). So don't stay too far of your opponents. Use the combo as many time as you can because it is very deadly!

VS Jigglypuff: As deadly as the Puff can prove herself to be, she is quite weak and easily disposable. She can dieeasily at 50% and can have trouble handling any opponent. The best is to always knock her on the sides, and make sure she doesn't tocuh the ground, that way she will eventually run out of floats... and fall down the stage.

Overall: 6/10 Jiggly is weak, but if you pratice with her, you can easily surprise opponents and beat them. She is light (She's a balloon, what did you expect!?) so she'll pretty much go flying easily. However, she can come back on the Stage pretty easily with this move: You inflate and you do a Smash Punch, inflate, Smash Punch... until you get back on ground. Her Lullaby and Nap moves are quite good, but requires timing and strategy to use them efficiencly (Unless you want to be always open to opponents because you switch into Sleep or Sing mode!!) Also it's pretty fun to hear her yell "JIGGLY PUFF!!!!" (not sure, but funny anyway) when you send her into the background. A bug in the balloon programming (I think), if your shield breaks Jiggly Puff eliminates herself because she gets sent up VERY VERY high and dies in the background (Even at 0% damage), it's a real pain to lose this way.

4. Items

To help getting rid of opponents you have a wide array of items that you can get to kill or harrass your opponents. I'll list those items and describe the different moves available for them. I'll also list the damage for each.

BEAMSWORD

DESCRIPTION: This weapon is a great close-combat sword. It has the longest range of all close-combat weapons. It does BIG damage and throws your opponents pretty far. If you see 2 or 3 beamswords on the stage, grab one and throw the other swords off the stage so you keep the advantage for you. It also blocks projectile with the basic swing, it's very easy to do because the sword is long enough. It ressembles the one used by Darth Maul in Episode 1. I think it comes from a Kirby game, but I don't know which one...

A button: Basic sword swing. Does normal damage, but, considering the range of the weapon, could be prety useful to keep opponents away.

DAMAGE: 9%

Forward, A: Like a normal swing, but stronger. This should be the move you should use much of the time. It sends them pretty far and delivers good damage without having any delay on it.

DAMAGE: 14%

Forward + A: An EXTREMELY strong slash, you'll get a kill if your opponents are over 40% nearly always (On a small stage, of course...) It as a small delay, but you should use it anyway because it deals a hefty 25% damage and sends them in space pretty easily.

DAMAGE: 25%

Running Stance, A: Your character will slide with the sword in front. Good for closing up as the sword hits them before they get a chance to retaliate.

DAMAGE: 12%

Throw it: NEVER EVER THROW THIS WEAPON AWAY!! Unless you're sure it will disapear or fall down in the hole. This weapon is too strong to let any opponents get it when you had it before. It does pretty good damage when thrown and sends opponents flying a good distance.

DAMAGE: 15%

HOMERUN BAT

DESCRIPTION: This is not much in means of a close-range weapon, but it's main strength is the ability to execute homeruns (Think of that as an automatic kill if you connect with it). Because of the delay of the homerun hit, I prefer to use the Beamsword. Nevertheless, if you see an Homerun Bat use it or throw it down the stage. It comes form Earthbound on the SNES, you know, one of Ness's weapons?

A button: Basic swing. Useless.

DAMAGE: 6%

Forward, A: Another swing, but stronger this time. Throws them farther than a basic swing, but not much about it anyway.

DAMAGE: 9%

Forward + A: The HOMERUN. Simple and easy. Just connect with it and your opponents (Yes, you can get several at once) will travel to the nearest constellation. However, if your opponents hits a wall or is being hit by someone or something while travelling (HIGHLY improbable) they will NOT go very far. Try to start the move a little earlier so you can do the little charge-up animation and hit when your opponent is in range.
DAMAGE: 10%, but you get a kill almost always.

Running Stance, A: Your character will do like with the BeamSword (slide with the Bat in first). Good damage, but useless.
DAMAGE: 12%

Throw it: This weapon can be a good throwing weapon, because it sends them flying pretty far and deals a 18% damage when it hits. Careful, because opponents can pick it back up if it doesn't disappear, but it doesn't give them a good advantage compared to the BeamSword.
DAMAGE: 18%

FAN

DESCRIPTION: I don't know why Nintendo put a so USELESS weapon in this game. It's so weak that you should not even pick it up. Maybe to throw to your opponents when they're trying to comeback (It kind of pityful when you die because someone threw a PAPER FAN at you.) In 1vs1 matches, you can use it to get your opponent up on damage because it doesn't sends them flying you just have to hammer on the A button, it is not so useful in 4 player games because other players will usually get rid of you. One of the few advantages of this weapon is the fact that opponent's shields gets broken very easily by rapid A button hits. It comes from Super Mario RPG on the SNES, it is one of Peach's weapons

A button: Paper swing. Could be useful to get opponents up on damage, but this hit actually make them advance towards you so you'll probably end up in the hole or something like that if you use it a lot because you will begin to back up when he/she is near you.
DAMAGE: 2%

Forward, A: Like a normal swing, but a LITTLE stronger. Useless anyway.
DAMAGE: 4%

Forward + A: Wow, a smash hit with a PAPER FAN. It surely does a awful lot of damage and helps you a lot (sarcastic grin here). NO, it does 8% and is not even useful to talk about!! It also breaks a shield in ONE hit. The sole advantage of the Fan.
DAMAGE: 8%

Running Stance, A: Like the beamsword, but with the Fan first. Us useless like all the other moves of the Fan.
DAMAGE: 6%

Throw it: Yeah!! That's the way to go!! It's the only use to the Fan that is a little useful. Throw it to your opponents. It will harrass and distract them most of the time. That's may be the only good use to it. Also it sends them up when it connects with the throw. I usually start picking it up and throwing it to others until it disappears.
DAMAGE: 5%

STAR ROD

DESCRIPTION: Basicly, it's a magic rod. It's a little strong, but you'd better rely on your own moves than this item. It can inflict some high damage. Usually , I throw it to my opponents instead of using it. It comes from Kirby's games, but I don't remember which.

A button: You will swing the Rod. Weak and useless.

DAMAGE: 8%

Forward, A: Same swing, but this time, a star will come out of the rod. If you connect with the two hits, you'll deal a fair amount of damage, but your opponent won't go too far, considering the damage done.

DAMAGE: 12% for the rod hit, 6% for the star hit

Forward + A: This move will deal 26% and is pretty strong, but you can't do always 26% because the rod sometimes run out of stars to throw. Use it to finish off people as it sends them VERY far.

DAMAGE: 20% for the rod hit, 6% for the star hit.

Running Stance, A: Same as the others, slide with Rod in front. Decent rushing move

DAMAGE: 14%

Throw it: Good damage and it travels pretty far when thrown. That's usually the best way to use this item. The trick with throwing this weapon is that the enemy that gets hit will be sent in a downward fashion, so it is rather easy to dispose of airborne opponents with this weapon as a projectile.

DAMAGE: 11%

RAY GUN

DESCRIPTION: A ray gun is a ray gun so you know what it is? I call this a coward's weapon because it stuns people it hits and you can just hit them over and over if your timing is right. After 15 or 16 shots, the gun stop shotting and become useless. I throw this down the stage so people do not harrass me with this stupid weapon. It comes from Earthbound, it is one of Jeff's weapons.

A button: Basic laser shot. Good for juggling opponents because they get stunned by the laser so you can hit them until your gun runs out or you're hit by someone else. I already said you it's a coward's weapon.

DAMAGE: 8% per laser hit

Throw it: Simply thrown, it doesn't do much damage and doesn't sends them flying so just thrown it down the stage to get rid of it without somebody else picking it up.

DAMAGE: 7%

FIRE FLOWER

DESCRIPTION: With a Fire Flower, you breath fire (duh!). It as a fairly short range, but if your opponents are in front of you, you can get them up in % at a very quick pace (3% per hit). After it runs out of fire, just throw it to them. Everyone knows this item comes from many Mario's games.

A button: Fire breath, hold the A button to maintain the flow until it

runs out of fire. Use it on near opponents so they get the maximum damage before getting out.

DAMAGE: 3% per hit

Throw it: If it hits someone, he/she will catch fire for a second. Only throw it when it as run out of fuel because the throw is not very useful.

DAMAGE: 6%

HAMMER

DESCRIPTION: When you pick this up, your character will hammer like crazy and each opponents can handle a maximum of 3 hammer hits before going in space. This is a lifesaver (if you get it) or a doom weapon (If your opponent has it). Usually, I turn it off in the Item menu (When you have it) to make it a fair fight. It is actually possible to kill a player with the hammer. He/She is NOT invincible, but it's nearly impossible to do so. The drawbacks is that you can't Double Jump when you have it and you can't get rid of it. It comes from old school Donkey Kong and music too.

Tips on how to dispose of hammer-armed opponents:

1) Throws items or hit from below. (You can always try to hit from over him/her, but it's highly improbable you'll get him/her that way.)

2) Kirby related= Use the Stone, or inhale the opponent. When inhaled, just press to release the opponent in form of a star (Preferably over the hole) where he'll fall to his death.

Hammer hit: Touch someone with the hammer to do a 30% damage and send them flying HIGH in the sky.

DAMAGE: 30%

MOTION SENSOR BOMB

DESCRIPTION: Easy, think of it as a Proximity Mine like in GoldenEye (That's were it comes from, I think). Explodes when it senses someone near it or if you throw something on it. EXCELLENT power and throw back. It doesn't disappear after a little while, it just sits there for a long period. When you see one, pick it up and throw it anywhere on the stage and you'll pretty much get a kill when someone steps on it (unless he isn't high on %). It's also a little hard to see on the ground.

Explosion : Step on it while it's active to receive a 30% damage. It DOES works for the person who threw it so watch out where you place mines or you'll blow yourself up!

DAMAGE: 30%

Throw it : Throw it on the ground to activate it, if someone gets hit when thrown he receive minimal damage and will usually know where the mine is. So it's not a great idea to throw it at someone.

DAMAGE: 10%

BOB-OMB

DESCRIPTION: This item can be extremely dangerous for the thrower and the target. It does in fact 40% of damage if you hit someone when you throw it. You must NOT throw it too close to an opponent for the explosion will get you. Anyone over 40% will probably never get back on stage if they get hit. When you use this item, you must be EXTREMELY CAREFUL. Also, if you want to use it, pick it up before 5 seconds because it will start walking around and explodes if someone stands close OR self-destruct itself after some time.

Explosion : Simple, the explosion it produces when it hits something or someone. Excellent damage and throw back, even better than the Motion Sensor Bomb.

DAMAGE: 30%

Throw it : You throw it to hit your opponents and connect for a 10% damage AND a 30% because get caught in the explosion resulting from the Bob-Omb.
DAMAGE: 10% + 30% from explosion because it's inevitable if you get hit by it.

BUMPER

DESCRIPTION: Basically a thing that throws back characters, it will usually hit you if you throw it to someone because it will connect then come back to you and go back at him/her until it touches the ground. It doesn't do much damage and is basically useless unless to throw on the ground to annoy fighting people. I don't know from which game it comes from.

Touch it : If you touch it while it sits horizontally on the ground you will receive a BIG 1% damage and get thrown a little way. Harrassing.
DAMAGE: 1%

Throw it: Useless, unless you absolutely want to bombard your opponent by throwing anything you get your hands on. Most of the time, it will hit you after connecting with someone if you throw it.
DAMAGE: 6%

GREEN SHELL

DESCRIPTION: The basic turtle shell found in any Mario game. You throw it, it connects, you hear the "PLOK!" sound and you watch your opponent hit the stratosphere if he's high in %, if no kill, pick up shell again and restart from step 1, clear enough? (duh!).

Throw it: This item is dangerous because it deals a hefty amount of damage and can mean death if you're over 50%. What's dangerous it's because he/she can throw it from far away and get a kill while staying out of danger. You must watch for these and use them for yourself if you can.
DAMAGE: 23%

RED SHELL

DESCRIPTION: Nearly the same as the Green Shell, but it will roll on a platform when you throw it until it disappears and it will nearly always hit you if you throw it near your opponents. In my opinion, the Green Shell is much better. This item comes from Mario's games (What a surprise!)

Touch : Get hit while it rolls, it doesn't throw you back VERY far like the Green one. You actually harass people with this one because, they try to come back and get thrown back down by the shell maybe 2 or 3 times (if you throw it at the good place) before it disappears.

DAMAGE: 10%

Throw it : A little more damage, but it will nearly always get you back after hitting your opponent (unless you throw it from far away.)

DAMAGE: 15%

STARMAN

DESCRIPTION: A little star that hops in one direction and renders the character who touch it invincible (Yeah right, has if nobody knew this...). It would have been good if people and CPUs would not run away from you when you get it and it doesn't last long enough to be of any real use. However take it anyway so that YOU get the invincibility and not THEM. Comes from various Mario's games.

DAMAGE: The only damage dealt is the one you deal with your moves.

MAXIMUMTOMATO

DESCRIPTION: A tomato with a big M written on it. In the game, it's written MaximTomato, but it's MaximumTomato. Comes from Kirby games. It heals up to 100% when you pick it up, actually people hitting with VERY good timing can make you drop it without using it (usually happens by hazard) When you've begun healing (Little sparks around you), any hit will deal 0%, but you will still get thrown pretty far if you were high in %. The only advice, pick it up when you see it, regardless of your % so you keep your opponents from getting from 117% to 17%.

DAMAGE: It heals 100% and deals nothing.

HEART

DESCRIPTION: Same as the Tomato, but heals up ALL damage, even if you're at 500%. Hails from Zelda64. Same as the Tomato, pick it up before your opponents.

DAMAGE: It heals damage and deals nothing.

POKÉBALL

DESCRIPTION: Little balls that summon a random Pokéon when thrown on the ground. Go for them always. Try to throw them at your opponents because they do good damage and throw them like a smash hit. As a general rule, each time YOU get out a Pokéon know that you're invincible from his effects.

Throw it: Good damage and throws back. You MUST throw it to get a Pokéon so throw it on opponents. Sometimes they'll go over the ledge and enter the Pokéon range when coming back.

DAMAGE: 16%

Beedrills: A bee comes out, makes a buzzing sound and goes into the side (this bee hits opponents on her way too). Seconds after you get a screen of bees passing on the stage to the general area where you threw the Pokéball.

Useless on big stages (as you can avoid it by getting on an upper or lower ledge), but dangerous on small stages (Like Kirby's) It's a good Pokéon to get.
DAMAGE: 12% per bee hit

Blastoise: A big turtle comes out, yells BLASTOISE! and begin shooting water blasts. Each blast makes him go backwards, sometimes he can fall off the stage. The water blasts do not do much damage but throws them back a long way. It's usually easy to avoid so it's not the best one to get.
DAMAGE: 5% per water blast

Chansey: The little sheep thing comes out, says CHANSEY! and lays 2-4 eggs with items inside. Non-harmful, bad Pokéon to get.
DAMAGE: 0%

Charizard: A dragon comes out and begins spewing flames from left to right, left to right and so on... until it disappear. People will usually get 3-4 hits and then the dragon spews flames the other side so it's not very useful, only annoying.
DAMAGE: 3% per flame hit

Clefairy: A fluffy thing comes out and copy one of the other Pokéon moves. (Swarms of Clefaires and falling HUGE Clefairy, etc...) It can trick opponents because, if they're not attentive to the movement of this Pokéon, they could get surprised by getting a HUGE Clefairy on them or maybe get caught by the hopping, murderous and extremely dangerous Goldeen move.
DAMAGE: Depends on the Pokéon it copies.

Goldeen: This is the best one, it comes out says something like Goldeen, Goldeen! and begins to hop around. You'll want to get the most far of it even if it's near death. Ok, seriously, this guy does nothing, but flopping around so forget it. Maybe fun to yell "GET COVER!" when you get this one.
DAMAGE: 0%

Hitmonlee: A sort of Karate Man comes out, yells a Battle Cry and Jumps at one random opponent. Does great damage and throws them back a LONG way. However, it's easy to avoid if you're careful. Also, a tip, DO NOT use your shield against this one because it will break in ONE hit.
DAMAGE: 24%

Koffing: A purple ball comes out, yells Koffing! and begin to spews yucky brown gas clouds around him in a circle fashion. Little damage but a good combo is to hit them while they are in the clouds because they'll never be able to get out until they disappear so hit them as much as you can.
DAMAGE: 3% per gas hit

Meowth: A little cat thingy comes out and throws coins around him in cricle fashion, like Koffing, but DO NOT TOUCH THEM while they're in the because you might send them away from it. It does a hefty 6% damage per coin hit and if you get hit from the beginning, you'll easily go over 100% before it disappears. This is very good when strategicly placed.
DAMAGE: 6% per coin hit (I didn't knew money hurts THAT much!)

Mew: A rare one, appears only sometimes. Does not do anything but fly off the screen. It does basicly nothing in multi-player, but gives you points in single-player, now stop sending messages telling me this.
DAMAGE: 0%

Onix: A sort of stone snake comes out and goes straight up. After some time, rocks start falling down. Cover a good area and each rock hit pulls you up so it's quite hard to get out of it when you get caught.

DAMAGE: 8% per rock hit

Snorlax: Snorlax comes out and fly off in small form (it can still hit enemies and comes back down at the same place, but in a HUGE form. It will easily clear an area of enemies, but expert players will know how to avoid it. Just stay far, far away from the point were Snorlax emerged. The one who got it out is invincible to it's effects so you can lure opponents to battle with you under the place were Snorlax will fall and try to distract his attention so he does not get away from the area.

Kirby can pull a combo with Snorlax, just time a throw (The one that sends Kirby and his opponent flying HIGH into the sky) so that you'll hit the Snorlax while it's coming down. If the timing is right, your opponent will be sent in the background, even at 0%.

DAMAGE: 22%

Starmie: A star comes out, says OOOH! and goes to a place horizontal to one of your opponents (chosen randomly, usually the highest in the stage). When it gets there it fires little beams of energy that does little damage by themselves but you can do one of your strong moves when he's stuck on the beams. A fact is that it chooses the place were it will fire when it starts moving, so if the opponent he chose was falling he will fire to a useless place.

DAMAGE: 3% per beam hit

5. Stages

You can dish it out against your friends in 8 stages plus 1 secret one. I'll explain those stages and say some tricks about them. I'll also list the different hazards in the stages.

PEACH'S CASTLE

DESCRIPTION: This stage features a wooden bridge spanning the stage with a platform beneath it with an horizontal bar that goes back and forth in the stage. It has two "walls" (Looks like pinball's) on each side. Also has a bumper that moves up in the middle of the stage.

DAMAGE POSSIBLE: 1% for hitting the bumper. VERY annoying.

TRICKS OR THINGS TO WATCH FOR: First, if you're high in % you can nearly always get back in the stage because you should have hitten one of the two walls in the stage or the bumper. Try to throw your opponents on the bumper, it's harrassing and can easily distract them in thier moves (especially good against people who use air moves a lot). Do not try to hang yourself on a ledge in this stage, you simply cannot.

DK'S JUNGLE

DESCRIPTION: A wooden stage with two platforms on each side and 2 other platforms circling in the middle. Also has a barrel going back and forth at the bottom of the stage.

DAMAGE POSSIBLE: None, nothing in this stage can deal any damage.

TRICKS OR THINGS TO WATCH FOR: One thing to watch for in this stage it's that

you can pass right through the floor from under it. You can easily bypass any "Edge Guardians" this way. The barrel is useful, but is rarely there when you need it. Watch out, however, because if you wait too long in it, you'll launch automatically and can result in a descent in hell at more than 100 km/h. This stage is hell or heaven against Pikachu's Thunderbolt, hell if you stay high, heaven if you stay in the low platforms, this way it will nearly never hit you (Only one place when it can and it's pretty small).

HYRULE CASTLE

DESCRIPTION: The roof of Princess Zelda's castle, featuring 3 little platforms in the middle and an arch-thing on the right of the stage with a wall near it (action gets really confusing there!).

DAMAGE POSSIBLE: The whirlwind will do 14% to you and kill you if you're over 100% (for most characters).

TRICKS OR THINGS TO WATCH FOR: This stage is a personal favorite. Try to always throw your opponents in the whirlwind, but if they are killed this way, you do not get the kill. Also a good place to battle is under the arch, this way people sometimes die because they thought that was you that did fall off and not THEM. This stage is pretty large so always stay near the edges if someone was sent off, good chances that he/she will come back.

PLANET ZEBES

DESCRIPTION: A platform with three over-hanging "bridges" at different heights, no hole in this stage, only acid. You can't die by getting down at the bottom unless you're invincible or in Rock form (Kirby). The acid level changes from time to time from very very low to high enough for only the highest platform to emerge.

DAMAGE POSSIBLE: The acid will do a 16% damage on you and kill you if you're over 100% (for most characters).

TRICKS OR THINGS TO WATCH FOR: Throw down your opponent early, this way, if the acid is down enough, he will get to near 70% before being able to get back. Also if someone dies because you threw him in the acid and he got up in the back or foreground, you get the kill anyway. Also, when you see the acid rise, try to guard the highest platform from opponents so they get in the acid. Most tricks in this stage must be pulled off in accordance to the acid because it can easily disrupt your combos.

MUSHROOM KINGDOM (THE SECRET STAGE)

DESCRIPTION: Yay, classic old school Mario's stage (with old music too!) Simple enough, one hole in the middle, with "weight-platforms" (You know platforms that go up or down depending on weight on each one?) in the middle. Also features 2 pipes on each side and one on the side of the hole. Has a POW block that appears randomly on the stage at a random location.

DAMAGE POSSIBLE: The red plant that comes out the pipes is worth a big 5% and decent throw back, annoying and usually doesn't kill you.

The POW block, when hitten by someone (Not by thrown items or projectiles) sends everyone that is on the ground, up in the air with a 20% damage. Kills at more than 120% usually (Unless you're under the platform on the left.

TRICKS OR THINGS TO WATCH FOR: Try to always hit the POW block, you can easily get kills this way. a good tactic is to use the Dashing move (Running Stance, A) of a character to send someone away then redo it when he touches the ground to send him farther until you push him outside the stage (watch out not to die with him!!). Or even better, grab someone near the edge at left or right and throw him on the side. You can also use the pipes for transportation (Press down on the Control Stick while on a pipe), not recommended because you could end up on the side of the hole and die uselessly (You can come back, but you can also die. Ness must not fall in the hole in the middle if he used his Double Jump, because you've got little space to manoeuver the Homing Thunderball.

YOSHI'S ISLAND

DESCRIPTION: Happy-Happy land with one main platform with 3 symetric over-hanging platforms. Also has an heart in the middle. One cloud to the left and two on the right.

DAMAGE POSSIBLE: None, it's Happy land so, no damage in the stage!!

TRICKS OR THINGS TO WATCH FOR: If you want to throw off someone, always throw to the left because the stage is not large on the left, but quite large on the right. If someone picks up an hammer, take refuge on the farthest cloud on the right and hop on it so it doesn't disappear until the hammer wears off. There's not much more about this stage, it's more like a basic stage.

DREAM LAND

DESCRIPTION: Pretty much like Yoshi's island, but on an horizontal manner and different scenery, there are no clouds on the sides in this stage also.

DAMAGE POSSIBLE: None.

TRICKS OR THINGS TO WATCH FOR: This stage is small so anything on a high damaged opponents will usually kill him/her. The only thing to watch for is the tree blowing wind on the right or left side, you get to slide a little when it blows and should not be a problem if you watch out not to fall while it blows.

SECTOR Z

DESCRIPTION: Battle in space on Great Fox. Largest stage in the game, a 250% Jiggly Puff played by a beginner survived for 1 minute in this stage. One little niche is on the right on the reactor.

DAMAGE POSSIBLE: The Arwing will come down and opens fire on one player, usually killing him. it's very annoying and lethal. It does a big 18% damage on each hit and throws you VERY far. Breaks your shield in 2 hits, I think.

TRICKS OR THING TO WATCH FOR: Send your opponent flying always on the side where you're the closest to the edge, if not, he'll just come back without

dying. Keep an eye for Arwings, they can mean death very easily if you do not watch for them. Never walk on one when it goes up or you'll die in the background (A quick way to get down the Arwing is to press Down on the Control Stick to pass through the Arwing or just walk the edge of it).

SAFFRON CITY

DESCRIPTION: 3 buildings and you battle on the roof of them, the center one is the largest and has Pok鑪ons coming out of a door. The building on the right is nothing particular and you usually find items there most of the time. The building on the left, however, features 2 hovering platforms that goes up and down on each side of the building.

DAMAGE POSSIBLE: The Pok鑪ons that come out of the door can deal you little or WAY TOO MUCH damage. Following is a list:

Electrode: If you see a white ball with a smiling clown face on it, then, RUN AWAY FROM THE DOOR IT'S GONNA BLOW YOU INTO TINY LITTLE PIECES!!! This is the most dangerous one to get hitten by. because you get 30% damage and get thrown farther than if being hitten by a bob-omb. Do not ever fall paralyzed in front of the door (Like sleeping by The Puff's song or shield broken), it's easy death. The range of the explosion is pretty big, has it hits people on the floor over the door.

Venusaur: A wierd greeny thing comes out and shoots green beams. Hurts a little, touching him hurts more. Each beam costs you a big 3% damage. It's just annoying.

Chansey: Like the one from Pok鑪alls, it will throws eggs, you can kill this one with smash attacks (Like Falcon Punch). Don't care about it, it's too cute to do any damage. It also heals under 5% damage if you're near the door when it comes out, very useless, but I mention it anyway...

Porygon: Wierd metal birdie comes out, hits 25% when it comes out and 15% if you jump on it while it's out. Throws you a pretty good distance, but will rarely do anything worthwhile.

Charmander: Little red lizard, throws flames, sometimes it does nothing beside yelling "CHARMANDER!". The flames hits for 3% each time. You can kill this one too.

TRICKS OR THINGS TO WATCH FOR: The only thing about this stage is to watch for the Pok鑪ons that comes out. If you see an electrode, throw your enemies in it!! Always play according to the Pok鑪ons for a little help (unless you want to be hitten by them) and never stay too near of the door.

6. Single-Player Bonuses

Here is be listed all the score bonuses you can earn in Single-Player mode along with their requirements.

Cheap Shot (-99 pts): Using the same move over and over, even when unnecessary.

Fighter Stance (100 pts): Do the taunt (L button) of your character timed so

your character will be taunting as "GAME SET" appears.

No Item (1000 pts): Avoid picking up any item during the whole fight.

Throw Down (2000 pts): Grab your opponent and finish him/her by throwing him/her off the stage.

Jackpot (3330 pts): Have all the numbers of your damage % be the same at the end of the battle. If you got a % in the hundreds, it must be all 3 numbers identical to get the bonus.

Smash Mania (3500 pts): Use only smash attacks (Up/Down/Forward + A at the same time) to dispose of your opponents.

Full Power (5000 pts): Finish the battle with 0% damage, you can have been damaged and picked up a Maxim Tomato or Heart to heal the damage, but it must be shown as 0% to earn this bonus.

Smash-less (5000 pts): Win a battle without using any smash attacks (Up/Down/Forward + A at the same time).

Special Move (5000 pts): The only moves used to damage the opponent are B button moves.

Judo Master (5000 pts): Only use Throws to win a battle.

Mystic (7000 pts): The match must end while your character is plummeting in the background to his/her doom (Achieved by going too far up the screen).

Single Move (8000 pts): Only use a single move throughout the whole match to earn this one.

Shield Breaker (8000 pts): Break your opponent's shield at least once during the battle so your opponent stands there in a daze.

Last Second (8000 pts): Win the battle with a single second left on the timer (If the timer is available).

Vegetarian (9000 pts): Collect at least 3 Maxim Tomatoes during a single battle.

Lucky 3 (9990 pts): Win the battle with exactly 3:33 left on the timer (If the timer is available).

Speedster (10000 pts): Win the battle before 30 seconds have passed.

Star Finish (10000 pts): Win the battle by sending your opponent high into the sky and disappearing as a star in the background.

Butterfly (10000 pts): Make your opponent fall off while he/she is hanging from a ledge.

Item Pitcher (10000 pts): Win a battle only by throwing items at him/her.

Pokémon Finish (11000 pts): Win a battle with the attack of a Pokémon from a Pokémon Ball. Jigglypuff/Pikachu along with the Pokémons in the door of Saffron City do not count for this bonus.

Bumper Clear (11000 pts): Deal the last blow to your opponent with a Bumper.

Trickster (11000 pts): Win a battle involving multiple opponents (Kirbies,

Polygons, Yoshies) by disposing of EVERY enemy via the background of the screen (Achieved by sending your opponents too far upwards).

Shooter (12000 pts): Win a battle by only using projectile attacks.

Star Clear (12000 pts): Win a battle while being invincible from collecting the Star item.

Booby Trap (12000 pts): Win a battle by using a Motion Sensor Bomb explosion to kill the opponent, the bomb must have been dropped by yourself.

No Damage (15000 pts): Win the battle without ever taking a single % of damage, healing will not let you earn this bonus.

Mew Catch (15000 pts): Have Mew come out of a Pokéball at least once during the match.

All Variations (15000 pts): Use all moves possible from your character during a match.

Item Throw (16000 pts): Win the battle by throwing an item at your opponent.

Heartthrob (17000 pts): Collect at least 3 Hearts during a battle.

Hawk (18000 pts): Use only aerial attacks to win a battle.

Item Strike (20000 pts): Use only items to win a battle.

Comet Mystic (10000 pts): You and your opponent must be sent into the background by going too high in the stage and your opponent must disappear before you while you are still in the background to collect this bonus.

Heavy Damage (28000 pts): Win a battle with a damage % over 200%.

No Miss x (5000-55000 pts): Win battles without losing lives from the beginning. The bonus stops cumulating from battle to battle if you lose a life during the process. You get 5000 points more than the previous battle for each new battle won without losing a life.

Pacifist (60000 pts): Win a battle by not dealing a single % of damage to your opponent.

Tornado Clear (3000 pts): Win the battle on Hyrule's Castle by having Link lose by getting blown away by the tornado.

Yoshi Rainbow (50000 pts): Win the battle against the Yoshies by killing them in the order in which they appear.

ARWING Clear (4000 pts): Win the battle in Sector Z by having Fox lose by getting blasted away by the Arwing.

Good Friend (8000 pts): Win the battle against the Mario Brothers with your CPU-controlled ally still on the stage.

True Friend (25000 pts): Win the battle against the Mario Brothers with your CPU-controlled ally still on the stage and at 0% damage.

Bros. Calamity (25000 pts): Dispose of one of the Mario Brothers without the other brother taking a single % of damage.

DK Defender (10000 pts): Win the battle against Giant Donkey Kong with your 3 CPU-controlled allies still in the stage.

DK Perfect (50000 pts): Win the battle against Giant Donkey Kong with your 3 CPU-controlled allies still in the stage and at 0% damage.

Kirby Rank (25000 pts): Win the battle against the Kirbies by defeating them in the order in which they appear.

Acid Clear (1500 pts): Win the battle on Planet Zebes by having Samus lose by touching the acid.

No Damage (15000 pts): Complete Bonus Stage 3 without taking any damage.

Perfect (30000 pts): Complete Bonus Stage 1 or 2 by destroying all targets or landing on all platforms.

Very Easy Clear (70000 pts): Complete the game on Very Easy difficulty.

Easy Clear (140000 pts): Complete the game on Easy difficulty.

Normal Clear (210000 pts): Complete the game on Normal difficulty.

Hard Clear (280000 pts): Complete the game on Hard difficulty.

Very Hard Clear (350000 pts): Complete the game on Very Hard difficulty.

No Miss Clear (70000 pts): Complete the game without dying a single time.

Speed King (40000 pts): Complete the game in less than 20 minutes.

Speed Demon (80000 pts): Complete the game in less than 10 minutes.

7. Master Hand Strategy

Here is listed a safe strategy to beat the Master Hand at the end of the single player game with any of the 12 characters. Each character has its own strategy listed. The only common part with all of the characters is to dodge the bullets and horizontal punch of the Hand and use your shield to protect against the slaps and vertical punch.

Mario: Use his air Spin Kick to soften the Hand's HP quickly, use fireballs from the ground when the Hand is out of reach.

Donkey Kong: Stay under the Hand and use the Overhead Slap as much as possible.

Link: Stay under the Hand and use the Upper Stabs, switching to the Boomerang/Bombs when the Hand is out of range.

Samus: Stay under the Hand and use the Flamethrower attack over and over for big damage. Use small bullet shots when the Hand is out of range.

Yoshi: Jump in the air and use the Multifoot attack on the Hand as you come down on it for the biggest damage.

Kirby: Jump in the air and use the Spin Kick on the Hand as you're coming down.

Fox: Jump in the air and use the Spin Kick while coming down on the Hand, switch to regular laser shots when the Hand is out of reach.

Pikachu: Jump in the air and use Drilling Electricity to inflict the most damage on the Hand.

Luigi: Use his air Spin Kick to soften the Hand's HP quickly, use fireballs when the Hand is out of reach.

Captain Falcon: Stay under the Hand and use the Shoulder Hit as much as possible.

Ness: Use PK Fire on the hand at all times for the most damage.

Jigglypuff: Jump in the air and use the Spin Kick while coming down on the Hand for the most damage.

8. Bonus Stage 1

Here is covered all the first Bonus stages for every character and the best way to complete the Bonuses as quickly as possible, feel free to experiment!

MARIO

Run to the left and smash the target you'll see with a normal attack. Run back to the right to smash another target with a normal attack and go back to the middle where you started. Jump up and smash the target there, double-jump to the next target and destroy it as well. Go a bit to the left and to the right as you jump and execute a Jumping Uppercut to the last target.

Once you fall back to the starting position, jump on the platform to the right and jump to the next floor as well. Stand on the right ledge and throw a fireball at the target below to get it. From the ledge, do a double-jump and a Jumping Uppercut to the moving platform above, you should break the target on it at that time. Jump to the left when the moving platform is at the peak of it's movement and double jump to the small ledge there.

Jump over the target you see on the left and do a Spin Kick while falling on it to break it. Repeat the move a second time to destroy the target under it also. You will land on a floor below. Fall to the left of this floor and do an uppercut to the right to destroy the target under the floor, ending the Bonus Stage.

DONKEY KONG

Attack as soon as you start to break the first target and attack the target to your left right afterwards. Jump on the platform to the left and break the target there with a normal attack. Double-jump to the moving platform on your right and break the target on it. Double-jump on the ledge that's above the moving platform and use your Charge Punch to destroy the target behind the wall to the left.

Double-jump in the air and smash the target above you. Fall on the floor to the left and jump up again to smash another target above. Double-jump on the moving

platform above you and double-jump to the right, keeping track of your height. Execute a Flying Tornado when a little under the height of the next target and you'll destroy it by flying at it. Fall on the floor a little below and double-jump up to smash another target.

Land back on the floor and fall under it. Attack the target from above while you're falling towards it to finish the challenge.

LINK

Slash the target to your left and jump on the higher floor to the left. Stand to the right edge of the floor and get out a bomb, throw it to the target to the left to break it. Jump on the higher floor to your right, double jump up and execute a Spin Slash to get to the higher floor and break up the target there. From this location, throw your boomerang to the left and double-jump as it's coming back so the boomerang will zip past Link and smash into the very-high target to the right and up. There might be another way to get this one, but I haven't figured it out yet.

Jump to the next floor on the right and jump down the space to the right. Execute a Downward Slash to smash a target and also another target a bit below the first one. Run to the right once you land on the floor and execute a Running Stab to get the target behind the wall. Jump on the higher floor to the right and double-jump to the higher floor above you.

Double-jump and execute a Spin Slash to get to the floor above you and break the target there. Double-jump again from there and Spin Slash to get to an even higher floor and break another target. Double-jump to the right from there and Spin Slash to break the last target, ending the Bonus Stage.

SAMUS

Smash the target to your right as you begin and jump up to the floor above you. Smash the target there and double-jump up, followed by a Screw Attack to smash another target on a higher floor. Jump to the left and drop a Bomb over the space between the 2 floors below you to smash another target. Land on the far-left floor.

Double-jump in the air and follow up with a Screw Attack to smash a target above you. Head to the right, jumping on the higher floor along the way. Jump to the right from there and smash the target you see in midair. Drop a Bomb in the space between the 2 floors below you to smash another target and land on the floor to the far-right.

Double-jump in the air and shoot the target to the right of you. Fall to the right of the floor you are currently on and smash the target you'll pass by on your way down to another floor. Fire at the target to the left to finish the Bonus Stage.

YOSHI

Smash the target to the left and jump in the air to smash the target above it. Run to the wall on the right and execute a Strong Head to smash the target behind the wall. Jump on the 2 platforms above you and double-jump to the other

platform above to smash the target there. Fall down to the platform to the left of it and double-jump once past the wall to the left to reach the target behind it, smash it with a normal attack or an egg.

Let yourself fall on the floor directly below and smash the target there. Double-jump to the platform to the far left and use the Egg Throw to smash the target to the right of the floor you will land on. Double-jump in the air and execute an Egg Throw to smash the target above you. Repeat the same move to smash the target on the floor to the left and up. Double-jump back to the floor on the far right and fall down on the platform below it.

Fall down the platform to the right of it and perform a double-jump to reach the target to the ceiling and smash it, thus ending the Bonus Stage.

KIRBY

Smash the target to your left and jump in the air to smash the target above you. Jump to the left of the platform on the moving platform below to smash another target and float under the wall to the left and on the floor after passing the wall for another target. Float upwards until you can't float anymore and perform a Sword Attack to smash the target above you, be careful to fall on the platform below you too.

Return back to the starting position and float to the platform above you to smash another target. Jump towards the target on the right of there and smash it in mid-air. Float up to the next floor (Perform a Sword Attack to reach it if needed) and float to the floor higher than that one. Jump into the small space to the right between 2 walls and perform a Rock attack. Let yourself fall down to smash a target, another target and you'll catch the last target as you fall down in rock form, ending the Bonus Stage.

FOX

Smash the target to your right and jump in the air to smash the target above you. Double-jump and execute the Flaming Fox to smash the target above this one. Once you fall back on the floor, head to the right of the floor, until you come by a target to smash. Double-jump to the platform to the right and smash the target there.

Double-jump to the higher platform to the left and double-jump to the left, executing a Flaming Fox to reach the target you'll see along the way. Fall on the floor to the left after executing the move. Fall to the left of the platform and double-jump under it to smash the target there. While falling down, smash the target you will pass by then.

Once you land on the floor below, shoot down the target on the other side of the wall to the left. Fall down to the right of the platform and double-jump under it. Execute a Flaming Fox to smash the last target to the right from there and end the Bonus Stage.

PIKACHU

Execute an Electric Slinky to the left to smash a target and jump in the air to smash another target. Head to the right and smash the target on the edge fo the

platform. Send an Electric Slinky to the right to smash the target along the wall under you. Double-jump to the moving platform above you and smash the target there. Jump on the floor to the right at the peak of the platform's movement and send an Electric Slinky to the right to smash another target.

Double-jump to the platform to the left and above you. Jump on one of the small pillars to the left from there and send an Electric Slinky between the two to smash the target at the bottom. Double-jump to the platform on the left and smash the target there. Fall to the left of the platform and smash the target as you fall down on a floor below. Fall down between the 2 platforms there and smash the target you will come across to end the Bonus Stage.

LUIGI

Smash the target on your right and jump in the air to smash another target. Double-jump up and a little to the right, execute a Flaming Uppercut to smash the target above yourself. Once you come back on the ground, jump on the moving platform to the right and fall down to the right of it when it's going back up. Smash the target a small bit down and double-jump towards the moving platform, performing a Flaming Uppercut to get back on it.

Double-jump to the left of the moving platform and perform a Flaming Uppercut to the right to get on the floor above and smash the target there. Double-jump to the moving platform to the far left and smash the target above it. Double-jump in the air and execute a Flaming Uppercut to smash another target above the last one.

Fall on the floor under the moving platform and fall to the left of it, smashing the target there and quickly perform a double-jump to get back on the floor. Double-jump to the moving platform to the right and a bit below. Smash the target to the right with a fireball and jump to the right once the moving platform is to the rightmost of its path to smash the last target near the ceiling.

CAPTAIN FALCON

Smash the target to your left and jump up to smash the target above you. Jump over the wall to the left and to the moving platform there to smash another target. Double-jump to the left once the moving platform is at the peak of its path and smash the target above you. Fall down on the floor directly below you.

Execute a Falcon Punch to the left to smash the target behind the wall and double-jump in the air. At the top of your double-jump, execute a Falcon Punch to smash the target behind the wall. Return to the starting point and jump on the higher floor to the right, smash the target there.

Double-jump on the platform above you and double-jump to the platform even higher than you, performing a Flaming Throw to reach it. Execute a Falcon Punch to the left edge of the platform to smash a target. Fall back down on the floor at the bottom and execute a Falcon Punch to the right edge of the floor to smash the target there. Fall down to the right side of the floor and double-jump to the right once past the wall to reach the last target on the ceiling there, thus ending the Bonus Stage.

Smash the target on your left and double-jump over the wall on the left to the platform on the other side. Jump in the air to smash another target and send an Homing Thunderbolt under the floor you are currently on to smash the target under it. Double-jump to the moving platform above you and double-jump to smash the target above it.

Send an Homing Thunderbolt to the left and into the space between the 2 floors above you to smash the target there also. Go back to the starting area and head to the target on the right. Jump up to the 2nd higher floor to the right and smash the target on this floor. Double-jump to the floor above you and jump to the next higher floor. Send an Homing Thunderbolt down the space between the two walls to the right to smash a target between them.

Fall to the left of the floor you are currently on and go down to the same floor as a target to the right. Launch a PK Fire at the target and it will go down to smash the target below it, ending the Bonus Stage.

JIGGLYPUFF

Smash the target to the right of the start and jump over the starting point to smash another target. Head to the left and smash the target near the edge of the floor. Jump on the platform above you and float up to the target over you to smash it before fallign back down on the paltform.

Jump to the floor on the left of the paltform and fall down to the left of it to smash the target there, quickly float back to the floor. Fall to the right of the floor this time and you'll land on a moving platform below, smash the target there. Jump to the platform on the right when the moving platform is at the bottom of its path. Jump to the right and smash the target in the air.

Fall down on the moving platform below and smash the target on it. Float back to the floor above the moving platform and jump to the moving platform to your left. Jump to the right when the pltfm is near the middle of its path and perfrom the following while heading to the right: Float, Smash Punch, Float, Smash Punch... until you reach the target. Fall down to the left of the floor there and float under the wall to the other side to smash the target there to end the Bonus Stage.

9. Bonus Stage 2

Here is covered all the second Bonus stages for every character and the best way to complete the Bonuses as quickly as possible, feel free to experiment!

MARIO

Hop on the first platform to the right and jump on the next platform to the right. Fall off to the right of it to another platform below and fall down to the next platform below when it comes out of the lava. Quickly jump to the next platform to the left and jump to the next platform to the left when it comes out of the lava.

Quickly jump on the floor to the left afterwards and fall down to the next

floor to the left. Follow the path to the right to another platform and jump past the 2 next pillars, landing on the 2nd one. Drop on the platform to the right and jump on the floor to the right.

Jump to the blue floor to the right and back to the left on another platform. Jump to the higher floor to the right and back to the higher floor on the left. Jump to the last higher floor on the right, executing a Jumping Uppercut to make it. Double-jump to the last platform above you to end the Bonus Stage.

DONKEY KONG

Jump on the platform to the right and jump on the next platform to the right. Hop on the next platform to the right and jump on the moving floor to the right. Jump on the moving floor to the right when the moving floor you are on is at the peak of its path and jump up to the first platform you pass under. Press Down 2 times to fall through the platform on the moving floor and jump up to the second platform you pass under. Press Down 2 times to fall through the platform and fall down to the right of the lava pit, on a platform below.

Double-jump to the left and execute a Flying Tornado to reach the next platform. Fall to the left of the platform and double-jump to the moving platform to the left. When the moving platform is at the peak of its path, double-jump to the platform above you, execute a Flying Tornado to reach it, if necessary.

Fall to the right of the platform and double-jump to the floor on the right after the wall. Double-jump to the right and execute a Flying Tornado when you reach the peak of your jump to reach the last platform to end the Bonus Stage.

LINK

Double-jump on the platform above you and double-jump to the platform to your right. Jump to the platform to your left and double-jump to the platform above you, executing a Spin Slash to reach it. Double-jump to the floor above you and to the right and double-jump on one of the moving floors above you.

Jump to the platform in the middle and jump on a moving platform passing to the right. Double-jump to the moving platform to the right and execute a Spin Slash to make sure you reach it. fall down to the floor below this platform and fall to the right of there on the floor below.

Fall to the left of this floor and double-jump in the alcove to the left for platform. Fall back to the right when the wall on the floor to the right is to the extreme right of the floor and double-jump to that floor. Double-jump on the moving wall and double-jump on the higher floor to the right. Double-jump to the floor above you and execute a Spin Slash to reach it.

Double-jump to the left and execute a Spin Slash to reach the moving floors in the middle of the level. When the moving floor you're on is to the far left of the path, execute a double-jump to the left to reach the moving platform. Fall down to the floor below and fall down to the next floor to the left. Fall down to the right from there and double-jump to the moving platform when you're past the wall.

Fall down to the right of the platform and execute a double-jump towards a platform you will see while falling, execute a Spin Slash to be sure to reach

it and end the Bonus Stage.

SAMUS

Go to the right and fall down the ledge on a platform. Double-jump to the platform above you and double-jump to the platform on the right, executing a Screw Attack to make sure you reach it. Fall down to the left of the platform and land on the moving platform below. Stay on the left end of the platform and double-jump to the left as soon as the moving platform is to the right-most point of its path. Execute a Screw Attack to reach the next platform.

Double-jump on the moving floors above you and be sure to continue jumping there until you land on a platform and a second platform. Once those 2 platforms have been activated. Double-jump to the floor above you and to the right. Double-jump to the platform above you and execute a Screw Attack to reach it.

Fall back on the floor to the right and go down a floor to the right. Roll under the bumpers and board the platform on the other side. Jump through the floor above you and double-jump on the small floor to the right and up, executing a Screw Attack to be sure to reach it. Double-jump to the left from as close to the edge as you can, and use your second jump only at the peak of your first jump. Execute a Screw Attack to barely board the last platform and end the Bonus Stage.

YOSHI

Double-jump to the platform directly above you and jump on the moving block above you. Double-jump on the platform above you and double-jump to the right, landing on another platform. Fall off to the right on another platform and continue to the right to fall on yet another platform.

A platform will fall amongst the floors to the right. It will fall between 4 floors, every time. Time your jump so you jump a little before the platform falls, once you are above the platform, execute an Head Stompt to catch up with the falling platform, as soon as you recover, jump to the platform on the right along the way.

Jump on the floor to the left (Not the falling floors) and jump on the moving floors to the left. Continue jumping from moving floor to moving floor until you activate a platform and another platform. Once both platforms have been activated, jump to the floor on the left. Double-jump to the platform to the left to end the Bonus Stage.

KIRBY

Jump up to the first platform and jump to the platform to the right. Jump to the next platform to the left and jump on the floor to the right. Jump to the platform on the right and fall off the right side. Transform into a Rock to pass by the Bumper and rest on the ledge below.

Morph back into Kirby and watch the timing of the falling platform to the left. Jump in the air and slide between the platform and the floor above it. Press down on the Control Stick quickly to fall on the platform and jump off it once

it's activated, this one might take a few tries.

Fall to the right until you're past the wall, then float back past it on a platform, use the Sword Attack to reach it if necessary. Float up to a moving floor until it brings you under a platform, float up to it. Float to the right and let yourself fall through the space there. Transform into a Rock and change back into Kirby once you're past the Bumper.

Follow the path to the right and float up to a platform, using a Sword Attack to land on it. Fall back down on the floor below and fall to the left side of the floor. Land on the small ledge to the right during the fall. Float to the left until you see a platform, use a Sword Attack to land on it. Fall off this platform and go near the left wall while falling off, float under the wall and use a Sword Attack to land on the last platform on the other side to end the Bonus Stage.

FOX

Run to the platform to the right and jump on the platform just above it. Jump to the platform above this one and hop on the moving floor to the left. Avoid the Bumpers and jump into the space after the wall on the right to land on a platform. Fall down to the right of it and double-jump to the right to a platform, execute a Flaming Fox to reach it.

Come back to the previous platform and hop to the higher floor on the right. Jump on a moving floor that will pass by and avoid the Bumpers along the way to another platform. Continue on the moving floor afterwards until you pass by another platform while going down. Jump back on the moving floor then. Remain on the moving floor until you see a platform below you, jump on it. Jump on the floor higher and to the left of you afterwards.

Double-jump to the left and execute a Flaming Fox to reach a platform. Fall to the right of the platform and double-jump between the two walls to your left once you're past the Bumper. Execute a Flaming Fox to reach the last platform at the top, ending the Bonus Stage.

PIKACHU

Head to the right and jump on the first platform you see. Jump on the next platform to the right and jump on the platform to the right afterwards. Double-jump to the platform to the right and fall down to the left of it. Go along the shifty path to the left and fall down at the end.

Walk to the platform to the right and continue to the right to another platform. Fall down to the right then. Go against the moving walls to the left, jumping over them, land on the platform that passes between 2 of them to activate it and continue to the left edge of the floor.

Fall down and double-jump to the platform to the left. Double-jump to the platform above you and double-jump upwards. Perform a Double Teleport to warp to the last platform and end the Bonus Stage.

LUIGI

Double-jump to the platform above you and fall down to the right on the platform while it is out of the pipe. Double-jump to the platform on the pipe to the left and fall down on the right to land on another pipe with a platform down below. Fall on the floor to the left and fall down to the left of the floor to a platform down below, after the moving wall.

Jump to the right of there, double-jump under the wall you'll see and execute a Flaming Uppercut to land on the floor on the other side. Jump on the platform to the right and double-jump to the platform above you, executing a Flaming Uppercut to reach it. Jump to the right and double-jump under the wall you will see, execute a Flaming Uppercut to land on the platform on the other side and fall to the left of there.

Double-jump under the wall again and execute a Flaming Uppercut to the right to land on top of the floor above you. Double-jump on the swinging platform that passes above you and jump on the smaller floor above yourself there. Wait until the swinging motion is at one of the sides and double-jump to the last platform in the middle, ending the Bonus Stage.

CAPTAIN FALCON

Run to the left and fall on a platform. Continue running to the left to fall on another platform and fall down the floor at the left end. Run to the right from there to fall on a platform below, wait for it to come out if it's out of reach. Run to the left from there to another platform below. Double-jump above the slope to the left and land on the floor on the other side, executing a Flame Throw to be sure to reach it.

Run to the right and jump on the platform after the edge of the floor. Fall down to the left on the floor below and jump on the moving platform to the left when it comes out. Run to the left from there and fall on the floor below at the end of the current floor. Run to the right edge of the floor and double-jump to the small floor to the right. Double-jump to the platform to the right, executing a Flame Throw to reach it and backtrack all the way to the 4th platform.

Head to the right this time, and jump over to the next floor on the right. Jump on the platform above you and double-jump over the wall to the right. Go back to the left as you fall on the other side to land on a platform below. Fall down to the left of the platform to land on the last platform near the bottom of the screen, ending the Bonus Stage.

NESS

Fall off to the left side of the floor on a platform and fall on the floor to the right side of the platform. Fall down to the right on a platform and continue down to the right to fall on another platform. Fall down to the right one last time on another platform and fall down to the floor on the left of the platform.

Double-jump to the platform to the left and up, execute a Thunder Strike to reach it if necessary. Fall back down on the floor to the right and head to the left. Jump on the platform to the left and jump on the higher platform to the left afterwards. Jump on the slope to the left and execute a Thunder Strike to slide up the slope. Jump up to the floor above you and jump up through the moving floors above you there.

Jump on the pillar to the right at the top and double-jump to the left, executing a Thunder Strike to reach the platform to the left and up. Jump back on the pillar to the right and double-jump to the right, executing a Thunder Strike to reach the platform to the right. Double-jump into the air and execute a Thunder Strike straight up to land on the last platform and end the bonus stage.

JIGGLYPUFF

Jump on the platform to the left and jump to the higher platform to the left afterwards. Run along the floor to the left all the way to the moving walls. Get on them and jump from wall to wall to the right until you land on a platform and another platform. Once both of them have been activated, fall off the floor on the left end to another floor below.

Run on the blue floor to the right and remain in one spot of the floor until the platform lifts up from under you. Run to the right to an area with moving Bumpers and jump to the first platform you will see above you. Float up to the next platform above you and jump to highest platform above you. Fall down to the right side of the platform all the way to the bottom of the stage.

Jump on the vanishing platform to the left and go near the edge of the floor to the left. Do the following: Jump to the left and Smash Punch, float, Smash Punch, float, Smash Punch... until you reach the last platform at the far left end of the stage to end the bonus stage.

10. Secrets

Here are listed the various secrets you can unlock in the game, take note that none of them are actual cheats and must be earned....

Item Switch Menu: Battle in the VS part of the game (Multi-player) for fifty matches to earn this menu, you can toggle items on/off in multiplayer with this menu.

Sound Test Menu: Complete the Bonus Stages 1 AND 2 for all characters to earn this menu, all sounds, voices and music in the game are available with this menu.

Mushroom Kingdom Secret Stage: Complete the Single-Player game on any difficulty level with all 8 regular characters to gain access to the Mushroom Kingdom Stage in Multiplayer.

Mew: To have Mew appear once in a while in Pokéballs, unlock all 4 secret characters for use.

Play as Luigi: Complete Bonus Stage 1 "Break The Targets" with all 8 regular characters to challenge him. Beat him to earn Luigi.

Play as Ness: Complete the Single-Player game on Normal, with 3 lives and without continuing with any character to challenge him. Beat him to earn Ness.

Play as Jigglypuff: Complete the Single-Player game on any settings with any character to challenge her. Beat her to earn Jigglypuff.

Play as Captain Falcon: Complete the Single-Player game on any settings with any character under 20 minutes to challenge him. Beat him to earn Captain Falcon.

11. Credits & Legal stuff

Thanks to uppie curly for reminding me about the different ways to dispose of hammer-armed opponents.

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Thanks to Derek Fong for submitting how to get your opponents on fire everytime with Luigi's Flaming Uppercut.

Thanks to Lrld for submitting the combo with the PAPER FAN, pretty good combo even if I still think this weapon is useless.

Thanks to (... sutphen) for submitting the Double Teleport trick for Pikachu.

Thanks to SKYrth for submitting help on Fox's Repulsive Shield, also for correcting the damage dealt by Pikachu's Electric Slinky to 5%, submitting Pokémons names in Saffron city and in Pokéballs, the fact about when you throw the Fan (sends them up) and other tons of corrections to make in damage %.

Thanks to FSUgreg for mentionning the Bob-omb fact about Fox's Repulsive Shield.

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