

Super Smash Bros. Target Test FAQ

by Endless Paradise

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Super Smash Bros. Target Test FAQ

For the Nintendo 64

By Xboxlover2, Copyright 2007

Version 1.0, 8/14/07

<http://yarly.thisisgod.net>

NOTE: To get to a specific section easily, press CTRL + F and type in the letters/numbers combination in parentheses right next to each section title in the Table of Contents.

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| I. Introduction/Version History (1A) |
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Hey there! :D I'm Xboxlover2, a long-time GameFAQs user whom occasionally dabbles in FAQ-writing and reviewing. This is my fourth FAQ that I've submitted to GameFAQs (technically my fifth FAQ, however, as I have an Unreal Tournament 2004 FAQ that I've started some time last year).

I actually wasn't planning on writing a FAQ for Super Smash Bros., as there are already numerous guides on the site for this particular game, but I was compelled into doing so after discovering there were no FAQs dedicated to the Target Tests for each individual character. These tests of your skill are quite challenging and completion of all of them is mandatory for unlocking the Sound Test feature. As one with any common sense should be able to determine, my guide shall fill this void.

Copy-pasta time!

"If you've read any of my previous FAQs for Rune and/or Rune: Halls of Valhalla, you're going to notice that I have completely and unashamedly re-used the layout I used to format those FAQs. Rather than unnecessarily wasting my time by thinking up a new, creative design, I just decided to use the layout

over as it's neat (at least, in my opinion <_<) and gets the job done. If you have a problem, go choke on a hot dog." - myself, from my Railroad Tycoon 3 FAQ.

A big change from my other FAQs, this one has been submitted in its complete state, meaning I've done everything that I've planned on doing with this. Any further updates will be rare and will likely be restricted to minor changes, grammatical/spelling corrections, and so on.

If you're reading this FAQ - wait, no... if you haven't been living under a rock for the past eight years, you're well-acquainted with the Super Smash Bros. series. But simply to keep a trend from my previous FAQs alive, I will provide a little background history on this game.

Super Smash Bros. is an extremely popular game, developed by HAL and released by Nintendo on April 26, 1999. The game pits 12 characters from 10 different Nintendo franchises, including Mario, the Legend of Zelda, and Pokemon, against one another and has them duke it out in one of nine arenas, each influenced by the series represented in the game. While the genre the game belongs to is often debated (some consider it to be a straight fighter; others see it as more of a mix between platforming and fighting; and still others call it a party fighter), one thing can be agreed on by everyone: the game is pretty good.

The concept of taking various characters from different game franchises is certainly not new; just take a look at "Fighters Megamix", "The King of Fighters", or the "Capcom vs." series. So what makes this particular game so unique? Aside from the (obvious) fact that it's the first crossover fighting game featuring Nintendo all-stars, this game brings a great deal of innovation to the table.

The first thing you'll notice is that instead of the health bars found in most traditional fighters, Super Smash Bros. (herein referred to as "SSB") employs a set of damage meters. As you start a battle, each combatant will begin with 0% damage; being attacked increases your damage meter. The higher your damage, the farther you are sent flying from an attack. If you're sent flying so far off the stage that you cannot recover, you are KO'd. If you haven't noticed yet, this means that rather than beating your opponent into submission, you have to somehow knock them out of the arena.

Aside from that, there are also many other things that makes SSB a unique fighter, such as a universal move list for all characters, items to turn the tide of a battle, and stage hazards. You can find out more about the game by reading my review, located at the following URL:

<http://www.gamefaqs.com/console/n64/review/R115374.html>

Whew! Now onto the real purpose of this FAQ.

* Version History (1AA) *

- 3/4/07 (0.90) - Started working on my fifth FAQ. Finished the target tests for Mario, Donkey Kong, Link, Samus, Yoshi, and Kirby.
- 3/5/07 (0.92) - Completed Fox and Pikachu's target tests.
- 3/6/07 (0.94) - Completed Luigi and Captain Falcon's target tests.
- 3/9/07 (0.95) - Completed Ness' target test.
- 3/11/07 (1.0) - Completed Jigglypuff's target test. Added Credits and Contact Information sections.
- 4/7/07 (1.0) - Minor grammar fixes.
- 4/15/07 (1.0) - A few more grammatical/formatting issues fixed.

8/14/07 (1.0) - Almost four months have passed since the last update. I fixed a few more grammatical issues and reworded some confusing sentences.

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| II. Legal Stuff, etc. (2A) |
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If I catch any site not listed above hosting my FAQ without permission, I will castrate the owner and feed them their own severed... well, you get the point. :)

Seriously, though, just e-mail me if you want to host my FAQ. There's no reason to steal. I'm willing to give you permission - unless you're the owner of a certain site that loves to steal FAQs and walkthroughs without giving the original writers due credit. It's really sad that your site still exists; you obviously don't respect FAQ writers, because if you did, you wouldn't even consider doing what you do. You're pathetic. I'm not going to mention your site directly, though, as it is living proof of the veracity of the statement, "Any publicity is good publicity."

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| III. Target Tests (3A) |
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The Target Test is one of the two bonus games included in SSB, the other being a platform boarding test named, what else, Board the Platforms. Both of these mini-games must be completed with all characters (yes, including secret characters) to unlock the Sound Test feature, which allows you to listen to all music, sound effects, and voice acting used in the game.

A target test consists of ten targets, scattered throughout an arena unique to every character. Each character's target test is different and is specifically designed to challenge your skills with a particular character, as well as your wits. You will encounter targets that seem impossible to reach, only to find out that you need to do something you wouldn't have even thought of doing to collect them. Some characters have ridiculously easy target tests, while others are incredibly challenging.

One pattern you'll notice is that in nearly every target test, there is usually one target that is specifically meant to be collected last. The method you have to use to collect this particular target involves you using some maneuvers that are impossible to recover from. These targets generally happen to be floating at the bottom of the target test arena, so you can usually figure out which one of your targets, if any, is supposed to be the final target by taking a quick glance at the map.

To find a certain character with ease, I've made a navigational guide, complete with Find codes that can be used in conjunction with your browser's Find function. Just press CTRL + F and enter in the code to jump to a specific character's target test.

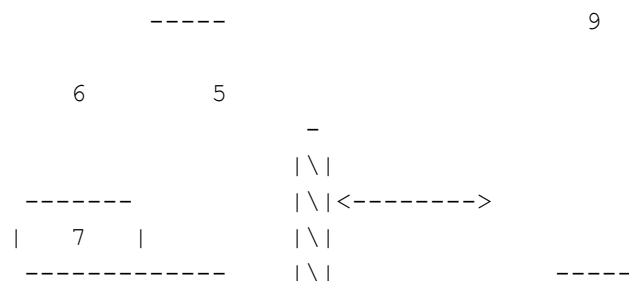
NOTE: For the secret characters, I will include the methods used to unlock

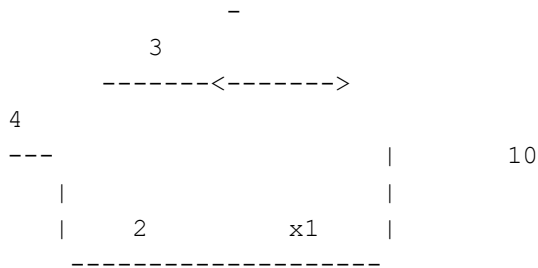
- 2: Turn around and repeat the process used for # 1.
- 3: Position yourself directly under # 3 and jump. Use Mario's up-aerial (Up + A, while in the air) to nab this target.
- 4: Repeat the process used for # 3, except replace the jump with a double jump.
- 5: Get on the small platform located above the position of # 2, as seen in the diagram. Walk over to the edge and double jump towards the target. At the peak of the second jump, perform the Super Jump Punch (Up + B) to hit target # 5:
- 6: Make your way back to the small platform. From there, jump to the right and land on the ledge under the moving platform carrying target # 7 (which will be collected next). Position yourself in the middle of the platform. Shoot a fireball and it should hit target # 6.
- 7: Simply wait for the moving platform directly above you to reach its lowest point and double jump. Collect # 7.
- 8: Wait for the moving platform to rise to its highest point (you'll know you've reached that area when the platform temporarily stops moving). Once at this point, jump once to the left. At the peak of this jump, perform a second jump to the left. You should then land on the a small ledge. Walk over to the right end of the ledge and jump. At the peak of your jump, shoot a fireball. If done correctly, it will hit target # 8.
- 9: Jump off the left end of the ledge. As you fall, you should approach target # 9. Simply use Mario's up-aerial to get this target.
- 10: The final target and the most difficult one to get. However, don't be discouraged by my words - just because it's the most difficult target to obtain in this test doesn't mean it's necessarily difficult to obtain. Simply walk over to the left end of this platform. Walk off and as you begin falling, hold right on the thumbstick. Mario's trajectory will shift to the right. As soon as you are about to make contact with the slanted surface underneath the platform, perform the Super Jump Punch and you will complete Mario's target test.

Difficulty: 4/10. Just as Mario is the all-around character, his target test is fairly straightforward. The only part that should you a bit of difficulty is the final target, as it requires quick and precise reflexes to collect. If you don't get it at first, just try again. It shouldn't take long to complete.

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| Donkey Kong (3AA2) |
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1: You begin this test in the spot marked by the 'x' on the diagram. Target # 1 is located directly in front of you, so any attack will do.

2: Turn around and perform Donkey Kong's dash + A move to get this target.

3: Wait for the platform carrying target # 3 to move directly above you. Double jump and perform Donkey Kong's up-aerial (Up + A, while in the air) to net the target.

4: Turn around and jump to your left. Land on the small ledge connected to the main platform and perform any attack of your choice to collect this target.

5 & 6: This one requires a bit of maneuvering. Get back to the platform where target # 3 was previously located. Wait for the yellow-and-black striped platform above you to move to the right, allowing you to jump to a floating platform located above the ledge where # 4 was. Double jump and perform the Spinning Kong (Up + B). You should hit # 5. Immediately after collecting the target, hold left on the thumbstick to maneuver Donkey Kong to the left. Be careful not to overshoot the platform, sending DK to his doom. If it appears that you're going to miss the target, tilt the thumbstick to the right. Nab target # 6.

7: Jump down to the lower part of this platform and walk over to the right wall of the box that target # 7 is in. Simply perform Donkey Kong's left-smash (tap left + A) to collect the target.

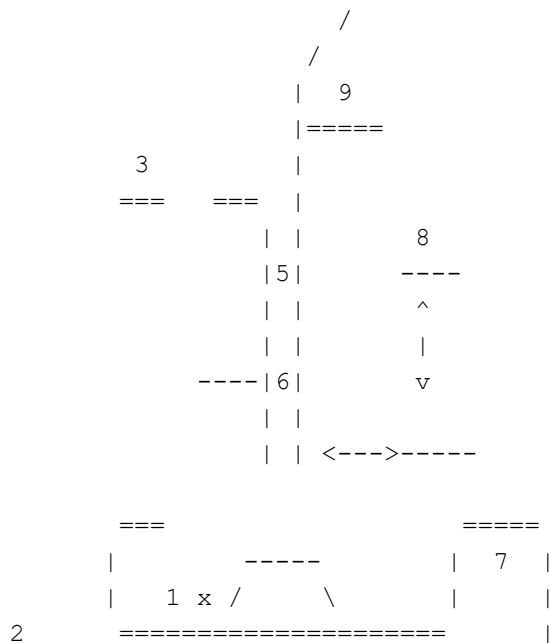
8: Make your way up to the small platform located above the platform you're currently on. Go to the right edge of this platform and jump to the right. As your descent begins, quickly jump once again and perform the Spinning Kong. Use the thumbstick to maneuver Donkey Kong in a way such that he hits target # 8 and is able to land on the platform under # 9.

9: Double jump and perform Donkey Kong's aerial (A, while in the air) and you'll get this target.

10: Just drop through the platform (by tapping down) and once you reach the final target, perform the aerial to complete Donkey Kong's target test.

Difficulty: 6/10. Donkey Kong's target test requires a bit more skill than Mario's, but it is still very doable. To make it throw this one, all you need is good timing (for the jumps) and good handle (for targets # 6 and 8). You'll probably want to spend a bit of time in training mode trying to master the Spinning Kong if you're a beginner, as controlling it takes a bit of getting used to.

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 | Link (3AA3) |
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1: You begin this test in the spot marked by the letter 'x'. Perform Link's reverse forward-smash (tap left + A) to collect the first target.

2: Jump onto the ledge located to the left of the area where target # 1 was previously located. Use the Bomb (Down + B) and throw it at # 2.

3: Jump onto the ledge located to the right of your current position (target # 6 is on the same level as it in the diagram). Link's jumping is horrid, so you'll need to double jump and perform the Spin Attack (Up + B) to land on the ledge located above. Turn around and face the small platform carrying target # 3. Jump once and use the Boomerang (B) at the peak of your jump to collect the target.

4: Pull out a bomb and double jump directly upwards. At the peak of your second jump, tap up and A to throw the bomb fiercely. It should hit target # 4.

5 & 6: Jump into the gap to the right of the ledge and quickly perform Link's down-aerial (Down + A, while in the air). Link will hit target # 5 and bounce into the air. Immediately after this, perform Link's up-aerial (Up + A, while in the air). Link will hit # 6 on his descent.

7: Once you land on the main platform, dash to the right and perform Link's dash attack (Dash + A) to collect another target.

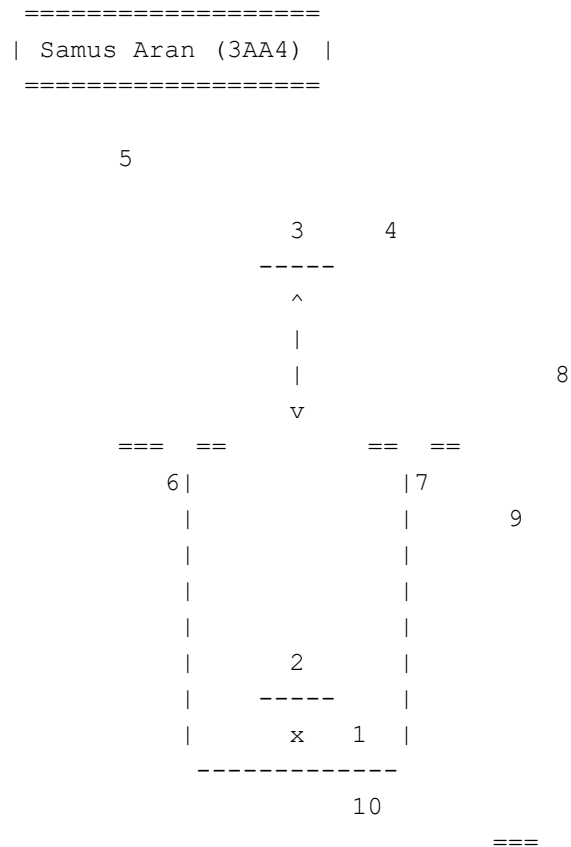
8: Jump onto the raised portion, above the spot where the previous target was located. Jump again to land on the horizontally-moving platform. Double jump and Spin Attack to hit # 8 and land on the vertically-moving platform.

9: At the peak of the platform's rise, double jump and Spin Attack once again to the left. You will collect target # 9 and land on a ledge.

10: Go the right edge of the ledge, double jump to the right and Spin Attack for the final time to complete Link's target test.

Difficulty: 2/10. Due to the projectile weapons in Link's arsenal, this target test is one of the easiest. This is one of the few tests in which there is no specific final target; this can be completed in any order. There are also numerous ways of going about collecting the targets. You can rely on your projectiles to hit far away targets or you can use your sword to do the trick. Link can employ a whole lot of variety in his test, which makes this a bit more

fun than usual.



1: You begin the test in the spot marked by the 'x', facing target # 1. Simply perform any attack of your choice to collect it.

2: Jump once and perform the Screw Attack (Up + B) to collect a second target.

3: From the platform you should've landed on after collecting # 2, wait for the moving platform to reach its lowest point (it will stop moving for a split second). Double jump and perform the Screw Attack to hit this target.

4: Walk off the moving platform once it reaches its highest point and use any aerial attack of your choice to collect # 4.

5: Get back onto the moving platform and wait for it to reach its highest point again. As soon as it does, run off the left side of the platform and jump. As you begin descending, perform a screw attack to nab target # 5.

6: Maneuver Samus onto the floating platform. After you land, jump once over the gap and use the Bomb (Down + B) to get the target.

7: Get yourself to the ledge above the spot where the first target was located. Employ the same procedure used to collect the previous target.

8: Jump to the right and land on the floating platform. Jump once and use the Charge Shot (B) to collect this target.

9: Jump off the platform and allow yourself to fall towards target # 9. As soon as you end up underneath it, use the Screw Attack to hit it.

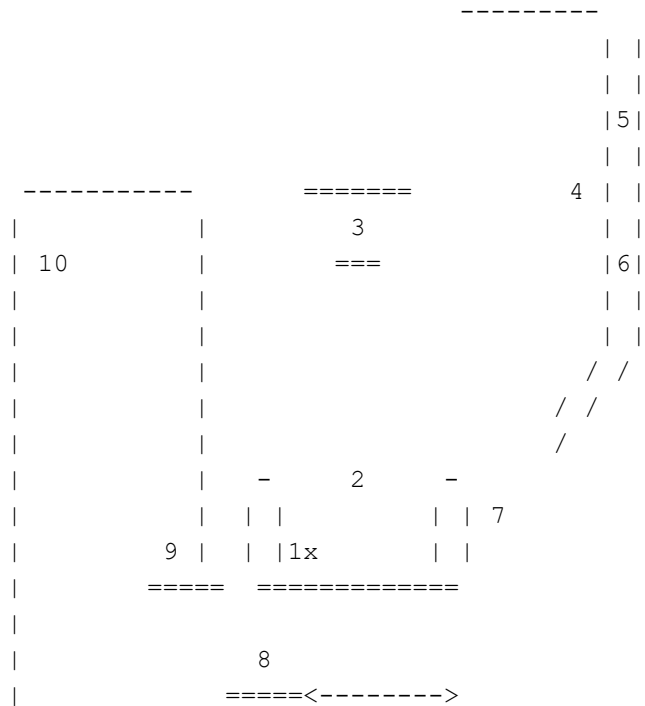
10: Charge up the Charge Shot, turn around, and shoot it at the final target to complete Samus' target test.

Difficulty: 1/10. If you thought Link's target test was easy, wait until you try Samus'. The only possible way to fail this is by making a stupid mistake

stationary platform above it and drop onto the platform when you're ready. After reaching the moving platform, jump off the platform to the right, towards the triangle-shaped area. Jump once more and perform the Egg Throw to hit the final target and complete Yoshi's target test.

Difficulty: 7/10. Why such a high rating? Because collecting the final target requires a high degree of timing and precise movements. In fact, much of this target test requires those two qualities; if you do not have much experience with the game, I would definitely not recommend attempting this test.

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| Kirby (3AA6) |
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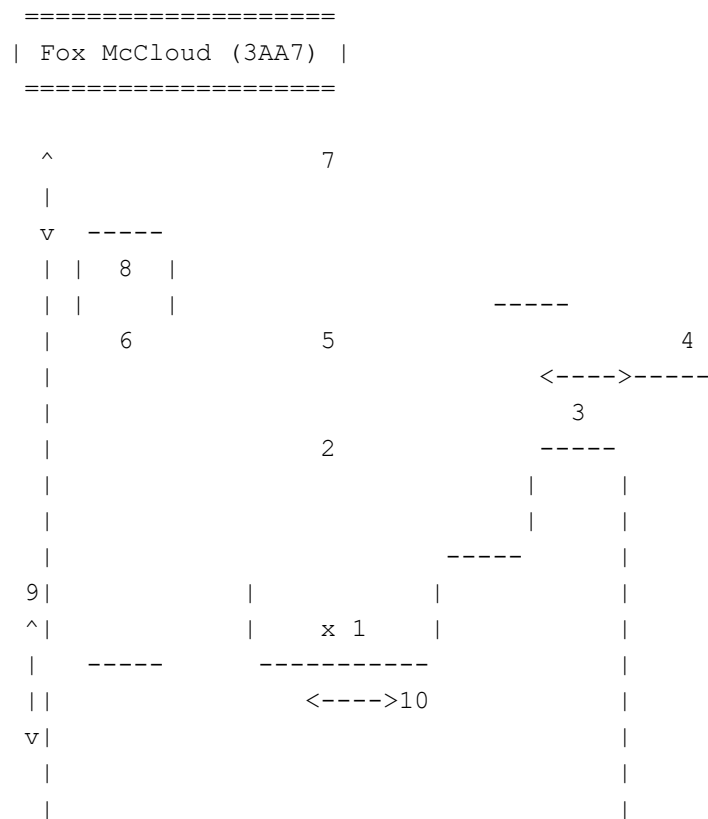
- 1: You begin this test in this spot marked as 'x' on the diagram. Turn around and perform any basic attack to collect the first target.
- 2: Jump once and maneuver Kirby backwards while in the air. As soon as you pass by target # 2, perform Kirby's aerial (A, while in the air) to hit it.
- 3: After landing, jump straight up towards the platform holding # 3. Jump five more times and perform the Final Cutter (Up + B) while holding right after the last jump to collect this target.
- 4: Jump to the right, off the floating platform, towards the fourth target. Any aerial attack is appropriate for hitting it.
- 5 & 6: As you fall, allow Kirby to land on the right wall of the main platform. Use the method for getting # 3 to land on the platform directly above the previous location of that target. Jump onto the platform above this, to the right. After landing, jump once more, this time over the pit. As soon as you're directly over the pit (and target # 5), use Kirby's Stone (Down + B) to collect these two targets. Immediately after hitting the second target, press B to return Kirby to his normal state and make your way back to the wall via jumping.
- 7: Walk off the wall and use any aerial attack to hit the next target.
- 8: If the moving platform is near you, maneuver Kirby onto it. Otherwise,

stall for time by pressing the jump button as much as necessary. After landing on the platform, simply use any attack to nab this target.

9: Once the platform moves as far left as possible (there will be a pause in the movement of it), jump off to the left and continue jumping until you land on the left portion of a ledge bisected by a wall.

10: Simply jump as high as possible and use the Final Cutter to complete Kirby's target test.

Difficulty: 3/10. All-in-all, this is a fairly simple test. The only targets that you might run into some difficulty while trying to obtain them are # 7 and 8: As with Link, there is no definite final target; you can complete this test in any order you desire. Just work on your timing and get used to Kirby's jumping, as each jump goes a shorter distance than the one preceeding it.



1: You begin the test in the spot marked by the 'x' on the diagram. Turn around and use Fox's Blaster (B) to hit target # 1.

2: Jump once and use any aerial to hit the second target.

3: Jump onto the ledge on the right. Jump onto the other ledge and use any attack to collect another target.

4: Jump onto the moving platform and get another target.

5 & 6: Turn around and fire a blaster shot to hit target # 5. Fire another shot to collect the next target.

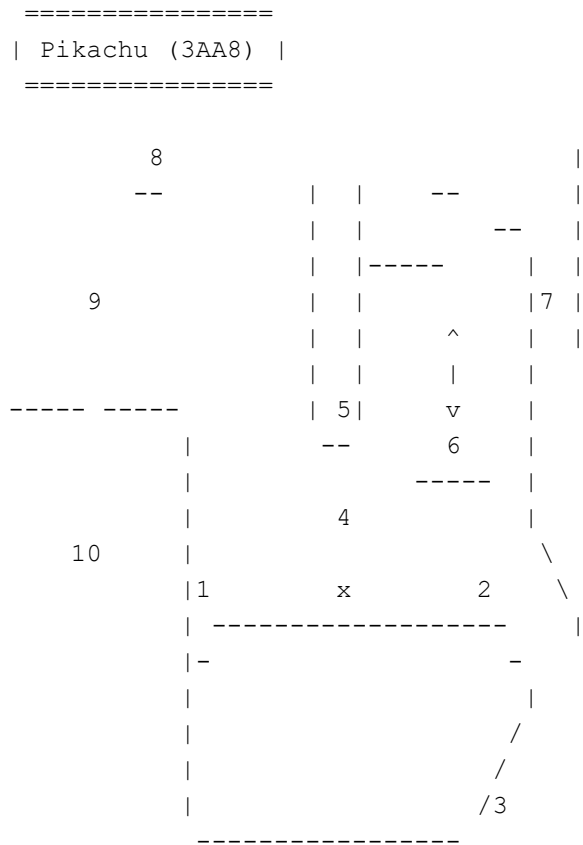
7: Jump onto the stationary platform above the floating one. Double jump and fire another blaster shot to hit # 7. If you miss, try again until you finally hit it.

8: Get onto the left wall of the platform where # 1 was located. Double jump to the left and perform the Fire Fox (Up + B) to collect an eighth target. Use the thumbstick to maneuver Fox.

9: Land on the lower platform located directly underneath. Fire numerous blaster shots at target # 9 until you finally hit it.

10: Jump from this platform to the right. As soon as you end up underneath the main platform, perform the Fire Fox and maneuver Fox to the right to complete Fox's target test.

Difficulty: 2/10. You can rely on Fox's blaster to get the more difficult-to-reach targets. There's really only one target that may be a bit hard to collect - the final one. Just work on your timing and you should complete this with little to no difficulty.



1: You begin the test at the spot denoted by the 'x' on the diagram, facing target # 1. Use Thunder Jolt (B) to hit the first target.

2: Turn around and use Thunder Jolt to collect # 2.

3: Use the Thunder Jolt to hit target # 3.

4: Jump directly upwards and perform any aerial attack of your choice to get another target.

5: Use Thunder (Down + B) to hit the fifth target.

6: Jump onto the moving platform located above the previous location of target # 2 to get the sixth target.

7: Double jump onto the small ledge above this platform. Use Thunder Jolt to collect target # 7.

8: Jump onto the platform to the left. Jump onto the wall just to the left of this platform. Double jump from here over to the platform on which target # 8 is located and break it.

it and position Luigi on the right edge. Wait for it to move to its further point right. At this point, perform Luigi's up-smash (Up + A) to snatch another target.

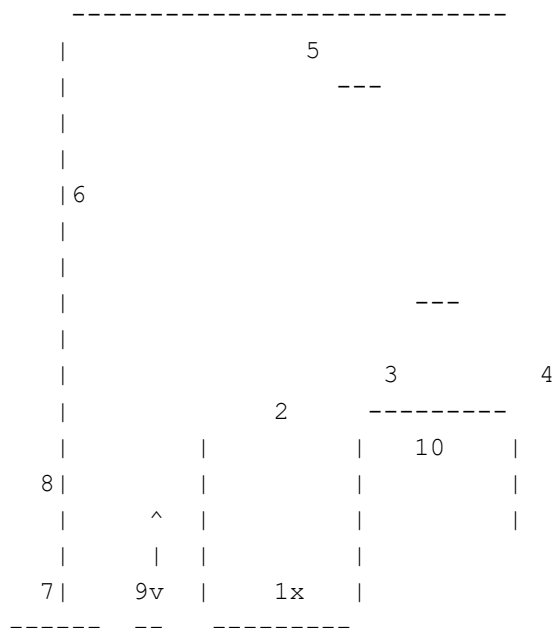
9: This target is directly ahead of you. Simply use the Fireball (B) numerous times until you hit it.

10: The final target is located on the other side of the vertically-moving yellow-and-black lift (the one that surrounded target # 9). Make your way back up to the main platform and then jump on top of the lift. Walk off the platform and use the same method used to collect target # 7 to complete Luigi's target test.

Difficulty: 8/10. This test is on the difficult side of the spectrum. There are three moving platforms in this one, far more than the usual number. You have to have great control over Luigi to get through this one, as there are many targets that put you right in the face of danger and one wrong move can be the end of you. Just spend some time in training mode, practicing jumping and recovering with Luigi. Once you have those two skills down-pat, you'll have no trouble beating this test.

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| Captain Falcon (3AB2) |
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Unlock By: Completing the 1P Game in under 20 minutes with any character, on any difficulty/stock.



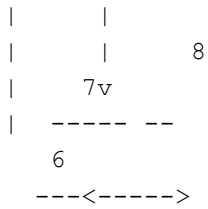
1: You start this test in the spot denoted by the 'x' on the diagram, facing the first target. Use any attack to collect target # 1.

2: Jump once and perform Captain Falcon's up-smash (Up + A, while in the air) to hit another target.

3: Jump onto the platform to the right of the main platform and you will find # 3. Break it with any attack of your choice.

4: Position Captain Falcon at the very right edge of the platform. Use the Falcon Punch (B) to get a fourth target.

5: Jump onto the small platform located above your current position. Double jump and make your way to another platform located above that one. Use Captain



1: You start the test in the spot marked 'x' on the diagram. Turn around and dash towards the target near the wall to the right. Break it with any attack of your choice.

2: Turn around, jump, and collect target # 2 using any attack of your choice.

3: When you land, keep running forward and break target # 3 with any attack of your choice.

4: Jump on top of the floating platform located above the previous target. Double jump and perform Jigglypuff's up-aerial (Up + A, while in the air) to collect another target.

5: There is a wall located to the left of the floating platform. Target # 5 is on the left side of this wall. Jump over the wall and perform Jigglypuff's up-aerial to break it.

6: Maneuver Jigglypuff onto the horizontally-moving platform, located under the wall. If you are unable to reach it, stall for time by using jumps sparingly. If you are about to run out of jumps, use Pound (B). Target # 6 is located on this platform. Hit it with any attack of your choice to collect it.

7: There is a vertically-moving platform nearby, carrying the seventh target. Simply jump onto this platform and break the target with any attack of your choice.

8: There is a stationary platform to the right of the vertically-moving one. Jump onto it. You will see target # 8 floating in the air to the right of this platform. Jump once and perform Jigglypuff's aerial (A, while in the air) to collect this target.

9: There is a very small ledge to the far right. Jump towards it five times and you should end up right in front of another target. Use Pound to hit the the target.

10: If done correctly, you should've landed on the ledge after collecting # 9. Walk off the ledge and jump under it, until you end up on the right side of the wall. Target # 10 is directly above you. Jump a few times until you end up right on top of the target and then perform Jigglypuff's up-aerial to complete Jigglypuff's target test.

Difficulty: 8/10. Definitely one of the more difficult tests. Getting from target # 5 and landing on the platform where # 6 is located is surprisingly difficult. You'll also likely encounter several problems while trying to nab # 9. The trek to that ledge is pretty long, so you'll frequently find yourself running out of jumps or landing just short of it, even with use of Pound. Just keep trying this one over, as I really doubt that anyone will be able to complete it on their first attempt.

AIM: Xboxlover3, ModHunterz

GameFAQs: Xboxlover2, you can catch me at MBH, LUE, random game boards,
Legends, The Elite, the list goes on and on.

The spinoff: <http://yarly.thisisgod.net>

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| V. Credits (4B) |  
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I'd like to thank the following people:

- My parents.
- My brother and sister for introducing me to gaming.
- The GameFAQs contributors.
- The GameFAQs users.
- You, for reading my FAQ. I hope you enjoyed it!
- HAL and Nintendo for bringing Super Smash Bros. to the masses.
- CJayC, for creating GameFAQs and allowing me to host my FAQ on his wonderful site.

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