

# Super Smash Bros Melee FAQ/Move List

by UncleJohn04

Updated to v9.0 on Feb 5, 2002

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Nintendo GameCube
Super Smash Bros. Melee
FAQ/Move List
Version 9.0
February 05, 2002
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Target Test	"Smash ten targets!"
Home-Run Contest	"Smash Sandbag as far as you can!"
Multi-Man Melee	"Fight for your life! Fight!"

=====  
1c3) Multi-Man Melee  
=====

10 Man Melee	"How fast can you defeat 10 opponents?"
100 Man Melee	"100 enemies! Can you defeat them all?"
3 Minute Melee	"How many foes can you KO in 3 minutes?"
15 Minute Melee	"A 15-minute test of skill and endurance."
Endless Melee	"The enemies don't stop until you're defeated."
Cruel Melee	"The Toughest enemies around and no items?"

=====  
2c) Special Melee  
=====

Camera Mode	"Take snapshots with the special Smash Cam!"
Stamina Mode	"Players fight until HPs reach zero."
Super Sudden Death	"All players start with 300% Damage."
Giant Melee	"All players are giant-sized."
Tiny Melee	"All players are tiny."
Invisible Melee	"All players are invisible"
Fixed Camera Mode	"The camera does not zoom or scroll."
Single-Button Mode	"The player uses only the A Button and the Control Stick"
Lightning Melee	"All players move at high speeds."
Slo-Mo Melee	"All players move in slow motion."

=====  
2d-1a) Rules  
=====

TIME	"Compete for points based on KO's and Falls in a timed battle."
STOCK	"Battle to be the last one standing."
COIN	"Battle to collect the most coins."
BONUS	"Compete for points based on fighting style."

=====  
2d-3a) Handicap  
=====

OFF	"Play without handicaps."
AUTO	"Handicaps are set automatically based on win percentages."
ON	"Set individual handicaps on the Character Selection Screen."

=====  
2d-5a) Stage Selection  
=====

ON	"Choose stages to battle on."
RANDOM	"Stages chosen Randomly."
ORDERED	"Battle through stages in a predetermined order."
TURNS	"Players take turns choosing stages."
LOSER	"The loser of the last match chooses the next stage."

=====  
2d-2b) Friendly Fire

=====  
OFF "Team members cannot damage each other."  
ON "Team members can damage each other."

=====  
2d-2b) Pause  
=====

ON "Players will be able to pause in mid-game."  
OFF "Players will not be able to pause in mid-game."

=====  
2d-2d) Score Display  
=====

OFF "Score will not be displayed on screen."  
ON "Score will be displayed on screen."

=====  
2d-2e) Self-Destructs  
=====

-1 "Self-destructs will subtract one point from players' scores."  
0 "Self-destructs will not affect player's scores."  
-2 "Self-destructs will subtract two points from players' scores."

=====  
5b) Archives  
=====

Special Movie "Smash Bros. Bonus Video"  
How to Play "Melee Manual Video."

=====  
5d) Melee Records  
=====

VS. Records "Records for VS. matches."  
Bonus Records "Record of all special bonuses."  
Misc. Records "Various Records kept after initial play."

.....'=====.....'  
B - Using the Controller  
.....'=====.....'

- 1) Moving the Character
    - a) Move Chart (Moving the Character)
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    - a) Move Chart (Standard Attacks)
  - 3) Climbing Up Edges
  - 4) Special Moves
  - 5) Defensive Shield
    - a) Move List (Defensive Shield)
  - 6) Grab and Throw
    - a) Move List (Grab and Throw)
- =====

## 1) Moving the Character

=====

Tilt the Control Stick in the direction you want to move. Tap the Control Stick to dash and jump.

-----

Note: Midair Jump

Tap the Control Stick up or press (Y) or (X) to perform a midair jump.

Note: Stand > Walk > Dash

How fast you move depends on how far and how fast you tilt the Control Stick

=====

### 1a) Move Chart (Moving the Character)

=====

Button	Move
Tap Up	Jump
Y or X	Jump
Tilt Forward	Walk
Tap Forward	Dash
Tilt Down	Duck/Crouch
Tap Down	Drop Through

=====

## 2) Standard Attacks

=====

Perform Standard Attacks by using the (A) Button by itself or in combination with the Control Stick

-----

Note: Dash Attack

Press (A) while dashing to perform a Dash Attack

Note: Smash Charge

Press and hold (A) when performing a Smash Attack to start charging up energy. Release (A) to unleash a charged Smash Attack. The longer you hold the (A) Button down, the stronger the charge will be. However, there's a limit to how long you can charge a Smash Attack, and once you reach that limit, your character will automatically release the attack.

=====

### 2a) Move Chart (Standard Attacks)

=====

-----

Button		Move
	(A)	Standard Attack
Repeatedly	(A)	Standard Combo
Tilt Up	+ (A)	Strong Attack: Up
Tap Up	+ (A)	Smash Attack: Up
	(A)	Standard Attack: Side
Tilt Forward	+ (A)	Strong Attack: Side
Tap Forward	+ (A)	Smash Attack: Side
Tilt Down	+ (A)	Strong Attack: Down
Tap Down	+ (A)	Smash Attack: Down

Note: Midair Attacks Are Possible in All Directions!

Perform attacks in midair by pressing (A). Use (A) in combination with the Control Stick to attack in any direction.

Button		Move
	(A)	Midair Attack: Neutral
Tilt Up	+ (A)	Midair Attack: Up
Tilt Back	+ (A)	Midair Attack: Back
Tilt Down	+ (A)	Midair Attack: Down
Tilt Forward	+ (A)	Midair Attack: Forward

### 3) Climbing Up Edges

Characters can grab the edges of platforms in Super Smash Bros. Melee. Grabbing edges and climbing up them is a fundamental part of traversing terrain and successfully performing recovery moves.

When hanging from an edge, press [Tilt Up] to climb up.

Note: You can jump or attack as you are climbing up edges. Practice both techniques and use them strategically.

### 4) Special Moves

Perform Special Moves by pressing (B) or by pressing (b) and the Control Stick. When performed properly, Special Moves produce attacks that are unique to the character.

Note: Each character has four different Special Moves.

### 5) Defensive Shield

Press (L) or (R) to shield and deflect enemy attacks. The

more you depress the button, the smaller your shield becomes. Use your shield to ward off blows and keep your damage percentage low.

Use (L) or (R) to shield  
Tilt the Control Stick to shift the position of the shield.

-----  
Note: Shields Break

Shields become smaller as they absorb attacks and as time passes. If held too long or hit with overpowering blows, shields break, leaving the characters stunned and momentarily unable to move.

=====  
5a) Move List (Defensive Shield)  
=====

-----

Button		Move
(L)		Shield
(L) + Tap Backward		Roll Backward
(L) + Tap Down		Dodge
(L) + Tap Forward		Roll Forward
(R)		Shield
(R) + Tap Backward		Roll Backward
(R) + Tap Down		Dodge
(R) + Tap Forward		Roll Forward

-----

Note: If you press (L) or (R) in midair, you'll perform an Air Dodge. With the Control Stick, you can even Air Dodge in any direction.

=====  
6) Grab and Throw  
=====

When you're close to an opponent, press (L) + (A) or (R) + (A) to reach out and grab him or her. Once you've got an enemy in your clutches, you can attack him or her by pressing (A), or use the Control Stick to hurl your foe away.

=====  
6a) Move List (Grab and Throw)  
=====

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Button		Move
(L) + (A)		Grab
(R) + (A)		Grab
(Z)		Grab
(A)		Grab and Attack
Tilt Up		Throw Up
Tilt Backward		Throw Backward
Tilt Down		Throw Down



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.....  
C - Game Information  
.....

- 1) 1-P Mode
- 2) VS. Mode
- 3) Trophies
- 4) Options
- 5) Data

=====  
1) 1-P Mode  
=====

The single-player Smash mode is full of variety-  
there are battles against computer-controlled  
characters, training sessions and much more!

=====  
2a) Regular Match  
=====

There are two unique one-player modes ready to play: Classic and Adventure.

=====  
2b) Event Match  
=====

These special situation matches take place on various stages. There is no set  
order for clearing them, so try to clear them in any order you please.

=====  
2c) Stadium  
=====

Stadium contains a number of special games with unique sets  
of rules.

=====  
2d) Training  
=====

Need to polish your grabs? Work on attack combos? The Training mode allows  
you to pick an opponent and set some very specific battle conditions for you to  
practice, practice, practice!

=====  
3) VS. Mode  
=====

Set rules for a VS. match against friends or CPU characters.

=====  
3a) Melee  
=====

Melee is the original Super Smash Bros.

=====

### 3b) Tournament Melee

=====

The Tournament Melee is perfect for those times when you have five or more people ready to play. Customize the rules to set up a melee that is just right for you.

=====

### 3c) Special Melees

=====

These are matches set up under unique rules. Camera Mode lets you take photographs of on-screen action.

=====

### 3d) Custom Rules

=====

In VS. Mode, you can set up a number of rules to alter the flow of competition.

=====

### 3e) Name Entry

=====

If you enter a name, all the data played under that name will be saved automatically

=====

### 4) Trophies

=====

Choose this option to get trophies and view your trophy collection.

=====

### 5) Options

=====

Choose Options to change game-play settings.

=====

### 5a) Rumble Settings

=====

Turn the Controllers' built in Rumble feature ON or OFF. You can change the settings for specific Controllers or just for specific registered names.

=====

### 5b) Sound

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Change in-game sound settings to Stereo or Mono or adjust the mix of background music and sound effects.

=====  
5c) Language Setting  
=====

Set the language to either English or Japanese.

=====  
5d) Screen Display  
=====

Turn the game's deflicker function on or off. Use the setting that looks best on the TV you are using.

-----  
When Deflicker is on...

The game graphics are softened, but may look slightly blurry.

-----  
When Deflicker is off...

You may see more edges, but the graphics look crisp overall.

=====  
5e) Erase Data  
=====

Erase some or all of the Super Smash Bros. Melee data saved to your Memory Card.

=====  
6) Data  
=====

Check the records to view a wide variety of game data.

=====  
6a) Snapshots  
=====

View the pictures you snapped in the special Camera Mode.

=====  
6b) Archives  
=====

View a tutorial or special movie.

=====  
6c) Melee Records  
=====

If you have data saved to a Memory Card, you can view records for the game, individual characters, and registered names.

- 1) Classic
- 2) Adventure

3) Event

=====  
1) Classic  
=====

Stage 01: Normal Melee

"Traditional one on one battle against a random enemy."

Stage 02: Team Melee

"You and a CPU controlled ally and face off against two random enemies."

Stage 03: Break the targets!

"Break 10 targets in under two minutes."

Stage 04: Normal Melee

"Traditional one on one battle against a random enemy."

Stage 05: Giant Melee

"You and two random CPU allies against one giant enemy."

Stage 06: Snag Trophies!

"Hit trophies that fall from the sky onto the golden platform."

Stage 07: Normal Melee

"Traditional one on one battle against a random enemy."

Stage 08: Multi-Man Melee

"You fight 10 easy to defeat characters. You only fight 3 at one time."

Stage 09: Race to the finish!

"A maze where you must choose your own path to get to the end."

Stage 10: Metal Melee

"You fight a metal version of a randomly selected character."

Stage 11: Boss Battle

"The Boss will change depending on the difficulty level set."

Notes:

-----

- 1) Break the targets! Break 10 targets in under two minutes.
- 2) Snag trophies! Hit trophies that fall from the sky onto the golden platform.
- 3) Race to the finish! A maze where you must choose your own path to get to the end.

=====  
2) Adventure  
=====

Stage	Description
01) Mushroom Kingdom	01) Scroll through Super Mario Bros. LV 1-1 02) Rescue Toad...Fight 10 Yoshi's 03) Continue scrolling through Super Mario Bros. LV 1-1 04) Fight Mario & Princess Peach
02) Kongo Jungle	01) Fight 02 Tiny Donkey Kong's 02) Fight 01 Giant Donkey Kong
03) Hyrule Caverns	01) This is a maze, find the Master Sword and fight Link

- 02) Find the Triforce
- 03) Fight Princess Zelda
- 04) Brinstar
  - 01) Fight Samus
  - 02) Escape from Brinstar
- 05) Kirby's Dream Land
  - 01) Fight Kirby
  - 02) Fight 15 Kirby's, each with a unique copied ability!
  - 03) Fight a Giant Kirby
- 06) Corneria
  - 01) Fight Fox McCloud
  - 02) Fight Fox McCloud w/ backup from the Star Fox team
- 07) Pokémon Stadium
  - 01) Fight 10 Pikachus
- 08) F-Zero Grand Prix
  - 01) Run the track in Mute City
  - 02) Fight Captain Falcon
- 09) Onett
  - 01) Fight Ness (3x)
- 10) Icicle Mountain
  - 01) Climb Icicle Mountain
  - 02) Fight the Ice Climbers
- 11) Wireframe Team
  - 01) Fight 15 Wireframe opponents
  - 02) Fight Metal Mario
- 12) Final Battle
  - 01) Fight Bowser

Note:

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Stage 06

Unlock Falco and you may fight him instead of Fox w/backup from the Star Fox team.

Stage 07

Unlock Jigglypuff and/or Pichu and you may fight them in Pokémon Stadium.

Stage 11

Unlock Luigi and fight Metal Mario and Metal Luigi. (Metal Bros.)

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3) All-Star

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Character	Stage
Dr. Mario	Mushroom Kingdom II
Mario	Rainbow Cruise
Luigi	Mushroom Kingdom
Bowser	Yoshi's Island
Peach	Princess Peach's Castle
Yoshi	Yoshi's Story
Donkey Kong	Kongo Jungle
Captain Falcon	Mute City
Ganondorf	Brinstar Depths
Falco	Venom
Fox	Corneria
Ness	Onett
Ice Climbers	Icicle Mountain

Kirby		Green Greens
Samus		Brinstar
Zelda		Temple
Link		Great Bay
Young Link		Jungle Japes
Pichu		Fourside
Pikachu		Pokémon Stadium
Jigglypuff		Poké Floats
Mewtwo		Battlefield
Mr. Game & Watch		Flat Zone
Marth		Fountain of Dreams
Roy		Final Destination

=====  
 4) Event Match  
 =====

Lv. 01: Trouble King

"Fight Bowser in a classic Mushroom Kingdom clash!"

Character		Stage		Opponent(s)		Match Type
Mario		Battlefield		Bowser		Stock (x2)

Lv. 02: Lord of the Jungle

"A duel of epic proportions! Which ape is top primate?"

Character		Stage		Opponent(s)		Match Type
Giant DK		Kongo Jungle		Tiny DK		Stock (x2)
						Time (03:00:00)

Lv. 03: Bomb-fest

"Bombs are everywhere in this explosive battle."

Character		Stage		Opponent(s)		Match Type
Select Character		Peach's Castle		Link		Stock (x1)
				Samus		

Lv. 04: Dino-wrangling

"A giant Yoshi is on the loose! Somebody stop it!"

Character		Stage		Opponent(s)		Match Type
Select Character		Yoshi's Story		Giant Yoshi		Stock (x3) VS (x1)

Lv. 05: Spare Change

"Don't stop until you get 200 coins!"

Character		Stage		Opponent(s)		Match Type
Ness		Onett		Captain Falcon		Coin (x200)

Lv. 06: Kirby's on Parade

"Look out! Rainbows of Kirby's are after you!"

```
=====
Character      | Stage          | Opponent(s)   | Match Type
=====
Select Character | Fntn. of Dreams | Kirby (x3)    | Stock (x1) VS (x2)
=====
```

Lv. 07: Pokémon Battle

"Use Poke Balls to duel with Pikachu."

```
=====
Character      | Stage          | Opponent(s)   | Match Type
=====
Select Character | Pokémon Stadium | Pikachu        | Stock (x2)
=====
```

Lv. 08: Hot Date on Brinstar

"You're interfering with Samus's Brinstar raid!"

```
=====
Character      | Stage          | Opponent(s)   | Match Type
=====
Select Character | Brinstar       | Samus          | Stock (x3)
=====
```

Note:

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For each life, you will start at 102% damage.
For each life, Samus will start at 130% damage.
-----
```

Lv. 09: Hide 'n' Sheik

"Only Sheik KO's count! Wait for the change..."

```
=====
Character      | Stage          | Opponent(s)   | Match Type
=====
Select Character | Great Bay      | Zelda (x2)    | Stock (x1)
=====
```

Lv. 10: All-Star Match 1

"It's the Mario Stars: Mario, DK, Yoshi, Peach and Bowser."

```
=====
Character      | Stage          | Opponent(s)   | Match Type
=====
Select Character | Yoshi's Island | Mario         | Stock (x2) VS (x1)
                  | Jungle Japes   | Donkey Kong   |
                  | Yoshi's Story  | Yoshi         |
                  | Peach's Castle | Peach         |
                  | Rainbow Cruise | Bowser        |
=====
```

Lv. 11: King of the Mountain

"Ice Climbers protect their turf! Just try to survive!"

```
=====
Character      | Stage          | Opponent(s)   | Match Type
=====
Select Character | Icicle Mountain | Ice Climbers (x2) | Time (01:02:00)
=====
```

Lv. 12: Seconds, Anyone?

"Take out Captain Falcon in less than seven seconds!"

Character	Stage	Opponent(s)	Match Type
Select Character	Mute City	Captain Falcon	Stock (x1)

Note:

-----  
Both characters start at 100% damage.  
-----

Lv. 13: Yoshi's Egg

"Protect the single remaining Yoshi egg from being broken!"

Character	Stage	Opponent(s)	Match Type
Yoshi	Rainbow Cruise	Pikachu	Time (00:55:00)
		Fox	
		Donkey Kong	

Lv. 14: Trophy Tussle 1

"Face off for a trophy! The prize this time: Goomba!"

Character	Stage	Opponent(s)	Match Type
Select Character	Goomba	Random (x3)	Stock (x2)
			Time (03:00:00)

Lv. 15: Girl Power

"A group of femme fatales has dropped by for a visit..."

Character	Stage	Opponent(s)	Match Type
Select Character	Fntn. of Dreams	Samus	Stock (x2)
		Peach	
		Zelda	

Lv. 16: Kirby's Air-raid

"Warp Stars are everywhere! Climb aboard and hang on!"

Character	Stage	Opponent(s)	Match Type
Select Character	Corneria	Kirby (x10)	Stock (x1)

Lv. 17: Bounty Hunters

"Fight a fellow bounty hunter for the bounty on Bowser!"

Character	Stage	Opponent(s)	Match Type
Samus Aran	Jungle Japes	Bowser	Stock (x1)
			Time (02:00:00)

Note:

-----



Captain Falcon is your ally, if he KO's Bowser you fail.

-----  
Lv. 18: Link's Adventure

"Everyone has a dark side... Link has two!"

Character	Stage	Opponent(s)	Match Type
Link	Temple	Link's Shadow	Stock (x2)

Lv. 19: Peach's Peril

"Bowser's after Peach! Again! Guard her until time runs out."

Character	Stage	Opponent(s)	Match Type
Mario	Final Destination	Bowser	Stock (x1)
			Time (01:00:00)

Note:

-----  
Peach is your ally, if Bowser KO's Peach you fail.  
-----

Lv. 20: All-Star Match 2

"Nintendo's realistic stars are out in force."

Character	Stage	Opponent(s)	Match Type
Select Character	Brinstar	Samus	Stock (x2) VS (x1)
	Great Bay	Link	Time (04:00:00)
	Temple	Zelda	
	Mute City	Captain Falcon	
	Corneria	Fox McCloud	

Lv. 21: Ice Breaker

"Your cold mission... is to KO both Nanas."

Character	Stage	Opponent(s)	Match Type
Select Character	Peach's Castle	Ice Climbers	Stock (x1)
			Time (01:00:00)

Note:

-----  
If you KO Popo you fail.  
-----

Lv. 22: Super Mario 128

"Battle 128 tiny Mario's in a wild endurance match!"

Character	Stage	Opponent(s)	Match Type
Select Character	Kingdom II	Tiny Mario (x128)	Stock (x1)

Lv. 23: Slippy's Invention

"Slippy: With my new device, you guys will be invisible!"

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Character	Stage	Opponent(s)	Match Type
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Select Character			
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Lv. 24: The Yoshi Herd

"Yoshi's, Yoshi's, everywhere! Defeat 30 within 2 minutes."

---

Character	Stage	Opponent(s)	Match Type
-----------	-------	-------------	------------

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Select Character			
------------------	--	--	--

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Lv. 25: Gargantuans

[Character: Giant Bowser]

"Giant Bowser VS Giant DK in a spectacular war of titans!"

---

Character	Stage	Opponent(s)	Match Type
-----------	-------	-------------	------------

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Giant Bowser			
--------------	--	--	--

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Lv. 26: Trophy Tussle 2

"Another match for a prize... Who will get Entei?"

---

Character	Stage	Opponent(s)	Match Type
-----------	-------	-------------	------------

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Select Character			
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Lv. 27: Cold Armor

"These metal bounty hunters take no prisoners!"

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Character	Stage	Opponent(s)	Match Type
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Samus Aran			
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Lv. 28: Puffballs Unite!

"Kirby's galore...each with a unique copied ability!"

---

Character	Stage	Opponent(s)	Match Type
-----------	-------	-------------	------------

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Select Character			
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---

Lv. 29: Triforce Gathering

"Enter Ganondorf! Team up with Zelda and fight evil!"

---

Character	Stage	Opponent(s)	Match Type
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Link			
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Lv. 30: All-Star Match 3

"Kirby, Pikachu, Ness and Ice climbers want to fight!"

---

Character	Stage	Opponent(s)	Match Type
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---

Select Character | | |

Lv. 31: Mario Bros. Madness

"A classic plumber clash in the Mushroom Kingdom!"

Character | Stage | Opponent(s) | Match Type

Select Character | | |

Lv. 32: Target Acquired

"Incoming Arwings! KO Jigglypuff more than they do!"

Character | Stage | Opponent(s) | Match Type

Falco | | |

Lv. 33: Lethal Marathon

[Character: Captain Falcon]

"Avoid the F-Zero machines and race for the finish."

Character | Stage | Opponent(s) | Match Type

Captain Falcon | | |

Lv. 34: Seven Years

"Young Link VS. Link! How can you fight yourself?"

Character | Stage | Opponent(s) | Match Type

Young Link | | |

Lv. 35: Time for a Checkup

"Are routine physicals supposed to hurt this much?"

Character | Stage | Opponent(s) | Match Type

Luigi | | |

Lv. 36: Space Travelers

"Adventurers head for Earth: Ness is the welcome wagon."

Character | Stage | Opponent(s) | Match Type

Ness | | |

Lv. 37: Legendary Pokémon

"A slew of legendary Pokémon are all the help you'll get!"

Character | Stage | Opponent(s) | Match Type

Select Character | | |

Lv. 38: Super Mario Bros. 2

"The cast of the classic NES title are raring to go!"

---

Character	Stage	Opponent(s)	Match Type
Select Character			

---

Lv. 39: Jigglypuff Live!

"Jigglypuff nabs the spotlight on center stage."

---

Character	Stage	Opponent(s)	Match Type
Jigglypuff			

---

Lv. 40: All-Star Match 4

"Secret characters emerge to join forces."

---

Character	Stage	Opponent(s)	Match Type
Select Character			

---

Lv. 41: En Garde!

"The lithe Marth challenges Link in a battle of steel!"

---

Character	Stage	Opponent(s)	Match Type
Marth			

---

Lv. 42: Trouble King 2

"Hey, Mario! When did Bowser get so big, huh?"

---

Character	Stage	Opponent(s)	Match Type
Luigi			

---

Lv. 43: Birds of Prey

"Captain Falcon and Falco join forces to take out Fox!"

---

Character	Stage	Opponent(s)	Match Type
Fox McCloud			

---

Lv. 44: Mewtwo Strikes!

"Don't waste your time battling Zelda..."

---

Character	Stage	Opponent(s)	Match Type
Select Character			

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Lv. 45: Game & Watch Forever!

"The system that started a worldwide boom lives on!"

---

Character	Stage	Opponent(s)	Match Type
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Lv. 46: Fire Emblem Pride

"The heroes of Fire Emblem join forces to fight you!"

Character	Stage	Opponent(s)	Match Type
Select Character			

Lv. 47: Trophy Tussle 3

"Want a new trophy? Here's your shot at Majora's Mask."

Character	Stage	Opponent(s)	Match Type
Select Character			

Lv. 48: Pikachu and Pichu

"These Pokémon are pals... but not with you!"

Character	Stage	Opponent(s)	Match Type
Select Character			

Lv. 49: All-Star Match Deluxe

"Dr. Mario, Falco, Ganondorf, Roy, Young Link and Pichu!"

Character	Stage	Opponent(s)	Match Type
Select Character			

Lv. 50: Final Destination Match

"Master Hand's the right hand; now meet the left!"

Character	Stage	Opponent(s)	Match Type
Select Character			

Lv. 51: The Showdown

"Giga Bowser, Mewtwo and Ganondorf unite!"

Character	Stage	Opponent(s)	Match Type
Select Character			

.....=====.....

E - Characters/Move List

.....=====.....

- 1) Normal Characters
- 2) Secret Characters

=====  
01) Mario  
=====

"A well-rounded hero who boast a balance between offense and defense."

Button	Move
(B)	Fireball
(B) + Forward	Cape
(B) + Up	Super Jump Punch
(B) + Down	Mario Tornado

Fireball:

Shoot bouncing ball of fire horizontally. They vanish as they slow.

Cape:

Reflect projectile attacks and spin enemies around.

Super Jump Punch:

Attacks opponents while jumping or leap to get back to the stage.

Mario Tornado:

Engulf opponents in a high-speed spin. Tap (B) while attacking to float up.

=====  
02) Pikachu  
=====

"A pokémon that excels at clever fighting."

Button	Move
(B)	Thunder Jolt
(B) + Forward	Skull Bash
(B) + Up	Quick Attack
(B) + Down	Thunder

Thunder Jolt:

Use this ground-hugging projectile attack while standing or jumping.

Skull Bash:

Hold (B) to charge up for a high-powered attack.

Quick Attack:

Tilt (Control Stick) immediately before moving to control direction.

Thunder:

Call thunderbolts down from the sky. They won't pass through terrain obstacles.

=====  
03) Bowser  
=====

"A mighty foe that trades speed for pure power."

Button	Move
--------	------

(B)		Fire Breath
(B) + Forward		Koopa Klaw
(B) + Up		Whirling Fortress
(B) + Down		Bowser Bomb

Fire Breath:

The fire flows while you hold (B), but it weakens over time.

Koopa Klaw:

Grab and bite close enemies or slash those who are farther away.

Whirling Fortress:

Spin on the ground to launch opponents skyward, or do it to get back to the stage.

Bowser Bomb:

Leap up and plunge onto enemies rapidly with considerable force.

04) Peach

"A princess with royal recovery abilities."

Button		Move
--------	--	------

(B)		Toad
(B) + Forward		Peach Bomber
(B) + Up		Peach Parasol
(B) + Down		Vegetable

Toad:

Counter enemy attacks by blocking them with Toad.

Peach Bomber:

Jump in the air and blast opponents with a powerful explosion.

Peach Parasol:

Use a parasol to float gently down from the sky or to recover.

Vegetable:

Pluck vegetables from the stage and hurl them at enemies.

05) Yoshi

"A dinosaur that boast surprising jumping prowess."

Button		Move
--------	--	------

(B)		Egg Lay
(B) + Forward		Egg Roll
(B) + Up		Egg Throw
(B) + Down		Yoshi Bomb

Egg Lay:

Paralyze enemies by swallowing them and laying them as eggs.

Egg Roll:

Use (Control Stick) to control speed and direction.

Egg Throw:

Hold (B) for distance and tilt (Control Stick) to control its direction.

Yoshi Bomb:

Pound enemies directly or shock those nearby when you hit the ground.

=====  
06) Donkey Kong  
=====

"An ape with overwhelming girth and power."

Button	Move
(B)	Giant Punch
(B) + Forward	Headbutt
(B) + Up	Spinning Kong
(B) + Down	Hand Slap

Giant Punch:

Press (B) to charge, then again to punch. Press (L), (R), or (Z) to stop charging.

Headbutt:

Smack opponents and drive them into the ground.

Spinning Kong:

While it doesn't gain much altitude, this move covers a lot of horizontal ground, making it an effective recovery move.

Hand Slap:

Press (B) to deliver this earth-shaking move and send nearby enemies skyward. It can be used over and over again.

=====  
07) Captain Falcon  
=====

"A bounty hunter who boast speed and power."

Button	Move
(B)	Falcon Punch
(B) + Forward	Raptor Boost
(B) + Up	Falcon Dive
(B) + Down	Falcon Kick

Falcon Punch:

Release a fiery blow after a brief charge.

Raptor Boost:

Follow up a quick dash with a powerful uppercut that lifts enemies into the air.

Falcon Dive:



Grab an enemy then propel him or her into the air.

Falcon Kick:

Perform a sliding kick on the ground or a diving kick from the air.

=====  
08) Fox McCloud  
=====

"A wily fox that uses speed to keep enemies off balance."

Button	Move
(B)	Blaster
(B) + Forward	Fox Illusion
(B) + Up	Fire Fox
(B) + Down	Reflector

Blaster:

Tap (B) to fire repeated shots of high-speed Blaster beams.

Fox Illusion:

Dash right through enemies, attacking them with an illusion

Fire Fox:

Charge up power, then blast off. Also use it to get back to the stage.

Reflector:

Reflect projectile attacks back at enemies.

=====  
09) Ness  
=====

"A psychic boy with a distinct midair jump."

Button	Move
(B)	PK Flash
(B) + Forward	PK Fire
(B) + Up	PK Thunder
(B) + Down	PSI Magnet

PK Flash:

Hold (B) to charge this powerful psychic attack.

PK Fire:

Hit enemies and items with a pillar of burning flame.

PK Thunder:

Strike yourself with thunder to become an electrified projectile.

PSI Magnet:

Absorb enemy energy attacks and recover health.

=====  
10) Ice Climbers  
=====

"A mallet-swinging duo from the icy peaks."

---

Button		Move
(B)		Ice Shot
(B) + Forward		Squall Hammer
(B) + Up		Belay
(B) + Down		Blizzard

---

Ice Shot:

Release sliding blocks of ice that follow terrain but bounce off walls.

Squall Hammer:

Join Nana in this attack for a powerful succession of blows.

Belay:

Popo throws Nana who attacks enemies and then pulls Popo up behind her.

Blizzard:

Attack as a pair with a freezing wind that shoots out on either side of you.

=====  
11) Kirby  
=====

"A puff ball that floats through the sky and boasts a variety of moves."

---

Button		Move
(B)		Swallow
(B) + Forward		Hammer
(B) + Up		Final Cutter
(B) + Down		Stone

---

Swallow:

Press (B) once to swallow an enemy, then (B) again to copy his or her power.  
Press (+ Up) to discard the copied power.

Hammer:

Swing a mighty hammer vertically in the air or side-to-side on the ground.

Final Cutter:

Soar into the sky, then dive down with this cutting move that unleashes a shock wave.

Stone:

Transform into heavy objects and become invulnerable for a brief period.

=====  
12) Samus  
=====

"A space warrior with an arsenal of long-range projectile weapons."

---

Button		Move
(B)		Charge Shot

---

(B) + Forward		Missile
(B) + Up		Screw Attack
(B) + Down		Bomb

-----  
Charge Shot:

Hold (B) to charge up power, then press (B) again to fire. Press (L), (R), or (Z) to stop charging.

Missile:

Release guided missiles or tap (Control Stick: Forward) to launch powerful direct shots.

Screw Attack:

Attack with a spinning jump. Also use it to get back to the stage.

Bomb:

Drop bombs that explode after a few moments. Use the explosions to jump higher.

=====  
13) Zelda (Sheik)  
=====

"A graceful princess with powerful magical attacks."

-----  
Button | Move  
-----

(B)		Nayru's Love
(B) + Forward		Din's Fire
(B) + Up		Farore's Wind
(B) + Down		Transform

-----

Nayru's Love:

Reflect projectile attacks or attack nearby foes.

Din's Fire:

Hold B and tilt (Control Stick) to guide the attack. Release (B) to unleash it.

Farore's Wind:

After spinning once, warp in the direction that you tilt (Control Stick).

Transform:

Change into Sheik. Enemy attacks halt the transformation.

=====  
13) Sheik (Zelda)  
=====

"A mysterious warrior whose moves allow her to flow across battlefields."

-----  
Button | Move  
-----

(B)		Needle Storm
(B) + Forward		Chain
(B) + Up		Vanish
(B) + Down		Transform

-----

Needle Storm:

Hold (B) then release to throw a barrage of tiny darts.



(B)		Fireball
(B) + Forward		Green Missile
(B) + Up		Super Jump Punch
(B) + Down		Luigi Cyclone

=====  
 17) Ganondorf  
 =====

Button		Move
(B)		Warlock Punch
(B) + Forward		Gerudo Dragon
(B) + Up		Dark Dive
(B) + Down		Wizard's Foot

=====  
 18) Falco Lombardi  
 =====

Button		Move
(B)		Blaster
(B) + Forward		Falco Phantasm
(B) + Up		Fire Bird
(B) + Down		Reflector

=====  
 19) Young Link  
 =====

Button		Move
(B)		Fire Bow
(B) + Forward		Boomerang
(B) + Up		Spin Attack
(B) + Down		Bomb

=====  
 20) Pichu  
 =====

Button		Move
(B)		Thunder Jolt
(B) + Forward		Skull Bash
(B) + Up		Agility
(B) + Down		Thunder

=====

21) Jigglypuff

=====

Button	Move
(B)	Rollout
(B) + Forward	Pound
(B) + Up	Sing
(B) + Down	Rest

=====

22) Mewtwo

=====

Button	Move
(B)	Shadow Ball
(B) + Forward	Confusion
(B) + Up	Teleport
(B) + Down	Disable

=====

23) Mr. Game & Watch

=====

Button	Move
(B)	Chef
(B) + Forward	Judgment
(B) + Up	Fire
(B) + Down	Oil Panic

Note: (B) + Forward

Attack	Description
01. !% Damage	Attack
02. Standing	(A) Attack
03. Fan	Item Attack
04. Standing	Sword Attack
05. Light	Shock Attack (Repetitious)
06. Fire Flower Throw	Item Attack
07. 10% Damage	Attack
08. Freezie	Item Attack
09. Homerun	Attack

=====

24) Marth

=====

Button	Move
--------	------

```

-----
(B) | Shield Breaker
(B) + Forward | Dancing Blade
(B) + Up | Dolphin Smash
(B) + Down | Counter
-----

```

```

=====
25) Roy
=====

```

```

-----
Button | Move
-----
(B) | Fire Blade
(B) + Forward | Double-Edge Dance
(B) + Up | Blazer
(B) + Down | Counter
-----

```

```

.....'=====.....'
F - Unlocking Secrets
.....'=====.....'

```

- 1) Unlock Characters (1-P Mode)
- 2) Unlock Charactres (VS Mode)
- 3) Unlock Stages
- 4) Unlock Events
- 5) Unlock Secrets
- 6) Codes

```

=====
1) Unlock Characters (1-P Mode)
=====

```

```

=====
Unlocked Character | Strategy
=====
Jigglypuff | Beat Classic or Adventure Mode once.
-----
Dr. Mario | Use Mario to clear any Regular Match
| Mode without using a continue.
-----
Pichu | Clear Event Match 37.
-----
Falco | Survive the 100-Man Melee.
-----
Marth | Use the original 14 characters at
| least once in either Vs. Mode or any
| Regular Match Mode.
-----
Young Link | Clear any Regular Match Mode with 10
| different characters.
-----
Ganondorf | Clear Event Match 29.
-----
Mewtwo | Play Vs. Mode for more than 20 hours

```

Luigi		Clear the first stage of Adventure Mode with a two in the timer's seconds category to make Luigi appear in the next stage. Defeat him quickly, then finish Adventure Mode.
Roy		Use Marth to clear any Regular Match Mode without using a continue.
Mr. Game & Watch		Clear Clany Regular Match Mode or the Target Test with every character.

=====  
2) Unlock Characters (VS Mode)  
=====

Unlocked Character		# of Vs. Matches
Jigglypuff		0050
Dr. Mario		0100
Pichu		0200
Falco		0300
Marth		0400
Young Link		0500
Ganondorf		0600
Mewtwo		0700
Luigi		0800
Roy		0900
Mr. Game & Watch		1000

=====  
3) Unlock Stages  
=====

Unlocked Stage		# of Vs. Matches
Brinstar Depths		0050
Fourside		0100
Big Blue		0150
Poké Floats		0200

.....

Unlocked Stage		Strategy
Kindom II		Get the Birdo trophy.
Flat Zone		Unlock Mr. Game & Watch and defeat any Regular Match Mode with him.
Battlefield		Defeat All-Star mode with any character.



Final Destination | Clear Event Matches 1-51.

N64 Dream Land | Complete Break the Targets with all 25 characters.

N64 Yoshi's Island | Hit over 1300 feet in the Home Run Contest.

N64 Kongo Jungle | Finish 15-min Man Melee with any character.

4) Unlock Events

Description: Event Match consists of 51 different situational one-player matches. Each Event Match features its own special setup. On some matches, the character is pre-selected.

How to unlock Event Match Levels 11 - 51:

- Levels 11 - 15 Win 06 different matches from Levels 1-10
Levels 16 - 20 Win 10 different matches from Levels 1-15
Levels 21 - 25 Win 16 different matches from Levels 1-20
Levels 26 - 29 Win 22 different matches from Levels 1-25
Level 30 Win 27 different matches from Levels 1-29
Levels 31 - 39 Complete 30 Levels and unlock 4 specific hidden characters
Levels 40 - 50 Complete 30 Levels and unlock all hidden characters except Pichu
Level 51 1)Complete Levels 1-50 and defeat Giga Bowser in Adventure Mode
2)Clear Event Matches 1-50.

5) Unlock Secrets

Table with 2 columns: Secret, Strategy. Rows include All-Star Mode, Random Stage, Score Display, and Sound Test.

6) Codes

Alternate Music

- 1) On the stage select screen hold down (L) + (R) + (A).
2) Release the buttons once the stage starts.

Normal Music	Secret Music
Great Bay	Saria's Theme
Temple	Fire Emblem
Yoshi's Island	Super Mario Bros. 3
Pokémon Stadium	Battle Theme
Mother	Mother 2
Icicle Mountain	Balloon Fight
Mushroom Kingdom	Dr. Mario
Battlefield	Multi-Man Melee 1
Final Destination	Multi-Man Melee 2

.....  
 G - In-Depth  
 .....

- 1) Earning Trophies
- 2) Earning Bonuses
- 3) Target Test

=====  
 1) Earning Trophies  
 =====

Trophy	Earning Trophy
Motion-Sensor Bomb	Clear Event 03
Goomba	Clear Event 14
Entei	Clear Event 26
Game & Watch	Clear Event 45
Majora's Mask	Clear Event 47
Final Destination	Clear Event 51
Target	Clear Target Test (All Characters)
Lon Lon Milk	Total Target Test Time (> 25:00:00)
Sheriff	Total Target Test Time (> 12:30:00)
Sandbag	Clear 0984 ft. in Home-Run Contest
Paper Mario	Clear 1476 ft. in Home-Run Contest
Unown	Total Home-Run Contest Distance (< 16,406 ft.)
Male Wire Frame	Clear 100-Man Melee (> 04:00)
Fighting Wire Frames	Clear 15-Min Melee
Mr. Resetti	Defeat 005 Wire Frames in Cruel Melee
Female Wire Frame	Defeat 100 Wire Frames in Endless Melee
Maximum Tomato	Play 0010 Vs. Matches
Kraid	Play 0050 Vs. Matches
Heart Container	Play 0100 Vs. Matches
UFO	Play 0100 Vs. Matches
Smash Coins	Play 0100 Vs. Matches (COIN)
Falcon Flyer	Play 0150 Vs. Matches
Sudowoodo	Play 0200 Vs. Matches
Food	Play 1000 Vs. Matches

Metal Box		Get a combo (< 11) in Training
Lip's Stick		Get a combo (< 21) in Training
Bunny Hood		Combined combo total (< 126) in Training
.....		
Samus's Starship		Clear Escape from Brinstar (Adventure Mode)
Giga Bowser		Defeat Giga Boswer (Adventure Mode, Normal, > 18:00)
Master Hand		Clear Classic (Hard or Very Hard, No Continues)
Crazy Hand		Clear Adventure (Hard or Very Hard, No Continues)
Mew		Clear All-Star (Hard or Very Hard)
Donkey Kong Junior		Clear Classic (All Characters, No Continues)
F-Zero Racers		Clear Adventure (All Characters, No Continues)
Meowth		Clear All-Star (All Characters, No Continues)
Wario		Clear All-Star (All Characters)
.....		
Captain Olimar		Have a Pikmin save on your Memory Card 59
Celebi		See Celebi in a Poké Ball
Diskun		Earn all 249 Bonuses
Kirby Hat 4		Unlock Mr. Game & Watch
Kirby Hat 5		Unlock all "clone" characters
Landmaster Tank		Total KOs (< 1000)
Marin		Unlock all characters and stages. Clear all events.
Tom Nook		Total Lottery Coins (< 1000)

=====  
2) Bonuses  
=====

All on One (Example: Mario)  
"Used all attacks except finishing blows on one enemy."

Buttons		Where		Move
A		On the ground		Punch
A, A, A Combo		On the ground		Punch, Punch, Kick
Forward + A		On the ground		Long Kick
Down + A		On the ground		Sweep Kick
Up + A		On the ground		Standing Uppercut
Smash Up + A		On the ground		Headbutt
Smash Forward + A		On the ground		Fire explosion from the palm
Smash Down + A		On the ground		Breakdance Kick
Dashing A		Running		
A		In the air		Jumping Attack
Forward + A		In the air		Downward Punch
Back + A		In the air		Mule Kick
Up + A		In the air		Flip Kick
Down + A		In the air		Drill Kick
B				Fireball
Forward + B				Cape
Down + B				Mario Tornado
Up + B				Super Jump Punch
Grab + Z				Grab Attack (Don't Throw)
Z + Up				Throw Up
Z + Down				Throw Down
Z + Forward				Throw Forward
Z + Backward				Throw Backward

Lethal Weapon (Example: Mario)  
"Hit with a wide variety of attacks."

Buttons	Where	Move
A	On the ground	Punch
Smash Up + A	On the ground	Headbutt
Smash Forward + A	On the ground	Fire explosion from the palm
Smash Down + A	On the ground	Breakdance Kick
A	In the air	Jumping Attack
Forward + A	In the air	Downward Punch
Back + A	In the air	Mule Kick
Up + A	In the air	Flip Kick
Down + A	In the air	Drill Kick
B		Fireball
Forward + B		Cape
Down + B		Mario Tornado
Up + B		Super Jump Punch

### 3) Target Test

Coming Soon!

## H - Frequently Asked Questions

How do I change the color of my character?

After placing the token to choose your character, use the X Button or Y Button to toggle between the available color combinations.

How many Trophies are in the game?

There are at least 290 Trophies, most are obtained at random through the Trophy Lottery game. This number includes the Hidden Trophies (47 total) and the Smash, Red Smash, and Blue Smash Trophies for each character (78 total).

What do I do in the Home Run Contest?

The object of the game is to hit the Sandbag as far as you can. Here are some tips to improve your score:

Cause as much damage as possible to the bag before hitting it with the bat.

Captain Falcon, Zelda and Sheik cannot use the bat effectively. With Falcon, use the Falcon Punch (Press B Button to charge, again to punch). With Sheik, use a side Smash Attack.

How do I select my registered name when playing?

After choosing your character, point the hand

cursor at the character's name and press the (A) Button to bring up a list of registered names.

Is there any significance to the number of hits I score on the ending credits?

No, the ending credits game is just for fun.

```
.....'=====.....  
I - List  
.....'=====.....
```

- 1) Normal Characters
- 2) Secret Characters
- 3) Character Clones
- 4) Random Stage
- 5) Item Switch
- 6) Sound Test
- 7) Pokémon (Poké Balls)
- 8) Pokémon (Poké Floats)
- 9) Specials

```
=====  
1) Normal Characters  
=====
```

- 01) Mario
- 02) Pikachu
- 03) Bowser
- 04) Peach
- 05) Yoshi
- 06) Donkey Kong
- 07) Captain Falcon
- 08) Fox
- 09) Ness
- 10) Ice Climbers
- 11) Kirby
- 12) Samus
- 13) Zelda (Sheik)
- 14) Link

```
=====  
2) Secret Characters  
=====
```

- 01) Dr. Mario
- 02) Luigi
- 03) Ganondorf
- 04) Falco
- 05) Young Link
- 06) Pichu
- 07) Jigglypuff
- 08) Mewtwo
- 09) Mr. Game & Watch
- 10) Marth
- 11) Roy

=====  
3) Character Clones  
=====

Character	Character Clone
Dr. Mario	Mario
Falco Lombardi	Fox McCloud
Ganondorf	Captain Falcon
Young Link	Link
Pichu	Pikachu
Roy	Marth

=====  
4) Random Stage  
=====

- |                             |                         |
|-----------------------------|-------------------------|
| 01) Princess Peach's Castle | 02) Rainbow Cruise      |
| 03) Kongo Jungle            | 04) Jungle Japes        |
| 05) Great Bay               | 06) Temple              |
| 07) Brinstar                | 08) Brinstar Depths     |
| 09) Yoshi's Story           | 10) Yoshi's Island      |
| 12) Fountain of Dreams      | 13) Green Greens        |
| 14) Corneria                | 15) Venom               |
| 16) Pokémon Stadium         | 17) Poké Floats         |
| 18) Mute City               | 19) Big Blue            |
| 20) Onett                   | 21) Fourside            |
| 21) Mushroom Kingdom        | 22) Mushroom Kingdom II |
| 23) Icicle Mountain         | 24) Flat Zone           |
| 25) Battlefield             | 26) Final Destination   |
| 27) Dream Land N64          | 28) Yoshi's Island N64  |
| 29) Kongo Jungle N64        |                         |

=====  
5) Item Switch  
=====

- |                     |                        |
|---------------------|------------------------|
| 01) Food            | 02) Freezie            |
| 03) Maxim Tomato    | 04) Mr. Saturn         |
| 05) Heart Container | 06) Poké Ball          |
| 07) Warp Star       | 08) Bob-omb            |
| 09) Ray Gun         | 10) Motion-Sensor Bomb |
| 11) Super Scope     | 12) Super Mushroom     |
| 13) Fire Flower     | 14) Poison Mushroom    |
| 15) Lip's Stick     | 16) Starman            |
| 17) Star Rod        | 18) Parasol            |
| 19) Beam Sword      | 20) Screw Attack       |
| 21) Home-Run Bat    | 22) Metal Box          |
| 23) Fan             | 24) Bunny Hood         |
| 25) Hammer          | 26) Cloaking Device    |
| 27) Green Shell     | 28) Barrel Cannon      |
| 29) Red Shell       | 30) Party Ball         |
| 31) Flipper         |                        |

=====  
6) Sound Test  
=====

- 0) Opening
- 1) Princess Peach's Castle
- 2) Rainbow Cruise
- 3) Kongo Jungle
- 4) Jungle Japes
- 5) Great Bay
- 6) Temple
- 7) Brinstar
- 8) Brinstar Depths
- 9) Yoshi's Story
- 10) Yoshi's Island
- 11) Fountain of Dreams
- 12) Green Greens
- 13) Corneria
- 14) Venom
- 15) Pokémon Stadium
- 16) Poké Floats
- 17) Mute City
- 18) Big Blue
- 19) Mother
- 20) EarthBound
- 21) Mushroom Kingdom
- 22) Mushroom Kingdom (Finale)
- 23) Mushroom Kingdom II
- 24) Mushroom Kingdom II (Finale)
- 25) Icicle Mountain
- 26) Flat Zone
- 27) Kongo Jungle N64
- 28) Yoshi's Island N64
- 29) Dream Land N64
- 30) Super Mario Bros. 3
- 31) Saria's Theme
- 32) Battle Theme
- 33) Fire Emblem
- 34) Mach Rider
- 35) Mother 2
- 36) Dr. Mario
- 37) Balloon Fight
- 38) Mario's Victory
- 39) DK's Victory
- 40) Zelda Team Victory
- 41) Samus's Victory
- 42) Yoshi's Victory
- 43) Kirby's Victory
- 44) Fox's Victory
- 45) Pokémon Victory
- 46) Capt. Falcon's Victory
- 47) Ness's Victory
- 48) Fire Emblem Team Victory
- 49) Mr. Game & Watch's Victory
- 50) Ice Climbers' Victory
- 51) Metal Battle
- 52) Battlefield
- 53) Final Destination
- 54) Menu 1
- 55) Menu 2
- 56) How to Play
- 57) Targets!
- 58) Multi-Man Melee 1
- 59) Multi-Man Melee 2

- 60) All-Star Intro
- 61) Tournament 1
- 62) Tournament 2
- 63) Trophy
- 64) Classic Intro
- 65) Adventure Intro
- 66) Stage Clear 1
- 67) Stage Clear 2
- 68) Continue
- 69) Game Over
- 70) New Trophy!
- 71) Rare Trophy!
- 72) Challenger!
- 73) New Feature 1
- 74) New Feature 2
- 75) New Feature 3
- 76) Hammer
- 77) Starman
- 78) Warning Siren
- 79) Ending

=====  
7) Pokémon (Poké Balls)  
=====

- 01) #003 Venusaur
- 02) #006 Charizard
- 03) #009 Blastoise
- 04) #035 Clefairy
- 05) #101 Electrode
- 06) #110 Weezing
- 07) #113 Chansey
- 08) #118 Goldeen
- 09) #121 Staryu
- 10) #143 Snorlax
- 11) #144 Articuno
- 12) #145 Zapdos
- 13) #146 Moltres
- 14) #151 Mew
- 15) #152 Chikorita
- 16) #155 Cyndaquil
- 17) #175 Togepi
- 18) #182 Bellossom
- 19) #183 Marill
- 20) #201 Unown
- 21) #202 Wobbuffet
- 22) #212 Scizor
- 23) #233 Porygon2
- 24) #243 Raikou
- 25) #244 Entei
- 26) #245 Suicune
- 27) #249 Lugia
- 28) #250 Ho-oh
- 29) #251 Celebi

=====  
8) Pokémon (Poké Floats)  
=====



- 01) #007 Squirtle
- 02) #095 Onix
- 03) #054 Psyduck
- 04) #152 Chikorita
- 05) #110 Weezing
- 06) #079 Slopoke
- 07) #137 Porygon (x03)
- 08) #194 Wooper
- 09) #185 Sudowoodo
- 10) #143 Snorlax
- 11) #003 Venesaur
- 12) #086 Seel
- 13) #202 Wobuffett
- 14) #201 Unown (x17)
- 15) #118 Goldeen
- 16) #108 Lickitung
- 17) #113 Chansey
- 18) #074 Geodude

=====  
9) Specials  
=====

- 01) 1-P All-Star mode is now open! Better practice up!
- 02) A blast from the past! Dream Land is yours to use.
- 03) A great evil walks the earth... Ganondorf has been unlocked!
- 04) Access to Flat Zone has been granted. Time to get retro!
- 05) All stages are now open!
- 06) Check out smashing sounds! Find Sound Test under Data.
- 07) Congratulations! You've cleared 1-P Adventure!
- 08) Congratulations! You've cleared 1-P Classic!
- 09) Congratulations! You've cleared 1-P All-Star!
- 10) Cute, cuddly...and a threat to itself and others! It's Pichu!
- 11) Direct from Fire Emblem, it's Marth, the swordsman supreme!
- 12) Dr. Mario is in the house! His prescription? KOs.
- 13) Fast, nimble, and ready to roll, Young Link awaits you!
- 14) For the first time, you've survived 15-Minute Melee!
- 15) It's a flotilla of Pokémon! You've unlocked Poké Floats!
- 16) Mewtwo's mental powers are now yours to command!
- 17) Mr. Game & Watch is ready to rock, old-school style!
- 18) Mushroom Kingdom II is open: it's the dream world, Subcon!
- 19) Random Stage Select is now available in Additional Rules!
- 20) Roy from Fire Emblem has unsheathed his sword!
- 21) Side-scrolling madness awaits on F-Zero's Big Blue!
- 22) Star Fox's surly pilot Falco is now prepped for combat!
- 23) Take a step back in time to lovely Yoshi's Island!
- 24) The gateway to Final Destination has now been opened!
- 25) The man in green, Luigi, is ready for action!
- 26) The special stage, Battlefield, has now been unlocked!
- 27) Welcome back to DK's first locale, Kongo Jungle!
- 28) Welcome to Brinstar Depths! Kraid's been waiting for you!
- 29) Wow! You've cleared 1-P Classic with every character!
- 30) You can now set up the Score Display in Additional Rules!
- 31) You beat Event Match 51, The Showdown, with no falls!
- 32) You have all the trophies!!
- 33) You have over 50 trophies!
- 34) You have over 100 trophies!
- 35) You have over 150 trophies!
- 36) You have over 200 trophies!

- 37) You've collected more than 250 trophies!
- 38) You've cleared 100-Man Melee for the first time!
- 39) You've cleared 1-P Adventure with every character! Great!
- 40) You've cleared 1-P All-Star with every character! Sweet!
- 41) You've cleared 30 1-P Event Matches!
- 42) You've cleared Adventure mode on Very Hard!
- 43) You've cleared all 1-P Event Matches!
- 44) You've cleared All-Star mode on Very Hard!
- 45) You've cleared Classic mode on Very Hard!
- 46) You've cleared Target Test with all characters! Great!
- 47) You've encountered Celebi for the first time!
- 48) You've encountered Mew for the first time!
- 49) You've fought 100 VS. mode matches!
- 50) You've fought 1,000 VS. mode matches!
- 51) You've unlocked all playable characters! Get to fighting!
- 52) You've unlocked an alien invasion! It's Fourside!!
- 53) You've unlocked the singing wonder, Jigglypuff!

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 J - Descriptions  
 .....'=====.....'

- 1) Characters
- 2) Stages
- 3) Event Match - Subject Table
- 4) Bonus Records
- 5) Trophies

=====  
 1) Normal Characters  
 =====

- 01: Mario  
 "A well-rounded hero who boast a balance between offense and defense."
- 02: Pikachu  
 "A pokémon that excels at clever fighting."
- 03: Bowser  
 "A mighty foe that trades speed for pure power."
- 04: Peach  
 "A princess with royal recovery abilities."
- 05: Yoshi  
 "A dinosaur that boast surprising jumping prowess."
- 06: Donkey Kong  
 "An ape with overwhelming girth and power."
- 07: Captain Falcon  
 "A bounty hunter who boast speed and power."
- 08: Fox McCloud  
 "A wily fox that uses speed to keep enemies off balance."
- 09: Ness  
 "A psychic boy with a distinct midair jump."

- 10: Ice Climbers  
"A mallet-swinging duo from the icy peaks."
- 11: Kirby  
"A puff ball that floats through the sky and boast a variety of moves."
- 12: Samus  
"A space warrior with an arsenal of long-range projectile weapons."
- 13: Zelda (Sheik)  
"A graceful princess with powerful magical attacks."
- 13: Sheik (Zelda)  
"A mysterious warrior whose moves allow her to flow across battlefields."
- 14: Link  
"A sword-wielding hero who also boast long-range attacks."

=====  
2) Stages  
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- 01: Princess Peach's Castle [Location: Mushroom Kingdom]  
"Buttons, switches, and incoming artillery make Peach's Castle a chaotic place to battle."
- 02: Rainbow Cruise [Location: Mushroom Kingdom]  
"Navigate a plethora of Mario's most menacing platforms in this scrolling arena."
- 03: Kongo Jungle [Location: DK Island]  
"A raging river serves as the backdrop for battles waged on DK Island. Look out for Klap Traps!"
- 04: Jungle Japes [Location: DK Island]  
"If you look closely, you just might spot Cranky Kong here at DK's plush crib."
- 05: Great Bay [Location: Termina]  
"Inspired by scenes from The Legend of Zelda: Majora's Mask, Great Bay is an awesome place for a battle."
- 06: Temple [Location: Hyrule]  
"One of the most massive arenas in the game, the Temple give players plenty of space to duke it out."
- 07: Brinstar [Location: Planet Zebes]  
"Samus is right at home on Planet Zebes, but even her armor is no match for the lava which can flood the screen in an instant."
- 08: Brinstar Depths [Location: Planet Zebes]  
"With Kraid raging in the background, the topsy-turvy action in Brinstar Depths is a sight to behold."
- 09: Yoshi's Story [Location: Yoshi's Island]  
"If you can take your eyes off the scenery, watch out for passing Shy Guys carrying Food!"
- 10: Yoshi's Island [Location: Yoshi's Island]  
"Spinning blocks and bottomless pits add to the excitement on

Yoshi's Island."

- 11: Fountain of Dreams [Location: Dream Land]  
"Platforms suspended by fountains of water make for some interesting action at Kirby's stomping ground."
- 12: Green Greens [Location: Dream Land]  
"Kirby's no stranger to the apple-spitting antics of angry trees. Beware of falling fruit, perilous pits and bomb blocks."
- 13: Corneria [Location: Lylat System]  
"Battles are always precarious on top of the Great Fox. Arwings frequently buzz by to keep things interesting."
- 14: Venom [Location: Lylat System]  
"Fight on the wings of the Great Fox as it cruises through caves on Venom."
- 15: Pokémon Stadium [Location: Kanto]  
"In the Pokémon Stadium, you never know what you'll encounter. The entire arena constantly morphs into new battle scenes."
- 16: Poké Floats [Location: Kanto Skies]  
"Giant Pokémon balloons serve as a sky-high battleground. You'll have to jump from one Pokémon to the next to stay on screen."
- 17: Mute City [Location: F-Zero Grand Prix]  
"In Mute City, battles take place on a fast-moving platform above the racetrack. When the platform stops, beware of speeding windows."
- 18: Big Blue [Location: F-Zero Grand Prix]  
"It takes lightning-fast reflexes to keep you balance while fighting on top of speeding F-Zero vehicles."
- 19: Onett [Location: Eagleland]  
"Ness's neighborhood is far from tranquil. Look out for speeding cars and unsteady awnings."
- 20: Fourside [Location: Eagleland]  
"High above the cityscape, narrow pits between buildings can spell instant doom. Watch out for UFO's."
- 21: Kingdom [Location: Mushroom Kingdom]  
"This level is straight out of the NES classic Super Mario Bros. From breakable blocks to perilous pits, it's a blast from the past."
- 22: Kingdom II [Location: Mushroom Kingdom]  
"A tribute to the 8-bit classic Super Mario Bros. 2, Kingdom II features flash-back graphics and classic tunes."
- 23: Icicle Mountain [Location: Infinite Glacier]  
"This vertically-scrolling arena is hard to navigate even if you're not busy fighting your friends. For advanced players only!"
- 24: Flat Zone [Location: Superflat World]
- 25: Kongo Jungle N64 [Location: Past Stages]  
"Donkey Kong's infamous N64 homeland returns as a last

resort, try and hop into the Barrel Cannon!"

26: Yoshi's Island N64 [Location: Past Stages]  
"The N64 version of the Yoshi's Island battleground has been recreated perfectly, right down to the disappearing clouds."

27: Dream Land N64 [Location: Past Stages]  
"Feeling nostalgic about the N64 versions of Smash Bros.? Take a trip down memory lane by revisiting Dream Land!"

28: Battlefield [Location: Special Stages]  
"Taken from the single player mode, the Battlefield is perfect for duking it out when you're not in the mood for any distractions."

29: Final Destination [Location: Special Stages]  
"Even more simple the Battlefield, the Final Destination lets you Smash to your heart's content on the Master Hand's homecourt."

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3) Event Match - Subject Table  
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Lv. 01: Trouble King  
"Fight Bowser in a classic Mushroom Kingdom clash!"

Lv. 02: Lord of the Jungle  
"A duel of epic proportions! Which ape is top primate?"

Lv. 03: Bomb-fest  
"Bombs are everywhere in this explosive battle."

Lv. 04: Dino-wrangling  
"A giant Yoshi is on the loose! Somebody stop it!"

Lv. 05: Spare Change  
"Don't stop until you get 200 coins!"

Lv. 06: Kirby's on Parade  
"Look out! Rainbows of Kirby's are after you!"

Lv. 07: Pokémon Battle  
"Use Poke Balls to duel with Pikachu."

Lv. 08: Hot Date on Brinstar  
"You're interfering with Samus's Brinstar raid!"

Lv. 09: Hide 'n' Sheik  
"Only Sheik KO's count! Wait for the change..."

Lv. 10: All-Star Match 1  
"It's the Mario Stars: Mario, DK, Yoshi, Peach and Bowser."

Lv. 11: King of the Mountain  
"Ice Climbers protect their turf! Just try to survive!"

Lv. 12: Seconds, Anyone?  
"Take out Captain Falcon in less than seven seconds!"

Lv. 13: Yoshi's Egg [Character: Yoshi]  
"Protect the single remaining Yoshi egg from being broken!"

- Lv. 14: Trophy Tussle 1  
"Face off for a trophy! The prize this time: Goomba!"
- Lv. 15: Girl Power  
"A group of femme fatales has dropped by for a visit..."
- Lv. 16: Kirby's Air-raid  
"Warp Stars are everywhere! Climb aboard and hang on!"
- Lv. 17: Bounty Hunters  
"Fight a fellow bounty hunter for the bounty on Bowser!"
- Lv. 18: Link's Adventure  
"Everyone has a dark side... Link has two!"
- Lv. 19: Peach's Peril  
"Bowser's after Peach! Again! Guard her until time runs out."
- Lv. 20: All-Star Match 2  
"Nintendo's realistic stars are out in force."
- Lv. 21: Ice Breaker  
"Your cold mission... is to KO both Nanas."
- Lv. 22: Super Mario 128  
"Battle 128 tiny Mario's in a wild endurance match!"
- Lv. 23: Slippy's Invention  
"Slippy: With my new device, you guys will be invisible!"
- Lv. 24: The Yoshi Herd  
"Yoshi's, Yoshi's, everywhere! Defeat 30 within 2 minutes."
- Lv. 25: Gargantuans  
"Giant Bowser VS Giant DK in a spectacular war of titans!"
- Lv. 26: Trophy Tussle 2  
"Another match for a prize... Who will get Entei?"
- Lv. 27: Cold Armor  
"These metal bounty hunters take no prisoners!"
- Lv. 28: Puffballs Unite!  
"Kirby's galore...each with a unique copied ability!"
- Lv. 29: Triforce Gathering  
"Enter Ganondorf! Team up with Zelda and fight evil!"
- Lv. 30: All-Star Match 3  
"Kirby, Pikachu, Ness and Ice climbers want to fight!"
- Lv. 31: Mario Bros. Madness  
"A classic plumber clash in the Mushroom Kingdom!"
- Lv. 32: Target Acquired  
"Incoming Arwings! KO Jigglypuff more than they do!"
- Lv. 33: Lethal Marathon  
"Avoid the F-Zero machines and race for the finish."

- Lv. 34: Seven Years  
"Young Link VS. Link! How can you fight yourself?"
- Lv. 35: Time for a Checkup  
"Are routine physicals supposed to hurt this much?"
- Lv. 36: Space Travelers  
"Adventurers head for Earth: Ness is the welcome wagon."
- Lv. 37: Legendary Pokémon  
"A slew of legendary Pokémon are all the help you'll get!"
- Lv. 38: Super Mario Bros. 2  
"The cast of the classic NES title are raring to go!"
- Lv. 39: Jigglypuff Live!  
"Jigglypuff nabs the spotlight on center stage."
- Lv. 40: All-Star Match 4  
"Secret characters emerge to join forces."
- Lv. 41: En Garde!  
"The lithe Marth challenges Link in a battle of steel!"
- Lv. 42: Trouble King 2  
"Hey, Mario! When did Bowser get so big, huh?"
- Lv. 43: Birds of Prey  
"Captain Falcon and Falco join forces to take out Fox!"
- Lv. 44: Mewtwo Strikes!  
"Don't waste your time battling Zelda..."
- Lv. 45: Game & Watch Forever!  
"The system that started a worldwide boom lives on!"
- Lv. 46: Fire Emblem Pride  
"The heroes of Fire Emblem join forces to fight you!"
- Lv. 47: Trophy Tussle 3  
"Want a new trophy? Here's your shot at Majora's Mask."
- Lv. 48: Pikachu and Pichu  
"These Pokémon are pals... but not with you!"
- Lv. 49: All-Star Match Deluxe  
"Dr. Mario, Falco, Ganondorf, Roy, Young Link and Pichu!"
- Lv. 50: Final Destination Match  
"Master Hand's the right hand; now meet the left!"
- Lv. 51: The Showdown  
"Giga Bowser, Mewtwo and Ganondorf unite!"

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3) Bonus Records  
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001: Bird of Prey [4000]  
"Used only aerial attacks."

002: Combo King [2500]  
"Used many combos. (Average # of combos is 2.5 or greater)"

003: Juggler [1500]  
"Struck an enemy many times while keeping him airborne."

004: Backstabber [2000]  
"High % of attacks were from rear. (70% or more of total)"

005: Sweeper [2500]  
"High % of attacks were low. (50% or more of total)"

006: Clean Sweep [5000]  
"All attacks were low attacks."

007: Meteor Smash [800]  
"KO'd foe with a Meteor Attack."

008: Meteor Clear [3000]  
"Cleared the level with a Meteor Attack."

009: Meteor Master [8000]  
"Every Meteor Attack KO'd an opponent. (Minimum of 2)"

010: Meteor Survivor [2000]  
"Succeeded in recovering from a Meteor Attack."

011: Flying Meteor [4000]  
"Hit a flying enemy with a Meteor Attack."

012: Exceptional Aim [4000]  
"Hit with most attacks."

013: Perfect Aim [10000]  
"Hit with all attacks. (At least 8 attacks per minute)"

014: All Ground [6000]  
"Used all standard ground attacks against enemies."

015: All Aerial [4000]  
"Used all standard aerial attacks against enemies."

016: All Variations [10000]  
"Used all attacks except finishing blows on enemies."

017: All on One [20000]  
"Used all attacks except finishing blows on one enemy."

018: Lethal Weapon [7000]  
"Hit with a wide variety of attacks."

019: Berserker [3500]  
"Attacked in a frenzy. (60 attacks or more in 1 minute)"

020: Smash King [3000]  
"Used many Smash Attacks. (150% or more of all hits)"



021: Smash Maniac [3500]  
"Only used Smash Attacks."

022: Smash-less [1500]  
"Used no Smash Attacks."

023: Specialist [2200]  
"Hit with only special moves."

024: Dedicated Specialist [3100]  
"Used only one kind of special move."

025: One-Two Punch [1800]  
"Hit consecutively with all weak attacks."

026: First Strike [500]  
"Delivered first blow of match."

027: 150% Damage [1000]  
"Took 150% damage or more. Not valid in team battles."

028: 200% Damage [3000]  
"Took 200% damage or more. Not valid in team battles."

029: 250% Damage [7000]  
"Took 250% damage or more. Not valid in team battles."

030: 300% Damage [10000]  
"Took 300% damage or more. Not valid in team battles."

031: 350% Damage [15000]  
"Took 350% damage or more. Not valid in team battles."

032: Heavy Damage [20000]  
"Took 400% damage or more. Not valid in team battles."

033: Sniper [2000]  
"Hit only with flying objects."

034: Brawler [2000]  
"Hit only with direct attacks."

035: Precise Aim [10000]  
"All attacks hit immediately after execution."

036: Pitcher [6000]  
"Fought only with grabs and throws."

037: Butterfingers [-500]  
"Had a high rate of grab and dash-grab failures."

038: All Thumbs [-1500]  
"All dash-grab attempts failed. (At least 4 attempted)"

039: Cuddly Bear [2000]  
"Performed at least 3 grabs, but did not attack or throw enemy."

040: Compass Tosser [3500]  
"Used all four directional-throw moves."

041: Throw Down [2500]  
"Threw last foe to clear game."

042: Pummeler [1500]  
"Did a lot of damage by holding and punching foes."

043: Fists of Fury [2500]  
"After grabbing, always held and punched, never threw."

044: Close Call [2000]  
"Threw just before enemy broke your hold."

045: Opportunist [-1000]  
"Didn't attack for a very long period of time."

046: Spectator [-2500]  
"Spent a long time on sloped terrain."

047: Statue [500]  
"Little left-to-right movement."

048: Never Look Back [5000]  
"Never changed direction."

049: Stiff Knees [300]  
"Did not crouch."

050: Run, Don't Walk [6500]  
"Did not walk. (Extremely short distance doesn't count)"

051: Ambler [2500]  
"Walked a lot."

052: No Hurry [1000]  
"Did not run."

053: Marathon Man [2000]  
"Ran a lot."

054: Eagle [1500]  
"Went airborne a lot."

055: Aerialist [2500]  
"Did not jump from the ground. (No overlap with Cement Shoes)"

056: Acrobat [3000]  
"Always did a midair jump. (No overlap with Cement Shoes)"

057: Cement Shoes [4000]  
"Never jumped, including midair jumps."

058: Head Banger [800]  
"Hit walls a lot. (3 or more times per minute)"

059: Elbow Room [2000]  
"Bumped into or pushed foes a lot."

060: Power Shielder [5000]  
"Used the Power Shield often. (3 times or more in 1 minute)"

061: Shield Buster [x2500]  
"Broke enemy's shield."

062: Shattered Shield [x-1000]  
"Shield was broken by enemy."

063: Shield Stupidity [x-2000]  
"Broke own shield."

064: Shield Saver [500]  
"Dropped shield just before it was broken."

065: Skid Master [1000]  
"Had long stun-slide distance. (9 feet or more in 1 minute)"

066: Rock Climber [800]  
"Hung from many edges. (4 times or more in one minute)"

067: Edge Hog [x2500]  
"Hung from edge to prevent opponent from doing the same."

068: Cliffhanger [2000]  
"Grabbed a lot of edges after being knocked off the stage."

069: Life on the Edge [x800]  
"After being hit, grabbed edge without a midair jump."

070: Poser [2000]  
"Taunted often. (6 or more times in 1 minute)"

071: Poser Poseur [x500]  
"Taunted right after someone else. (Within 1 second)"

072: Poser Power [x700]  
"Attacked someone with a taunt."

073: Pose Breaker [x800]  
"Gave a quick weak attack to a taunting opponent."

074: Instant Poser [x100]  
"Taunted right after knocking down a foe. (Within 1 second)"

075: Control Freak [1000]  
"Tapped the control stick twice as fast as second fastest tapper."

076: Button Masher [700]  
"Pressed buttons twice as fast as second fastest presser."

077: Button Holder [4000]  
"Held down the A or B button. (For the entire match)"

078: Rock Steady [3000]  
"Did not fall down."

079: Pratfaller [1500]  
"Always landed face up."

080: Face Planter [1500]  
"Always fell face down."

081: Twinkle Toes [2500]  
"Succeeded on every attempt to absorb damage."

082: Floor Diver [1500]  
"Dropped through floors often. (12 times in 1 minute)"

083: No R 4 U [300]  
"Did not press the L & R Buttons."

084: Climactic Clash [x1200]  
"Hit same enemy with progressively stronger blows."

085: Floored [300]  
"Took a lot of damage from floors. (Over 50% of damage)"

086: Punching Bag [100]  
"Got stuck between two enemies and hit back and forth."

087: Stale Moves [-2000]  
"Persistently used the same attack."

088: Blind Eye [3000]  
"Always looking in opposite direction as oncoming attack."

089: Crowd Favorite [2500]  
"Audience cheered for player."

090: Master of Suspense [2500]  
"Surprised the crowd often. (3 or more times in 1 minute)"

091: Lost in Space [2000]  
"Frequently magnified. (1/4 of time in a magnifying glass)"

092: Lost Luggage [3000]  
"Was in magnifying glass on all 4 sides of the screen."

093: Half-Minute Man [2500]  
"Beat level within 30 seconds."

094: Pacifist [3000]  
"Never attacked even once including misses."

095: Peaceful Warrior [5000]  
"Never attacked, but didn't lose the match."

096: Moment of Silence [3000]  
"Took no damage for 1 minute. (No overlap with Impervious)"

097: Impervious [7000]  
"Didn't suffer a single attack."

098: Immortal [5000]  
"Never got knocked down."

099: Switzerland [12000]  
"Never attacked anyone, never took any damage."

100: Predator [-1500]  
"Attacked only opponents with high amounts of damage."

- 101: Down, But Not Out [2000]  
"Fell all the way down, but got back up the most in a match."
- 102: Solar Being [800]  
"Only left stage by flying off screen and becoming a star."
- 103: Stalker [-1000]  
"Always attacked a particular player."
- 104: Bully [-2000]  
"Always KO'd a particular player."
- 105: Coward [-500]  
"Spent a long time a great distance away from enemies."
- 106: In the Fray [2000]  
"Average distance between you and foes was very small."
- 107: Friendly Foe [3000]  
"Never pushed an enemy."
- 108: Center Stage [2000]  
"Spent a long time in the middle of the arena."
- 109: Merciful Master [3000]  
"Won without KO'ing anybody."
- 110: Star KO [x300]  
"KO'd an enemy and turned him or her into a star."
- 111: Rocket KO [5000]  
"Sent all team enemies flying off the top of the screen."
- 112: Wimpy KO [x4000]  
"KO'd a foe with a weak attack."
- 113: Bull's-eye KO [x800]  
"KO'd a foe with a firing item."
- 114: Poser KO [x5000]  
"KO'd an enemy with a taunt."
- 115: Cheap KO [x500]  
"KO'd an enemy from behind."
- 116: Bank-Shot KO [x3000]  
"KO'd an enemy with a deflected item."
- 117: Timely KO [x3500]  
"KO'd a foe at the time limit."
- 118: Special KO [x800]  
"KO'd an enemy with a special attack."
- 119: Hangman's KO [x2000]  
"Attacked an enemy that was hanging from an edge for a KO."
- 120: KO 64 [x640]  
"KO'd an enemy when the enemy was at 64% damage."

121: Bubble-Blast KO [x1200]  
"Attacked a magnified enemy and KO'd him or her."

122: Sacrificial KO [x1500]  
"The same attack KO'd both you and your enemy."

123: Avenger KO [x2500]  
"KO'd a foe right after foe KO'd you. (Within 5 seconds)"

124: Double KO [x2000]  
"KO'd 2 enemies at once."

125: Triple KO [x4000]  
"KO'd 3 enemies at once."

126: Quadruple KO [x8000]  
"KO'd 4 enemies at once."

127: Quintuple KO [x15000]  
"KO'd five enemies at once."

128: Dead-Weight KO [x4000]  
"KO'd an enemy by throwing another enemy at him or her."

129: Kiss-the-Floor KO [x1000]  
"Threw an enemy onto a damaging floor for a KO."

130: Assisted KO [x1500]  
"KO'd a foe with an item."

131: Foresight [x500]  
"Hit the front of the screen."

132: First to Fall [-1000]  
"First one to be KO'd after match begins."

133: Cliff Diver [500]  
"Let go of the edge of a cliff and fell off stage."

134: Quitter [x-1000]  
"Fell off stage without even trying to recover."

135: Shameful Fall [x-1500]  
"At less than 50%, got KO'd by a foe with over 100% damage."

136: World Traveler [2000]  
"Got KO'd off all four sides of the screen."

137: Ground Pounded [500]  
"Got KO'd by a damaging floor."

138: Environmental Hazard [1000]  
"Got KO'd by a part of the stage environment."

139: Angelic [2000]  
"Was standing on revival platform when match ended."

140: Magnified Finish [1000]  
"Ended the match in a magnifying glass."

141: Fighter Stance [500]  
"Ended match while taunting."

142: Mystic [2000]  
"Ended match while offscreen."

143: Shooting Star [1500]  
"Ended match as a star."

144: Lucky Number Seven [3000]  
"Finished with :07 left."

145: Last Second [5000]  
"Finished with :01 left."

146: Lucky Threes [3330]  
"Finished with 3:33 left."

147: Jackpot [1110]  
"Damage at end was the same number repeated three times."

148: Full Power [2000]  
"Damage at 0% at finish."

149: Item-less [1800]  
"Did not use any items."

150: Item Specialist [2000]  
"Only hit with item attacks."

151: Item Chucker [3000]  
"Hit only by throwing items."

152: Item Smasher [3000]  
"Used only smash attacks with swinging weapons."

153: Capsule KO [x800]  
"KO'd an enemy with a capsule."

154: Carrier KO [x800]  
"KO'd a foe with a large item carrier."

155: Weight Lifter [1500]  
"Frequently held heavy items. (Over 5 seconds per minute)"

156: Item Catcher [x1000]  
"Caught an item thrown at you."

157: Reciprocator [x2000]  
"Threw an item thrown at you back at an enemy."

158: Item Self-Destruct [-1000]  
"Item caused player to Self-Destruct."

159: Triple Items [3000]  
"Got the same item 3 times in a row."

160: Materialist [100]  
"Spent the longest amount of time holding items."

161: Minimalist [1500]  
"Spent the least amount of time holding items."

162: Item Hog [4000]  
"Got 10 or more different kinds of items."

163: Item Collector [4000]  
"Got every kind of item that appeared."

164: Connoisseur [3000]  
"Got every kind of food that appeared."

165: Gourmet [2000]  
"Used only food items. (3 or more)"

166: Battering Ram [1500]  
"Used only battering items. (3 or more)"

167: Straight Shooter [1500]  
"Used only shooting items. (3 or more)"

168: Wimp [1500]  
"Used only recovery items. (3 or more)"

169: Shape Shifter [1500]  
"Used only transformation items. (3 or more)"

170: Chuck Wagon [1500]  
"Only grabbed throwing items. (3 or more)"

171: Parasol Finish [1600]  
"Was parachuting with the Parasol at match's end."

172: Gardener Finish [2000]  
"Put a flower on an enemy's head at match's end."

173: Flower Finish [1700]  
"Had a flower on head when the match ended."

174: Super Scoper [2000]  
"Did 100% damage or more firing the Super Scope."

175: Screwed Up [2000]  
"Held Screw Attack for 30 seconds or more."

176: Screw Attack KO [x2500]  
"Used a Screw Attack to KO an enemy."

177: Warp Star KO [x1000]  
"KO'd a foe using a Warp Star."

178: Mycologist [2500]  
"Got 3 or more Mushrooms."

179: Mario Maniac [8000]  
"Used only Mushrooms, Fire Flowers, and Starmen."

180: Metal KO [x800]  
"KO'd enemy while metal."



181: Freezie KO [x2000]  
"Froze enemy with Freezie then KO'd him or her."

182: Flipper KO [x2000]  
"KO'd enemy with a flipper."

183: Mr. Saturn Fan [3000]  
"Only item used was Mr. Saturn."

184: Mrs. Saturn [1500]  
"Held Mr. Saturn for 30 seconds or more."

185: Saturn Siblings [4000]  
"Got 3 or more Mr. Saturns."

186: Saturn Ringer [4000]  
"Caught a Mr. Saturn thrown at you."

187: Giant KO [x600]  
"KO'd a foe while giant."

188: Tiny KO [x2500]  
"KO'd a foe while tiny."

189: Invisible KO [x800]  
"KO'd a foe while invisible."

190: Bunny-Hood Blast [x1200]  
"KO'd someone while wearing a Bunny Hood."

191: Vegetarian [1800]  
"Got 2 or more Maxim Tomatoes."

192: Heartthrob [2800]  
"Got 2 or more Heart Containers."

193: Invincible Finish [x1200]  
"Player is invincible at the end of the match."

194: Invincible KO [x800]  
"KO'd a foe while invincible."

195: Beam Swordsman [x800]  
"KO'd a foe with a Beam Sword."

196: Home-Run King [x600]  
"KO'd a foe with the Home-Run Bat."

197: Laser Marksman [4000]  
"Hit with every blast from the Ray Gun until it ran out."

198: Flame Thrower [1600]  
"Got a 10 combo or higher with the Fire Flower."

199: Hammer Throw [1500]  
"Threw the hammer away."

200: Headless Hammer [2500]  
"Grabbed a broken hammer."

201: Super Spy [x800]  
"KO'd someone with a Motion-Sensor Bomb."

202: Bob-omb's Away [-500]  
"KO'd by a wandering Bob-omb."

203: Bob-omb Squad [x2500]  
"Grabbed a Bob-omb just before it exploded, and wasn't hurt."

204: Pokemon KO [1000]  
"KO'd a foe with a Pokemon."

205: Mew Catcher [10000]  
"Mew appeared."

206: Celebi Catcher [8000]  
"Celebi appeared."

207: Goomba KO [100]  
"KO'd a Goomba."

208: Koopa KO [200]  
"KO'd a Koopa."

209: Paratroopa KO [300]  
"KO'd a Paratroopa."

210: ReDead KO [300]  
"KO'd a ReDead."

211: Like-Like KO [500]  
"KO'd a Like-Like."

212: Octorok KO [150]  
"KO'd an Octorok"

213: Topi KO [200]  
"KO'd a Topi."

214: Polar Bear KO [800]  
"KO'd a Polar Bear."

215: Shy Guy KO [20]  
"KO'd a Shy Guy."

216: First Place [1000]  
"Got 1st place in a timed match."

217: Last Place [-1000]  
"Got last place in a timed match."

218: Wire to Wire [2000]  
"Led in points from the start to the finish."

219: Whipping Boy [-1500]  
"Trailed in points from the start to the finish."

220: KO Artist [3000]  
"Had a lot of KOs. (More than 3 and double second place)"

221: KO Master	[1500]
"Had the most KOs. (Not awarded if Artist is earned)"	
222: Offensive Artist	[2000]
"Caused a lot of damage."	
223: Offensive Master	[1000]
"Caused the most damage."	
224: Frequent Faller	[-1000]
"Had a lot of falls."	
225: Fall Guy	[-500]
"Had the most falls."	
226: Self-Destructor	[-2000]
"Had a lot of Self-Destructs."	
227: Master of Disaster	[-1000]
"Had the most Self-Destructs."	
228: KOs	[x500]
"Counts each KO."	
229: Falls	[x-500]
"Counts each fall. (Self-destructs not counted)"	
230: SDs	[x-500]
"Counts each self-destruct."	
231: Target Master	[30000]
"Smashed all targets in Target Test!"	
232: Hobbyist	[1000]
"Got at least one trophy before the stage ended."	
233: Collector	[30000]
"Snagged all trophies that appeared!"	
234: No-Damage Clear	[300000]
"Cleared all levels without taking any damage."	
235: No-Miss Clear	[10000]
"Cleared without losing a single life."	
236: Continuation	[-20000]
"Cleared by continuing."	
237: Speedster	[10000]
"Cleared all levels quickly."	
238: Speed Demon	[20000]
"Cleared all levels very quickly."	
239: Melee Master	[100000]
"Cleared All-Star mode without recovering damage even once."	
240: Classic Clear	[50000]
"Cleared the Classic mode."	

241: Adventure Clear [50000]  
 "Cleared the Adventure mode."

242: All-Star Clear [50000]  
 "Cleared the All-Star mode."

243: Very-Hard Clear [200000]  
 "Cleared the Very-Hard mode."

244: Crazy Hand KO [80000]  
 "Defeated Crazy Hand in Classic mode."

245: Luigi KO [20]  
 "Defeated Luigi in Adventure mode."

246: Link Master [30000]  
 "Defeated all five Links in Adventure mode."

247: Giant Kirby KO [10000]  
 "Defeated Giant Kirby in Adventure mode."

248: Metal Bros. KO [8000]  
 "KO'd Metal Bros. in Adventure mode."

249: Giga Bowser KO [100000]  
 "Defeated Giga Bowser in Adventure mode."

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 4) Trophies  
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001: Alpha [Future Release]

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

002: Andross [Star Fox]  
 [03/93]

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

003: Andross [Star Fox 64]  
 [06/97]

"This incarnation of Andross was so big as to be ridiculous, but it at least appeared to be a living being. Andross was once a brilliant scientist, but was banished from the galaxy for his dangerous experiments."

From the planet Venom, he readied his troops and directed his sword of vengeance toward the Lylat System."

- 004: Annie [Custom Robo 2]  
[Japan Only]  
"Annie, a Jumper model in the Stunner line of robots, was the robot used by Nanase, a cadet at the Takuma Academy, a commander training school. At the climax of the story, Nanase fell prey to temptation and stained her hands with the illegal robot Majei. This act ultimately set the stage for her undeniably tragic end."
- 005: Articuno [Pokémon Red & Blue]  
[09/98]  
"Clouds gather, the barometer plunges, and fresh snow falls from the frigid air when this legendary Pokémon takes wing. Graceful and elegant, it boasts long tail feathers that flap in the wind and are lovely to behold. As would be expected, its combat moves are based on its cold nature; they include Ice Beam and Blizzard."
- 006: Arwing [Star Fox]  
[09/93]  
"The Arwing is the symbol of Star Fox. Like an F-Zero racer, it's equipped with an opposing-gravity device. It can barrel roll and flip with ease thanks to its quick acceleration and flexible control. In battle, the ship uses retractable wings for precise flying. Every Arwing has smart bombs as its sub-weapons."
- 007: Ayumi Tachibana [Famicom Detective Club Part II]  
[Japan Only]  
"Ayumi's the heroine of the Detective Club games, which were made for the Famicom Disk System. In the first installment of the series, Ayumi solved the murder of one of her friends, and shortly thereafter, she opened her own investigative agency. Since those early days, she's proven to be a daring and peerless crime solver."
- 008: Baby Bowser [Super Mario World 2: Yoshi's Island]  
[10/95]  
"Even as a youngster, Baby Bowser was already playing pranks and causing trouble for Baby Mario and his pal Yoshi. Even at this early age of his evil career, Baby Bowser had tons of henchmen at his disposal. Many experts speculate that Mario and Bowser have some sort of connection that can be traced back to their mutual births."
- 009: Baby Mario [Super Mario World 2: Yoshi's Island]  
[10/95]

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

010: Ball Kirby [Kirby's Adventure]  
[05/93]

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

011: Balloon Fighter [Balloon Fight]  
[06/86]

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

012: Barrel [Super Smash Bros.]  
[04/99]

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

013: Barrel Cannon [Donkey Kong Country]  
[11/94]

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

014: Battlefield [Super Smash Bros. Melee]  
[12/01]

"Super Smash Bros. Melee borrows settings from many different games to create its stages, but the Battlefield is an original creation. While its initial impression may strike some players as a bit ominous, the layout itself is fairly

standard, lending it to serious, straightforward matches. Additionally, it's used to pit players against the Fighting Wire Frames."

015: Bayonette [Custom Robo 2]  
[Japan Only]

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

016: Beam Sword [Super Smash Bros.]  
[04/99]

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

017: Bellossom [Pokémon Gold & Silver]  
[10/00]

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

018: Birdo [Super Mario Bros. 2]  
[10/88]

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

019: Blastoise [Pokémon Red & Blue]  
[09/98]

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

020: Bob-omb [Super Mario Bros. 2]

[10/88]

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

021: Boo [Super Mario Bros. 3]  
[02/90]

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

022: Bowser [Super Mario Bros.]  
[10/85]

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

023: Bowser [B: Fire Breath]  
[Smash B: Koopa Klaw]

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

024: Bowser [Up & B: Whirling Fortress]  
[Down & B: Bowser Bomb]

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

025: Bubbles [Chu Chu Land]  
[10/85]

"The mysterious Bubbles can only move straight ahead and has problems stopping: she changes paths by sticking out her hand and grabbing a post on the way by. If Bubbles makes contact



with a Sea Urchin, she'll pop and deflate like a balloon. Bubbles protects herself by shocking Sea Urchins and pushing them into walls to destroy them."

026: Bucket [Mario and Wario]  
[Japan Only]

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

027: Bulbasaur [Pokémon Red & Blue]  
[09/98]

"Bulbasaur is a cute Pokémon born with a large seed firmly affixed to its back; the seed grows in size as the Pokémon does. Along with Squirtle and Charmander, Bulbasaur is one of three Pokémon available at the beginning of Pokémon Red & Blue. It evolves first into Ivysaur and ultimately into Venusaur."

028: Bullet Bill [Super Mario Bros.]  
[10/85]

"Bullet Bills are shot out of cannons and fly on straight paths. In great numbers they're a nightmare; while Mario can stop most with a single jump, the rare giant one is much tougher to avoid. In Super Smash Bros. Melee, all Bullet Bills are extra large. They burrow into Princess Peach's castle and then detonate with immense power."

029: Bunny Hood [The Legend of Zelda: Ocarina of Time]  
[11/98]

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

030: Capsule [Super Smash Bros.]  
[04/99]

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

031: Capt. Falcon

[F-Zero]

[08/91]

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

032: Capt. Falcon

[B: Falcon Punch]

[Smash B: Raptor Boost]

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

033: Capt. Falcon

[Up & B: Falcon Dive]

[Down & B: Falcon Kick]

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

034: Captain Olimar

[Pikmin]

[12/01]

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

035: Celebi

[Pokémon Gold & Silver]

[10/00]

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

036: Chansey

[Pokémon Red & Blue]

[09/98]

"Renowned for its kind temperament, Chansey has been known to offer injured creatures a highly nutritious egg to aid their recovery."

Legend has it that this charitable creature brings happiness to anyone who captures it. All Chansey are female, and every now and then one is found in possession of a Lucky Egg."

037: Charizard [Pokémon Red & Blue]  
[09/98]

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

038: Chikorita [Pokémon Gold & Silver]  
[10/00]

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

039: Chozo Statue [Metroid]  
[08/89]

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

040: Clefairy [Pokémon Red & Blue]  
[09/98]

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

041: Cleffa [Pokémon Gold & Silver]  
[10/00]

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

- 042: Cloaking Device [Perfect Dark]  
[05/00]  
"This state-of-the-art camouflage device bends light rays in such a way that players using it appear almost invisible. The device fosters confusion, and players using it will not take damage while cloaked. This does not mean, however, that players become invulnerable, so they can still be sent reeling or flying across the screen, depending on their damage percentages."
- 043: Coin [Mario Bros.]  
[1983]  
"The Mushroom Kingdom is dotted with these mysterious coins. There seems to be an endless supply hidden in various blocks, and Mario gains an extra life when he manages to collect a hundred of them. No one can confirm whether or not these coins are actually used as the currency of the Mushroom Kingdom, but it's a safe assumption."
- 044: Crate [Super Smash Bros.]  
[04/99]  
"A Crate will release lots of items when it's broken open. It's very heavy, so unless your character is strong, you'll walk slowly while under its burden. You can throw Crates up, down, left or right, but it's hard to hit opponents because the throwing process takes time. Every now and then, a Crate will explode under duress."
- 045: Crazy Hand [Super Smash Bros. Melee]  
[12/01]  
"Where the Master Hand loves to create, its alter ego is impulsive and destructive, consumed with that hollow feeling which comes from destroying one's own creations. The Crazy Hand appears when a player clears obstacles quickly and the Master Hand's power is low. You have only one chance to defeat the Crazy Hand."
- 046: Crobat [Pokémon Gold & Silver]  
[10/00]  
"A bat Pokémon that evolves from Golbat. Crobat's hind legs have evolved into a second pair of wings, which allows it to fly at great speeds but limits its ability to rest. The affection a Golbat has for its trainer is vital for the evolution process: if a novice trainer has a Crobat, it shows that he or she cares for Pokémon well."
- 047: Cyndaquil [Pokémon Gold & Silver]  
[10/00]  
"Cyndaquil frighten easily, so they're often found curled up in balls. When

threatened, they flare the flames on their backs to drive off enemies. Cyndaquil was one of the three Pokémon that trainers could choose from at the beginning of Pokémon Silver, Gold, and Crystal. No one knows if their eyes are open."

048: Daisy [Super Mario Land]  
[08/89]

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

049: Diskun [Disk System]  
[Japan Only]

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

050: Ditto [Pokémon Red & Blue]  
[09/98]

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

051: Dixie Kong [Dokey Kong Country 2: Diddy's Kong Quest]  
[12/95]

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

052: Donbe & Hikari [Shin Oni Ga Shima]  
[Japan Only]

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

the pheasant. "

053: Donkey Kong [Donkey Kong]  
[Arcade 1981]  
"While he now prefers the laid-back jungle lifestyle to construction site mischief, DK is often forced back into action by the Kremling Krew. The great ape is quite fast despite his burly physique, and he keeps his strength up with a steady diet of his favorite food: bananas. His one extravagance (and only piece of clothing) is a monogrammed necktie."

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

055: Donkey Kong [Up & B: Spinning Kong]  
[Down & B: Hand Slap]  
"Being the strongest simian around, DK has the upper hand once he grabs an opponent. He can even lift his foe up and make him or her an unwilling travelling companion; if DK grabs you, shake your Control Stick as fast as you can to break his grip. His Spinning Kong covers more lateral distance than vertical, so use it quickly to recover."

056: Donkey Kong Junior [Donkey Kong Junior]  
[Arcade 1982]  
"Donkey Kong Jr. came to the rescue when Mario imprisoned his father. DK Jr.'s challenge was to collect the keys to Donkey Kong's cage, all the while dropping fruit on his enemies from high above. He was able to climb faster by using two ivy vines at once. This ape is also quite skilled as kart racing, tennis, and mathematics."

057: Dr. Mario [Dr. Mario]  
[10/90]  
"Immaculate in his medical garb, Dr. Mario destroys killer viruses with his amazing vitamin capsules. With his dedicated nurse, Princess Peach, at his side, Dr. Mario spends day and night in his laboratory working on new miracle cures. Somehow he's managed to keep up with all the new viruses that have arisen over the years."

058: Dr. Mario [B: Megavitamins]  
[Smash B: Super Sheet]  
"There's hardly any difference in the

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

059: Dr. Mario [Up & B: Super Jump Punch]  
[Down & B: Dr. Tornado]

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

060: Dr. Stewart [F-Zero]  
[08/91]

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

061: Dr. Wright [SimCity]  
[08/91]

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

062: Ducks [Duck Hunt]  
[10/85]

"These friendly fowl are the targets in the game Duck Hunt, which utilizes the Nintendo Zapper Light Gun. They appear and randomly fly about trying to escape after your faithful (if slightly clamorous) hunting dog flushes them out. Once you drop the ducks, your dog dutifully fetches them by the napes of their necks and grins at you."

063: Eevee [Pokémon Red & Blue]  
[09/98]

"As adaptable a Pokémon as any yet discovered, Eevee's evolutionary progress changes to meet the conditions of its environment. So far, five evolutionary forms have been discovered and then catalogued for this unique Pokémon: Vaporeon, Jolteon,

Flareon, Espeon, and Umbreon. All evolutions have special benefits."

064: Egg [Super Smash Bros.]  
[04/99]

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

065: Eggplant Man [Wrecking Crew]  
[10/85]

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

066: Electrode [Pokémon Red & Blue]  
[09/98]

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

067: Entei [Pokémon Gold & Silver]  
[10/00]

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

068: Excitebike [Excitebike]  
[10/85]

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

069: Falco Lombardi [Star Fox]  
[03/93]



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

070: Falco Lombardi [B: Blaster]  
[Smash B: Falco Phantasm]

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

071: Falco Lombardi [Up & B: Fire Bird]  
[Down & B: Reflector]

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

072: Falcon Flyer [F-Zero]  
[08/91]

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

073: Fan [Super Smash Bros.]  
[04/99]

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

074: Female Wire Frame [Super Smash Bros. Melee]  
[12/01]

"This is the female model of the Fighting Wire Frames. The female's abilities are roughly the same as the male model's. All Fighting Wire Frames lack the ability to use special techniques, and their attacks lack any real

physical strength. Additionally, they're slow and are therefore easy to outmaneuver. They tend to attack in gangs."

075: Fighter Kirby [Kirby's Super Star]  
[09/96]

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

076: Fighting Wire Frames [Super Smash Bros. Melee]  
[12/01]

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

077: Final Destination [Super Smash Bros. Melee]  
[12/01]

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

078: Fire Flower [Super Mario Bros.]  
[10/85]

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

079: Fire Kirby [Kirby's Adventure]  
[05/93]

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

080: Flipper [Balloon Fight]

[06/86]

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

081: Food [Super Smash Bros. Melee]  
[12/01]

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

082: Fountain of Dreams [Kirby's Adventure]  
[05/93]

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

083: Four Giants [The Legend of Zelda: Majora's Mask]  
[10/00]

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

084: Fox McCloud [Star Fox]  
[03/93]

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

085: Fox McCloud [B: Blaster]  
[Smash B: Fox Illusion]

"Fox is among the quickest and nimblest of the Smash Bros. characters. His speed is offset by low firepower, however, and he's better at one-on-one fights than

melees with multiple foes. His Blaster is unique: it does damage but it doesn't make enemies flinch. His Fox illusion is best used as a surprise attack."

086: Fox McCloud [Up & B: Fire Fox]  
[Down & B: Reflector]

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

087: Freezie [Mario Bros.]  
[Arcade 1983]

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

088: F-Zero Racers [F-Zero X]  
[10/98]

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

089: Game & Watch [Game & Watch]

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

090: Ganondorf [The Legend of Zelda: Ocarina of Time]  
[11/98]

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

091: Ganondorf [B: Warlock Punch]  
[Smash B: Gerudo Dragon]

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

092: Ganondorf [Up & B: Dark Dive]  
[Down & B: Wizard's Foot]

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

093: GCN [Nintendo GameCube]  
[Hardware]

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

094: Giga Bowser [Super Smash Bros. Melee]  
[12/01]

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

095: Goldeen [Pokémon Red & Blue]  
[09/98]

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

096: Goopy [Kirby's Dream Land 2]  
[05/95]

"While Kirby swallows enemies in order to copy their powers, Goopy wraps them up in his tongue to steal their abilities. In

Kirby's Dream Land 2, he occasionally appeared inside of a bag, but by Kirby's Dream Land 3, he was a full-fledged partner. He could be controlled by setting him up as Player Two."

097: Goomba [Super Mario Bros.]  
[10/85]

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

098: Goron [The Legend of Zelda: Ocarina of Time]  
[11/98]

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

099: Great Fox [Star Fox]  
[03/93]

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

101: Green Shell [Super Mario Bros.]  
[10/85]

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

101: Hammer [Donkey Kong]  
[Arcade 1981]

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

- 102: Hate Giant [Doshin the Giant]  
[Japan Only]  
"A reincarnation of the sun that appears on a solitary island in the south seas. Doshin feeds off the emotions of the islanders to grow into a giant. The islanders named it for the sound of its heavy footsteps: "Doh-Shin!" The red color of this Doshin points toward its malignant nature. It knows but one thing: Destroy! Destroy!"
- 103: Heart Container [The Legend of Zelda]  
[07/87]  
"Heart Containers drift toward the ground slowly and replenish 100 percentage points of health. In The Legend of Zelda, these items beefed up Link's life meter; in most cases, Link found them in the possession of bosses or hidden in secret areas. Heart Containers are often scattered across the land in several fragments."
- 104: Heracross [Pokémon Gold & Silver]  
[10/00]  
"Heracross are powerful creatures that are known to drive their single horns into the bellies of their foes and then toss them over their heads. The immense power of their Megahorn move is said to be the strongest among insectoid Pokémon. They are one of several types of Pokémon that can be found by shaking trees."
- 105: Heririn [Kuru Kuru Kuruin]  
[Japan Only]  
"Kururin sets off in his specialized helicopter to rescue his siblings who have lost their way somewhere among ten worlds. The helicopter is fitted with an enormous blade, which propels the machine forward by slowly rotating. The mazes that Kururin must navigate are narrow and filled with all kinds of strange obstacles."
- 106: Home-Run Bat [Super Smash Bros.]  
[04/99]  
"Smash an enemy with this slugger, and you'll send them flying out of sight; hence the name Home-Run Bat. The sound of the bat being swung immediately strikes fear into the hearts of opponents and can turn the tide of a battle. It's slightly risky to use, though; it has a very limited range, and it takes a little time to wind up for your swing."
- 107: Ho-oh [Pokémon Gold & Silver]  
[10/00]  
"As it soars around the skies of the world, this multicolored flying Pokémon leaves

a trail of rainbows and myths in its wake. Its signature move is called Sacred Fire, and it is believed to appear only before trainers who are pure of heart. If you see a trainer with Ho-oh, you can assume that catching it took a lot of work."

108: Ice Climbers [Ice Climber]  
[10/85]

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

109: Ice Climbers [B: Ice Shot]  
[Smash B: Squall Hammer]

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

110: Ice Climbers [Up & B: Belay]  
[Down & B: Blizzard]

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

111: Igglybuff [Pokémon Gold & Silver]  
[10/00]

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

112: Jeff [Earthbound]  
[06/95]

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



of battle."

113: Jigglypuff [Pokémon Red & Blue]  
[09/98]

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

114: Jigglypuff [B: Rollout]  
[Smash B: Pound]

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

115: Jigglypuff [Up & B: Sing]  
[Down & B: Rest]

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

116: Jody Summer [F-Zero X]  
[10/98]

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

117: Kensuke Kimachi [1080° Snowboarding]  
[04/98]

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

118: King Dedede [Kirby's Dream Land]  
[08/92]

"Dedede's the self-proclaimed king of

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

119: King K. Rool [Donkey Kong Country]  
[11/94]

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

120: Kirby [Kirby's Dream Land]  
[08/92]

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

121: Kirby [B: Swallow]  
[Smash B: Hammer]

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

122: Kirby [Up & B: Final Cutter]  
[Down & B: Stone]

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

123: Kirby Hat 1 [Super Smash Bros. Melee]  
[12/01]

"Here's Kirby sporting several results of his Copy ability. In Link's hat he can shoot arrows, while Mario's cap gives him access to Fireballs. The Donkey Kong suit offers up a Giant Punch, while Samus's helmet allows Kirby to fire off charged-up energy shots. Finally, while

wearing the Yoshi hat, Kirby can swallow enemies and turn them into eggs."

124: Kirby Hat 2 [Super Smash Bros. Melee]  
[12/01]

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

125: Kirby Hat 3 [Super Smash Bros. Melee]  
[12/01]

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

126: Kirby Hat 4 [Super Smash Bros. Melee]  
[12/01]

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

127: Kirby Hat 5 [Super Smash Bros. Melee]  
[12/01]

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

128: Klap Trap [Donkey Kong Country]  
[11/94]

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

129: Koopa Clown Car [Super Mario World]  
[08/91]

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

130: Koopa Paratroopa [Super Mario Bros.]  
[10/85]

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

131: Koopa Troopa [Super Mario Bros.]  
[10/85]

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

132: Kraid [Metroid]  
[08/89]

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

133: Lakitu [Super Mario Bros.]  
[10/85]

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

134: Landmaster Tank [Star Fox 64]  
[06/97]

"Team Star Fox's high-powered, anti-aircraft hover tank. Its caterpillar-like treads allow it to perform quick lateral rolls. It can even fly for short periods of time. Its main cannons closely resemble the weapons

technology on an Arwing, so the same rules apply: if you charge them up, you can shoot guided missiles."

135: Like Like [The Legend of Zelda]  
[07/87]

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

136: Link [The Legend of Zelda]  
[07/87]

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

137: Link [B: Bow]  
[Smash B: Boomerang]

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

138: Link [Up & B: Spin Attack]  
[Down & B: Bomb]

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

139: Lip's Stick [Panel De Pon]  
[Japan Only]

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

140: Lon Lon Milk [The Legend of Zelda: Ocarine of Time]

"The pride of Lon Lon Ranch is this delicious and nutritious milk. When Link played Epona's Song for Lon Lon Cows, they would perk up and provide him with a bottle full of the tasty beverage. The fact that Link sometimes used bottles that had housed bugs is a matter of questionable hygiene. In Super Smash Bros. Melee, Young Link drinks milk instead of taunting."

141: Love Giant [Doshin the Giant]  
[Japan Only]

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

142: Lugia [Pokémon Gold & Silver]  
[10/00]

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

143: Luigi [Mario Bros.]  
[Arcade 1983]

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

144: Luigi [B: Fireball]  
[Smash B: Green Missile]

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

145: Luigi [Up & B: Super Jump Punch]  
[Down & B: Luigi Cyclone]

"Smack someone with Luigi's Super Jump Punch, and if the timing is just right, it will become a Fire Jump Punch of incredible strength. However, Luigi can only jump straight

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

146: Mach Rider

[Mach Rider]

[10/85]

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

147: Majora's Mask

[Legend of Zelda: Majora's Mask]

[10/00]

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

148: Male Wire Frame

[Super Smash Bros. Melee]

[12/01]

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

149: Marill

[Pokémon Gold & Silver]

[10/00]

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

150: Marin

[The Legend of Zelda: Link's Awakening]

[08/93]

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

- 151: Mario [Donkey Kong]  
[Arcade 1981]  
"Known worldwide as Mr. Nintendo, Mario uses his incredible jumping ability to thwart the evil Bowser time after time. While he's best known as a hero, Mario has played many roles, including racer, doctor, golfer, and villain. His tastes have changed over 20 years of gaming; he long ago swapped the colors of his shirt and overalls."
- 152: Mario [B: Fireball]  
[Smash B: Cape]  
"Mario is a character without any glaring weaknesses and plenty of strong attacks: he's even equipped with a Meteor Smash. He's a straightforward character who'll reflect the actual skills of the player. Mario's Cape will turn other characters in the opposite direction and can also reflect missile weapons."
- 153: Mario [Up & B: Super Jump Punch]  
[Down & B: Mario Tornado]  
"Mass determines how easily a character can be sent flying, as well as a character's physical strength: Mario's mass is the standard upon which other Smash fighters are measured. His Super Jump Punch sends foes skyward in a shower of coins, while the Mario Tornado pulls in nearby foes, spins them silly, and scatters them every which way."
- 154: Marth [Fire Emblem]  
[Japan Only]  
"The betrayed prince of the Kingdom of Altea, the blood of the hero Anri flows in Marth's veins. He was forced into exile when the kingdom of Dolua invaded Altea. Then, wielding his divine sword Falchion, he led a revolt and defeated the dark dragon Medeus. Afterwards, Altea was annihilated by King Hardin of Akanea."
- 155: Marth [B: Shield Breaker]  
[Smash B: Dancing Blade]  
"Marth is a magnificent swordsman. While his swordplay is faster than that of Link, he lacks power, and his quickness is offset by a marginal endurance. His Shield Breaker gains power the longer it's held. The Dancing Blade combination uses both the Control Stick and the B Button to produce a series of up to four attacks."
- 156: Marth [Up & B: Dolphin Slash]  
[Down & B: Counter]  
"The tip of Marth's blade causes the most damage, so you should try to create adequate distance between you and your enemy to gracefully strike



with that point. Marth's dolphin Slash is fast and powerful, but it leaves him vulnerable upon landing. Marth uses Counter to block a foe's attack and deal a return strike. If you're fighting a Counter-happy Marth, grab him."

157: Maruo Maruhige [Card Hero]  
[Japan Only]

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

158: Master Hand [Super Smash Bros.]  
[04/99]

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

159: Master Sword [The Legend of Zelda: Ocarina of Time]  
[11/98]

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

160: Maxim Tomato [Kirby's Dream Land]  
[08/92]

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

161: Megavitamins [Dr. Mario]  
[10/00]

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

- 162: Meowth [Pokémon Red & Blue]  
[09/98]  
"This... is Meowth's dream. Meowth strides all over the globe, scattering invitations to other Pokémon insisting they come to "Meowth's Party." At this wonderful party, guests are packed in like sardines as Meowth climbs up the stage with its faithful guitar. It strikes a chord, pauses, and then rocks their world!"
- 163: Meta-Knight [Kirby's Super Star]  
[09/96]  
"The mysterious head of the Meta-Knights, he wields his sword with dignity. He delivered his sword to Kirby and demanded single combat in a show of knightly honor; his strict adherence to his code of ethics makes him a rarity in Dream Land. Sometimes he throws off his cape in battle. It occasionally transforms into wings."
- 164: Metal Box [Super Mario 64]  
[09/96]  
"First spotted in Super Mario 64, the Metal Box holds the power to turn your character briefly into heavy metal. Your mass is exponentially greater while metallic, making it difficult for others to throw you. Be careful though: not only will you move a bit slower, but you'll also fall much more quickly than you ordinarily would."
- 165: Metal Mario [Super Mario 64]  
[09/96]  
"Mario was in for a surprise the first time he hit a Metal Box in Super Mario 64. The metal cap that popped out transformed Mario into living metal, giving him great stamina, a heavy tread, and the ability to walk underwater. In Super Smash Bros., Metal Mario showed up as an incredibly stubborn midlevel boss."
- 166: Metroid [Metroid]  
[08/89]  
"A parasitic life form that can absorb all types of energy, Metroids have strong resistance to most conventional weaponry. To defeat them, Samus Aran had to freeze them with Ice Beam shots and then blast them with missiles. Mochtroids, which look like Metroids, are weaker, with fewer internal nuclei."
- 167: Mew [Pokémon Red & Blue]  
[09/98]  
"Mew is an extremely rare Pokémon that has been seen by only a few people. Information

on every Pokémon in the world is contained in Mew's cell structure, so it has the ability to use any and all TMs and HMs. Some Pokémon scholars believe Mew to be the ancestor of all existing Pokémon, but the idea is debatable."

168: Mewtwo [Pokémon Red & Blue]  
[09/98]

"A genetically created Pokémon, Mewtwo is the result of many long years of research by a solitary scientist. Although Mewtwo was cloned from the genes of the legendary Pokémon Mew, its size and character are far different than its ancestor. Its battle abilities have been radically heightened, making it ruthless."

169: Mewtwo [B: Shadow Ball]  
[Smash B: Confusion]

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

170: Mewtwo [Up & B: Teleport]  
[Down & B: Disable]

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

171: Misty [Pokémon Red & Blue]  
[09/98]

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

172: Moltres [Pokémon Red & Blue]  
[09/98]

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

Fire-type moves."

- 173: Monster [3D Hot Rally]  
[Japan Only]  
"This rally car tore up dirt and raced through uncharted lands in the Disk System game 3D Hot Rally. While it wasn't as fast as the other two car types, it had super-strong shocks to deal with horrible roads and other obstacles. Mario and Luigi are in command of this car, although they don't show themselves in the game very often."
- 174: Moon [The Legend of Zelda: Majora's Mask]  
[10/00]  
"High in the sky above the Clock Town Tower, a menacing moon slowly sinks towards the city. Shrouded in mystery and feared by all, it threatens to devour everything and everyone in a cataclysm of fire. Strangely, inside the moon is a beautiful, pristine plain broken by a single tree. The moon breaks after Link defeats Majora's Mask."
- 175: Motion-Sensor Bomb [Top Secret]  
"The perfect accessory for ambushes, the Motion-Sensor Bomb has been a favorite covert weapon of spies and other stealthy operatives. It adheres to any surface, and once armed, detonates with incredible force when it detects motion in its range. In the frantic world of Super Smash Bros., it doesn't take long for it to go."
- 176: Mr. Game & Watch [Game & Watch]  
[1980]  
"First appearing in 1980, the Game & Watch series is the father of all portable liquid crystal games. The main character is simple and monochrome but has a timeless individuality. There are 39 different games in the series and they've sold over 43 million units worldwide. Pictured at left is the particularly popular Fire model."
- 177: Mr. Game & Watch [B: Chef]  
[Smash B: Judgement]  
"A resident of a totally flat world, Mr. Game & Watch's frame-by-frame movement is distinctive. His image is known far and wide and respected by gamers everywhere. In Super Smash Bros. Melee, he hurls sausages with his Chef technique. The random strength of his Judgement is determined by the number displayed; food appears on lucky 7."
- 178: Mr. Game & Watch [Up & B: Fire]  
[Down & B: Oil Panic]  
"A man of great stature in the world of Nintendo

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

179: Mr. Resetti [Future Release]

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

180: Mr. Saturn [Earthbound]  
[06/95]

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

181: Mute City [F-Zero]  
[08/91]

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

182: Ness [Earthbound]  
[06/95]

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

183: Ness [B: PK Flash]  
[Smash B: PK Fire]

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

PK Fire, try to burn your opponent as many times as possible."

184: Ness [Up & B: PK Thunder]  
[Down & B: PSI Magnet]

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

185: Ocarina of Time [The Legend of Zelda: Ocarina of Time]  
[11/98]

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

186: Octorok [The Legend of Zelda]  
[07/87]

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

187: Pak E. Derm [Yoshi's Story]  
[03/98]

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

188: Paper Mario [Paper Mario]  
[02/01]

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

189: Parasol [Kirby's Dream Land]  
[08/92]

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

190: Party Ball [Super Smash Bros. Melee]  
[12/01]

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

Self-destruction: 10%

Food banquet: 36%

Bob-omb fest: 12%

Other: 42%"

191: Paula [Earthbound]  
[06/95]

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

192: Peach [Super Mario Bros.]  
[10/85]

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

193: Peach [B: Toad]  
[Smash B: Peach Bomber]

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

194: Peach [Up & B: Peach Parasol]  
[Down & B: Vegetable]

"Peach's Smash A attack will set her swinging with either a frying pan, tennis racket, or golf club. These bludgeoning devices appear randomly and have

different reaches and power levels. The princess uses Toad to absorb attacks, and he counters by sending spores out at attackers. Don't worry about the little guy, though; he takes his job seriously."

195: Peppy Hare [Star Fox]  
[03/93]

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

196: Pichu [Pokémon Gold & Silver]  
[10/00]

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

197: Pichu [B: Thunder Jolt]  
[Smash B: Skull Bash]

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

198: Pichu [Up & B: Agility]  
[Down & B: Thunder]

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

199: Pidgit [Super Mario Bros. 2]  
[10/88]

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



200: Pikachu [Pokémon Red & Blue]  
[09/98]

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

201: Pikachu [B: Thunder Jolt]  
[Smash B: Skull Bash]

"While its electrical attacks, such as Thunder and Thunder Jolt, are powerful, Pikachu is at its best speeding around the fray and waiting for its chance to strike. You can control the path of Pikachu's two-directional Quick Attack, allowing you to jump twice. Hold down the B Button to charge up Skull Bash."

202: Pikachu [Up & B: Quick Attack]  
[Down & B: Thunder]

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

203: Pikmin [Pikmin]  
[12/01]

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

204: Pit [Kid Icarus]  
[07/87]

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

205: Plum [Mario Golf]  
[07/99]

"Plum is one of the first playable golfers in Mario Golf. She's not all that strong, so

her drives tend to lack distance. On the other hand, her strike area is large and allows for refined control. She's a very stable golfer, both well balanced and easy to master, which makes her a favorite among beginners and pros alike."

206: Posion Mushroom [Super Mario All-Stars]  
[08/93]

"Poison Mushrooms made their debut in Super Mario All-Stars, where they'd cost characters a life if picked up. These nasty fungi are dark and foul-tasting, and in Super Smash Bros. Melee, they make you shrink on contact. With your diminished stature comes a loss of power and mass, making you a prime target to get smashed offscreen with even a light attack."

207: Poké Ball [Pokémon Red & Blue]  
[09/98]

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

208: Pokémon Stadium [Pokémon Stadium]  
[03/00]

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

209: Polar Bear [Ice Climber]  
[10/85]

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

210: Poliwhirl [Pokémon Red & Blue]  
[09/98]

"Poliwhirl is an amphibious Pokémon able to live on either land or in the water. When on dry land, it's constantly sweating to keep its skin nice and slimy. When in danger, it spins the whirlpool marking on its stomach to put enemies into a deep sleep, then it

runs away. It evolves into either Poliwrath or Politoed."

- 211: Poo [Earthbound]  
[06/95]  
"Poo, the crown prince of the mysterious eastern country of Dalaam, joined Ness after completing rigorous training in his home country. While he doesn't stand out among Ness's friends, his vast experience and strong willpower make him a key to their success. Poo can assume the form of an enemy to gain its powers."
- 212: Porygon2 [Pokémon Gold & Silver]  
[10/00]  
"Representing the next step in technological progress, this virtual Pokémon is a higher-powered version of the man-made Pokémon, Porygon. Compared to the sharp edges of its relative, Porygon2's body is extremely smooth and rounded. In battle, it utilizes a special move called Conversion 2 to alter its type."
- 213: Princess Peach's Castle [Super Mario 64]  
[09/96]  
"Princess Peach's magnificent royal castle appears to be inhabited solely by the princess and a multitude of Toads. Bowser tried to steal the castle's Power Stars in Super Mario 64, and in Paper Mario, the surly archfiend actually lifted the castle into the stratosphere with his own filthy fortress."
- 214: Professor Oak [Pokémon Red & Blue]  
[09/98]  
"The leading expert on the study of Pokémon. It seems there are always new and mysterious species of Pokémon being brought to light, and Professor Oak is at the heart of it all with his insightful research. The Pokédex is one of his inventions: new trainers receive one, and a Pokémon to boot, when they start out."
- 215: Raccoon Mario [Super Mario Bros. 3]  
[02/90]  
"In Super Mario Bros. 3, Super Leaf caused Mario to grow raccoon ears and a tail. By sprinting and rapidly wagging the tail, Mario gained the ability to fly for short periods. Like the Cape in Super Mario World, the tail also reduced the speed at which he fell, making midair moves easier. Needless to say, real raccoons were jealous."
- 216: Racing Kart [Super Mario Kart]  
[09/92]

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

217: Raikou [Pokémon Gold & Silver]  
[10/00]

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

218: Raphael Raven [Super Mario World 2: Yoshi's Island]  
[10/95]

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

219: Ray Gun [Super Smash Bros.]  
[04/99]

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

220: Ray Mk II [Custom Robo 2]  
[Japan Only]

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

221: ReDead [The Legend of Zelda: Ocarina of Time]  
[11/98]

"Seven years after Ganondorf took control of Hyrule, ReDeaths roamed the ruins of Castle Town, moaning. At first, Link was shocked at the state of the town, and the apparent lack of survivors. He later learned that the

townsfolk had evacuated to safety, and that the ReDeads were just magic animated into hideous humanoid shapes."

222: Red Shell [Super Mario Bros.]  
[10/85]

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

223: Rick [Kirby's Dream Land 2]  
[05/95]

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

224: Ridley [Metroid]  
[08/89]

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

225: Roy [Fire Emblem]  
[Japan Only]

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

226: Roy [B: Flare Blade]  
[Smash B: Double-Edge Dance]

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

227: Roy [Up & B: Blazer]

[Down & B: Counter]

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

228: Ryota Hayami

[Wave Race 64]

[11/96]

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

229: Samurai Goroh

[F-Zero]

[08/91]

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

230: Samus Aran

[Metroid]

[08/89]

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

231: Samus Aran

[B: Charge Shot]

[Smash B: Missile]

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

232: Samus Aran

[Up & B: Screw Attack]

[Down & B: Bomb]

"While Samus's arsenal of missile weapons is indeed formidable, her enemies are in for a rude awakening if they guard against nothing else. Her Grappling Beam captures foes and

latches on to walls, and the Screw Attack drags foes upwards in a series of spins that doubles as a recovery move. Samus can also use her Bombs to perform Bomb Jumps."

233: Samus's Starship [Metroid II: Return of Samus]  
[11/91]

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

234: Sandbag [Super Smash Bros. Melee]  
[12/01]

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

235: Scizor [Pokémon Gold & Silver]  
[10/00]

"This evolved form of Scyther has arms ending in large pincers with distinctive eye-spot markings. Its evolution also includes the addition of a tough Metal Coat. It's unable to fly very far with its wings, but it can affect its body temperature by flapping them at high speeds. Its sleek look has made Scizor quite popular among collectors."

236: Screw Attack [Metroid]  
[08/89]

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

237: Sheik [The Legend of Zelda: Ocarina of Time]  
[11/98]

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

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

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

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

241: Shy Guys [Super Mario Bros. 2]  
[10/88]  
"There are many types of Shy Guys: they've been known to walk on the ground, fly through the air, traipse about on stilts, wear flowers or camouflage, throw balls, swing balls, swing bats, sail on pirate ships, carry fruit, do the Bamboo Dance, ride submarines, play guitar, play tennis, wear red, come in large or small sizes, steal people's toys, cause mischief..."

242: Slippy Toad [Star Fox]  
[03/93]  
"Slippy Toad is the mechanical genius behind most of the Star Fox team's new weapons and technology, and just lately he's been spending the bulk of his time in Research and Development. He's also a competent pilot, but his enthusiasm tends to outweigh his technical flight skills. He and Fox have been friends ever since their school days."

243: Smash Coins [Super Smash Bros. Melee]  
[12/01]  
"These coins are used in Super Smash Bros. Melee Coin Battle mode. The gold coins are worth ten points, silver are worth five, and the



copper are worth one. Hit an opponent and coins will come raining down. If you're knocked off the screen, you'll lose half of your coins. Once time's up, the player with the most coins wins."

244: Snorlax [Pokémon Red & Blue]  
[09/98]

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

245: Squirtle [Pokémon Red & Blue]  
[09/98]

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

246: Stanley [Donkey Kong 3]  
[06/86]

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

247: Star Rod [Kirby's Adventure]  
[05/93]

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

248: Starman [Super Mario Bros.]  
[10/85]

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

- 249: Starman [Earthbound]  
[06/95]  
"Just one kooky subset of the diverse cast of enemies in EarthBound, these strange creatures are aliens in the employ of Giygas. Variations of the Starman race include Starman, Starman Jr., Starman Deluxe, and Starman Super. They all use PSI powers, but their strength differs depending on the level on which they're found."
- 250: Staryu [Pokémon Red & Blue]  
[09/98]  
"These star-shaped Pokémon that evolve into Starmie are found in large numbers at the seashore. At night, Staryu's red center glows and blinks on and off. It's said that as long as its red center remains, it can regrow its limbs. Whether it's related to Cleffa, another Pokémon with a vaguely star-shaped appearance, is unknown."
- 251: Steelix [Pokémon Gold & Silver]  
[10/00]  
"A combination of Steel- and Ground-types, Steelix are the longest Pokémon yet to be discovered, reaching over 30 feet in length. Since they live so deep under the surface of the earth, the intense pressure has made their bodies stronger than diamonds. Evolved from Onix, Steelix is every bit as intimidating as its relative."
- 252: Sudowoodo [Pokémon Gold & Silver]  
[10/00]  
"A copycat Pokémon with an aversion to battle, Sudowoodo always poses as a tree in order to avoid being attacked. Despite their arboreal appearance, these Pokémon are actually Rock-types, and therefore highly vulnerable to water. When it begins to rain, they vanish. Sudowoodo can be found blocking Route 36 in Johto."
- 253: Suicune [Pokémon Gold & Silver]  
[10/00]  
"This mystical aurora Pokémon constantly journeys in search of places with pure flowing water. Suicune wields the power to instantly purify any contaminated water it finds. Some say Suicune is the north wind reborn. Its strange and dramatic story is told over the course of the Crystal version of the Pokémon game."
- 254: Super Mushroom [Super Mario Bros.]  
[10/85]  
"Super Mario Bros. veterans will recognize these power-ups, which hid inside brick blocks

and helped Mario and Luigi withstand enemy attacks. In Super Smash Bros. Melee, they temporarily turn your character into a giant. Not only will your size and strength increase, but so will your mass, making it harder for foes to knock you off."

255: Super Scope [Super Scope]  
[09/92]

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

256: Target [Super Smash Bros.]  
[04/99]

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

257: Thwomp [Super Mario Bros. 3]  
[02/90]

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

258: Tingle [The Legend of Zelda: Majora's Mask]  
[10/00]

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

259: Toad [Super Mario Bros.]  
[10/85]

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

260: Togepi [Pokémon Gold & Silver]  
[10/00]

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

261: Tom Nook [Future Release]

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

262: Topi [Ice Climber]  
[10/85]

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

263: Totakeke [Future Release]

"A wandering musician whose daily life is a bit of a mystery. He plays in front of the train station every Saturday night starting at 8.00 p.m. He has a large repertoire and plays both old and new hits from all over the world. His music is so ingrained in the villagers that it's impossible to imagine them living without it."

264: Totodile [Pokémon Gold & Silver]  
[10/00]

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

265: Turtle [The Legend of Zelda: Majora's Mask]  
[10/00]

"When Link played the New Wave Bossa Nova, what masqueraded as a lone island rose out of

the waters of the Great Bay Coast and revealed itself to be a giant turtle. This mighty terrapin is ancient and wise beyond belief. It sensed Link's destiny and braved the stormy seas in order to transport him to the Great Bay Temple."

266: UFO [Earthbound]  
[06/95]

"At the beginning of EarthBound, this flying saucer appears along with the ominous message, "The War Against Giygas!" Adding to the mystery are three more UFOs while fly amok in the skies over Onett; how all of these alien craft are connected is anyone's guess. In Super Smash Bros. Melee, this slippery UFO appears on the Fourside level."

267: Unown [Pokémon Gold & Silver]  
[10/00]

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

268: Vacuum Luigi [Luigi's Mansion]  
[11/01]

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

269: Vegetable [Super Mario Bros. 2]  
[10/88]

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

270: Venusaur [Pokémon Red & Blue]  
[09/98]

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

and Venusaur comes first."

271: Viruses [Dr. Mario]  
[10/90]

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

272: Waddle Dee [Kirby's Dream Land]  
[08/92]

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

273: Waluigi [Mario Tennis]  
[08/00]

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

274: Wario [Super Mario Land 2: Six Golden Coins]  
[11/92]

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

275: Warp Star [Kirby's Dream Land]  
[08/92]

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

276: Weezing [Pokémon Red & Blue]  
[09/98]

"The evolved form of Koffing. Weezing is basically a pair of Koffing fused together."

They tend to float in the air and emit gas or noxious smoke from the outgrowths that cover their bodies. As strange as it may seem, diluting Weezing emissions as much as possible creates one of the most exquisite perfumes known to man."

277: Whispy Woods [Kirby's Dream Land]  
[08/92]

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

278: Wobbuffet [Pokémon Gold & Silver]  
[10/00]

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

279: Wolfen [Star Fox 64]  
[06/97]

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

280: Yoshi [Super Mario World]  
[08/91]

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

281: Yoshi [B: Egg Lay]  
[Smash B: Egg Roll]

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

it'll be tougher to control."

282: Yoshi [Up & B: Egg Throw]  
[Down & B: Yoshi Bomb]

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

283: Young Link [The Legend of Zelda]  
[07/87]

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

284: Young Link [B: Fire Bow]  
[Smash B: Boomerang]

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

285: Young Link [Up & B: Spin Attack]  
[Down & B: Bomb]

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

286: Zapdos [Pokémon Red & Blue]  
[09/98]

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

287: Zelda [The Legend of Zelda]  
[07/87]

"The crown princess of Hyrule. Zelda entrusted



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

288: Zelda [B: Nayru's Love]  
[Smash B: Din's Fire]

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

289: Zelda [Up & B: Farore's Wind]  
[Down & B: Transform]

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

290: ZERO-ONE [Pokémon Snap]  
[07/99]

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

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Japanese Version  
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---: Tamagon [Demon World]  
[Japan Only]

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

---: Proximity Mine [Perfect Dark]  
[05/00]

"The perfect accessory for ambushes, the proximity mine has long been a favorite



02) DemonRoy10155

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D) Other Sources

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01) Nintendo Power

02) Super Smash Bros. Melee Instruction Booklet

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3) Coming Soon

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1) Event Match 23-51

2) Codes

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4) Version History

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02/05/02           Version 9.0           General FAQ repairs and additions.

===== '.....' =====

01/25/02           Version 8.0           Completely Changed & Updated FAQ.

===== '.....' =====

01/05/02           Version 7.0           General FAQ repairs and additions.

===== '.....' =====

12/05/01           Version 3.0           Completely Changed & Updated FAQ.

===== '.....' =====

11/25/01           Version 1.0           Started FAQ

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