

Super Smash Bros Melee FAQ/Walkthrough

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Super Smash Bros. Melee

Gamecube

Faq/ Walkthrough

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Version 1.0

No updates completed as of yet, if you wish to contribute to the Faq e-mail me and it might be included in future updates. Also if you have any questions, opinions etc.. please e-mail them to me and I would be delighted to add them to the Faq

5/08/03

Began work on the Faq
Added about the game
Added game controls
Began character analysis
Added Mario

6/08/03

Added terms used
Added Bowser
Added Link
Added Pikachu

7/08/03

Added Peach
Added Yoshi
Added Donkey Kong
Added Zelda/Sheik

8/08/03

Added Fox
Added Captain Falcon

9/08/03

Added Ness
Added Kirby
Added Ice Climbers

10/08/03

Added Samus
Finished the starting 14 characters!!!

11/08/03

Added Marth
Added Roy
Updated Statistics score for each character
Updated terms used
Added Doctor Mario
Added Jigglypuff
Added Ganondorf

12/08/03

Added Young Link
Added Pichu
Added Falco
Added Mewtwo
Added Luigi
Added Mr.Game and watch
Finished Characters!!
Started Event Mode

14/08/03

Finished event mode
Added Stages
Added Secrets
Added home run contest

15/08/03

Added Multi-Man melee
Added Break the targets
Added Classic mode
Added adventure mode
Added All-star mode
Added trophies

22/01/04

Corrected spelling errors

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1.About the game

Super Smash Bros. melee is a fighting game with platform elements .It uses 3-D characters on 2-D backgrounds . It pits your favourite Nintendo characters against each other. The original of this game appeared on the N64. One thing worth noting is that SSBM is very different to other fighting games as you do not have a health bar instead each character has a percentage. As the character gets hit the percentage rises, the more powerful the attack the higher the percentage will rise. The aim of the game is to knock your foe off the screen this is known as ?smashing?. The higher the foes percentage is the further they fly when they are hit with an attack. The more powerful the attack the higher they go flying. Some attack however wont send your foe flying and will only damage them. So the basic strategy would be to use ?damaging? attacks to rack up the foes percentage then once their percentage is roughly over 100% a ? powerful? attack would be needed to smash them off the screen!! However even if you are smashed off the stage you can still make it back to the stage by using jumps and special moves (so long as your not smashed off the screen). Speaking of special moves each character has 4 special moves, these moves are executed by using the b button, the button and left/right, The b button and up and the b button and down. Each character has individual moves and the various moves have their own advantages and disadvantages. As well as these moves each character has their own individual characteristics for example Kirby is light and does not need a high % to be smashed off the screen BUT Kirby can puff itself up and float back to the stage, while Bowser is heavy and takes a lot of damage to be smashed off BUT he is big and slow and an easy target for damage to be racked up.

Note:

From: LLCoolDave

The game is full 3D, Enginewise. The Stages are in a Huge Box. In theory, you could alter the Z-Axis of the Set Play field to go further into the Background or in front of it. The only problem: The Parts of the Stage you don't play on or aren't meant to are non solid.

(From the Gamefaqs Super Smash Bros. Melee message board)

Yeah well there you go I was wrong ^_^

2. Controls

Left/right on control stick- Move your character to walk (push it down harder to dash)

Up on control stick- Jump

Down on control stick- Duck

X- Jump

Y- Jump

A- Standard attack (continue pressing for combos)

A + Left/Right on control stick- Powerful attack

A+ Up on control stick- Upward attack

A+ Down on control stick ? Downward attack

B- Special move

B + Up- Special move

B + Down- Special move

B + Left/Right- Special move

L ? Shield for defence (use control stick to move it) (shield will run out after a few seconds if kept held down and will stun your character!!)

R ? Same as L

Z ? Grab an foe if beside them and use control stick to choose direction to throw them or press A to attack them

L+ A ? Same as Z

R + A ? Same as Z

D pad- Taunt (press in any direction) (no real purpose but hey its fun!!! ^_^)

A + Control stick hard to any direction- Smash attack!! The key to wining match's and crucial for smashing foes off the screen, worth practising for beginners

L/R + Direction on control stick- Dodge an foe's attack

L/R in the air- This is known as L cancelling, Your character will stop for a second or two In mid- air and will be able to avoid in attack.

3. Terms used

These are the terms I use in this Faq (and you possibly may find them in other faq's as well) so if you find a term that confuses you check it out here.

Projectile- These are long range attacks that a character can use without being right beside their opponent for example Ness's PK thunder or Mario's fireball

Smash attack- This is an attack that is performed by pressing the a button and a direction hard and at the same time, it is the aim of the game to use these powerful moves so practice them well

Smash- When I say ?smash? your opponents off the screen I mean basically use a

powerful move (not necessarily a smash attack) to knock them off the screen.

Powerful- How powerful a character is would mean how well they can send opponents flying and not an attack that does much damage

Damaging- How damaging a character is would mean how well they can increase the opponents percentage and not how far it sends them flying.

Flying/sailing- Seems pretty obvious but some people may not have a clue what this is about and NO there are no boats or planes involved, a character sent flying is one that has been hit far into the air and off the screen.

Mass- How easy a character is smashed off the screen depends on their mass for example Jigglypuff has a small mass and so is smashed easily without too much damage needed. Bowser however has a high mass and so a lot of damage needs to be racked up to send him flying.

Size- This can be either a good thing or a bad thing but is mainly a bad thing. The good about it is that the bigger your character is the more ground they cover and so the closer you are to enemies. However being big means you are an easy target for projectiles and powerful attacks that need to be accurate for example Jigglypuff's rest.

Speed- *sighs* This is how fast the character moves

Jumping- How good the character is at performing jumps (Special moves are included)

Reach- This is how far a character can reach. This is helpful as a character can keep their distance and still hit opponents with attacks. Characters with a long reach are Link, Roy, Marth and D.K.

Throw- Execute by pressing z beside an opponent, some opponents throw further than others. Good throwers would be Mario, Dr.Mario, Luigi, Pikachu, Pichu

D.K- Short for Donkey Kong

Third jump- This is using a special move that helps you get closer to the stage after you have performed your normal jump and mid-air jump

Stage- This is the platform you fight on

Self Destruct (SD for short)- This is when a character kills itself by walking off the edge, hitting a bomb etc..

KO - This is when you smash an opponent off the screen

Fall- This is when an opponent knocks you off the screen

Trophies- These are gaming trophies that can be won in various ways throughout the game, no real importance but fun to collect ^_^

Juggling- Keeping opponents in the air by constantly pounding them and not letting them land, keeps them unable to use attacks

Smash wall- The point where you fall off the screen?

Swordsmen- If you didn't already know these are characters that have swords ^_^ . These characters are link, young link, Marth and Roy

Lightweights- These are characters that are light. These characters are Peach,

Zelda, Kirby and the Puff (AKA Jigglypuff). These characters are low in mass and so are sent flying easily

Heavyweights- These characters are big in size and in mass, they are also slow but their attack combine power with damage!! These characters are Bowser, Donkey Kong and Ganondorf

Long-range fighters- These characters are best at projectile attacks, they usually are fast so they can stay out of the fray and use their long range attacks. However these characters are low in mass and overall power and damaging. These characters are Ness, Samus and Mewtwo

Close-range fighters- These characters are standard fighters who are fairly good at everything with little or no weakness. These characters are Mario, Luigi, Dr.Mario, Yoshi, Ice climbers, Mr. Game and watch.

Quick fighters- These fighters greatest asset is their speed. They are very quick and attack with swift damaging attacks. They are however moderately low in mass and somewhat lack in the power area. These characters are Pichu, Pikachu, Fox, Falco, Captain falcon

4. Character analysis

Mario

---- Background ----

Yes its Mr. Nintendo himself and few would argue that this is the most well known computer games character. As we all know Mario is a tubby Italian plumber who's usual hobbies include stomping goomba's rescuing peach and defeating Bowser!! And as late even using a hose to defeat Bowser's son? Yes Mario's done it all..

----Analysis----

If there was one word to describe Mario in SSBM it would be average, and oh I mean that in a good way ^_^ . Mazzahimself has no real weakness and yet no real strength. His speed his good, his strength his good, his special moves are good and his mass is good. So the word to describe him should be good and not average right? Well yeah but none of the statistics I mentioned above are GREAT only good however Marios jumping ability is top-notch (did you expect anything else from Mario!!!) and his throwing move is ace as well!! So when I say average I mean it in the way that Mario is a good all-rounder and perfect for beginners (like they would pick anyone else anyway ^_^)

---Special moves----

B: Fireball

Mario fans should be familiar with this move as it can be used in Mario games when Mario gets a flower he can unleash fireball attacks. In SSBM the fireball attack is similar to this. Mario quickly releases a red fireball which bounces along the ground until it hits something or runs out. Its not one of Mario's more powerful moves but it is a useful projectile for attacking foes from a safe distance, setting off a bomb or just annoying your friend by constantly pounding

them with fireballs!! Another use for the fireball is that you can intercept an foe trying to make it back to the stage by hitting them with your fireball from the safety of the stage

B + Left/Right: Super cape

The cape Mario used in super Mario world is a welcome addition to Mario's moves as this is one of the few moves that has 4 uses!! Yes count em 4

Use1: Racks up some nice damage roughly 10% per hit!!

Use 2: Turns your foe the other way, useful if they are about to unleash a powerful attack or if it's a human foe it can confuse them and make them commit suicide!!

Use 3 : If spun at the right time it can be used to deflect projectile attacks and launch them right back at the user, useful but not one of the capes better uses.

Use4: The most useful use, the cape can be used to float a slight bit lending a helping hand in getting back to the stage, it comes in perfectly after your normal jump, double jump, then spin your cape as many times as you need too until you are on level with the stage then super jump in a final attempt to make it back.

Its difficult to master the cape but if you do Mario can combine 'Jigglypuff's/kirby's ability to float, Fox/Falco's reflecter shield, an exclusive ability to confuse foes by changing their direction, racks up some pretty decent damage AND can be deployed quickly. Quite a useful move then!!

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Note:

From: Starzoneedgel28bits| Posted: 8/9/2003 3:17:14pm|

The comment on Mario where he can use his cape as many times to get back on the stage is inaccurate. Only once can it be used to recover, similar to Marth's >B while recovering.

Actually no you can use it as many times as needed BUT it is not a third jump as it does not give you any horizontal distance it only moves you slightly vertically and slows you down.

Mario lunges upwards knocking coins out of opponents and suspending them in the air for a few seconds (the coins are just for show and are of no significance) its not very damaging and doesn't smash your opponents easily either. The biggest use of this however is using it as a 3rd jump when trying to get back to the stage, after deploying your jump and mid jump use super jump for some final height. The bad effect of using this move in fray is that while returning to the ground Mario pauses leaving him wide open for a critical smash attack and there's nothing that you can do about it as you cant really move him while he is falling from a super jump, so use with caution.

B + Down : Tornado

Mario spins around sending everyone around him flying. It could mean an end to all foes if timed correctly although their damage would have to be quite high to

make a smash. The only problem with this move is that its difficult to pull off in the air and so it is best used when you are on solid ground and your opponent is approaching from above

-----Strengths-----

- Jumping
- Quick powerful moves
- Easy to master
- powerful smash moves
- Good all rounder
- Has 3 and a half jumps!! (normal jump, mid jump, cape and super jump)

---- weakness ----

- Weak against sword wielders (as he cannot get near enough to them to attack)
- Weak projectile
- With the exception of the super cape Mario has no hidden skills moves that require skill to perfect
- his third jump leaves him very weak

---- Statistics----

Mario

Jumping: 9
Power: 8
Damaging: 7
Mass: 6
Projectiles: 4
Throw: 9
Reach: 5
Size: 6
Speed: 7

Overall 61
Average 7
Category beginner

Bowser

-----Background-----

The Koopa king himself makes enters melee after not being included the original for some bizarre reason. Bowser is of course Mario's long time enemy. He captures princess peach as a sport and commands a wide arsenal of warriors including Koopa's and Goomba's

----Analysis----

As expected Bowser is big powerful ,Damaging and slow. His smash attacks are insanely powerful and can send lightweights flying off the screen at only 50% damage!! And even if it didn?t smash the opponent it does one hell of a lot of damage!! However the real problem with Bowser is that he is so slow and pathetic in the air. Because of this if Bowser jumps into a fray of quick powerful fighters he can be bashed around like ping pong ball!! And being so slow to attack storming into a fray and knocking everyone all over the place is near impossible for Bowser to do especially when coming from the air. However

Bowser's real strength is in a one on one or if you isolate an opponent, Bowser will hammer them left right and centre making a fool out of your opponent.

----Special moves----

B: Fire breath

Bowser creates flames out of his mouth covering a decent distance. Its quite damaging and it is difficult for opponents to get out of the flames once they are engulfed. However the longer you keep in on the weaker it gets and Bowser is left weak to a back attack from another character while using this move.

B + Left/Right: Koopa Klaw

Using his claws Bowser slashes forward grabbing nearby foes and sending further away opponents upwards. A throw can also be performed by pressing a direction once Bowser has grabbed them. If you don't choose to throw them Bowser will gnaw at their head being the charming person that he is? This is one of my favourite moves as if you stand with your back to the edge of the screen and grab an opponent with Koopa Klaw you can chuck them off the screen quickly and easily. Your friends wont know what hit them!!

B + Up: Whirling Fortress

Another one of my fav moves. Bowser retreats to his shell and spins round hitting all nearby opponents and not only damages them but can smash a weak opponent as well and can clear out the stage!!. However this move works even better as a recovery move and spans across a fantastic distance which more then makes up for Bowser's poor jumps. Its quick and easy to use and useful for sending an opponent upwards to be closely followed by an upwards smash

B + Down: Bowser Bomb

Bowser jumps slightly and plummets down in a sitting position knocking any unfortunate characters flying. A useful clear out move for beginners but it soon becomes too easy to avoid for any serious Bowser master to use. Using this move also leaves you vulnerable to a counter attack so using it in a one on one is a strict no no as it is so easy to see and dodge out of the way

----Strengths----

- Incredible power
- Incredible damaging attacks
- Fantastic clear out moves
- The Koopa Klaw and its fantastic throw
- Good normal throw
- Great mass means a lot of endurance
- Good reach

-----Weakness -----

- Huge size means Bowser's an easy target
- Incredibly slow means in a fray Bowser can get hammered around
- No projectiles
- Terrible jumps
- Long recovery time needed after moves
- Slow to use smash moves

----Statistics----

Jumping- 3
Power- 10
Damaging- 8
Mass- 10
Projectiles- 0
Throw- 7
Reach- 6
Size- 1
Speed 2

Overall 47
Average 5
Category- Beginner/Intermediate

Link

----Background----

The hero of the Zelda series and one of the most popular gaming figures of all time. In SSBM Link is based on the adult version in ocarina of time rather than the cel shaded look of the new Link in the Wind Wake. Link has a wide range of weapons, Links main weapon would be his master sword but Link also possess a bow and arrow, a boomerang, bombs and his hookshot

----analysis----

Link is one of the most powerful characters in the game and probably is the most damaging character in the game. Link however also has a long range element to him as 3 of his special moves are projectile attacks. As well as that Link gains the usual advantage of being swordsman in his incomparable reach. Link only possible weakness is his jumps which are only average which well.. is not exactly a weakness!!

----Special moves----

B: Arrows

A Very useful projectile indeed. The longer the B button is held down the further the arrow goes and hits for about 5-10% depending on how long you hold down the B button. The arrow is especially useful in large stages such a Hyrule as Link can stay out of the fray and simply fire arrows until the opponents have clocked up damage and then use links mighty smash attacks to finish your opponent.

B + Left/Right: Boomerang

The boomerang is a quicker projectile then the arrow and does about 7% damage. Th only problem with this projectile is that you need to wait until it comes back. Here's a quick little strategy fling the boomerang at your opponent, your opponent will probably dodge it and go in to attack you, little do they know that the boomerang will come back and smack them in the back of the head leaving them open to a smash attack.

B + Up: Sword spin

Similar to Bowser's whirling fortress, Link spins his sword in all directions engulfing all nearby enemies. Link deals several hits and then a final hit which

can send opponents flying. This move can also be used as a recovery move as not only does it move horizontally but it also moves you upwards a bit.

B + Down: Bomb

Its important to note that links bombs are not as powerful as the item the bob-omb although it is almost as damaging .Links bombs are not very good for smashing an enemy although they do a decent bit of damage and can hit all 3 opponents which could lead to a combined damage of around 36%!! Not bad eh? If Link Press?s down and b when he is holding a bomb Link will aim the bomb at the ground where it will bounce along the ground until it hits something

----Strengths----

- Great Reach
- Fantastic damaging attacks
- Brilliant forward smash attack
- Good projectiles
- Sword spin is a great clear out move
- Uses hookshot to grab opponents easily

----Weakness ----

- Poor throw
- Weak up smash
- poor jumps
- erm.. that?s about it..

----Statistics----

Jumping 3

Power 8

Damaging 10

Mass 7

Projectile 8

Throw 2

Reach 9

Size 4

Speed 6

Overall 57

Average 6

Category Beginner/intermediate

Pikachu

----Background----

The most popular of all the Pokemon and is it any wonder? This little yellow rats popularity has spread throughout the world like wildfire with cars ,planes and mountains of products all based on the furry rodent. In Pokemon Pikachu is a rare electric type that excels in its speed and powerful electric attacks, a bit like in SSBM then...

----Analysis-----

In SSBM Pikachu is one of the fastest of all the characters coupled with its small size makes it very difficult to hit. Pikachu also has a fantastic throw at

its disposal and thunder a great clear out move. As well as all this Pikachu has not only an extra two jumps in its quick attack but its skull bash can also help in making it back to the stage. Pikachu's only real weakness is that its low in mass and its normal attacks are a bit poor though its smash attacks are very deadly.

----Special moves----

B: Thunder Jolt

Pikachu releases a small spark of electricity which bounces along the ground even bending around corners still connected to the stage. This attack is small in damage and moves along slowly so is quite easy to avoid, however most opponents wont feel it important to get out of the way of such a puny attack, BIG MISTAKE if Pikachu follows up after the spark when the opponent gets hit it leaves them stunned for a moment and a perfect chance for a smash attack or a thunder perhaps.

B + Left/Right: Skull Bash

When pressed Pikachu begins to charge up a skull bash, when released or when charge time has reached its peak Pikachu will fly vertically in the direction its facing. The longer Pikachu charges the further it will go and the more damage the opponent will receive. Beware though if held down for too long and Pikachu misses it could be a SD for him.

B + Up: Quick attack

At lightning speed Pikachu moves upwards and if you press another direction when the move has been started Pikachu will move in a second direction to cover even more ground. Pikachu also harms any opponents who get in the way of it. This move however is best reserved for recovery situations instead of battle purposes.

B + Down: Thunder

When Pikachu uses this move a peal of thunder bursts out of the sky directly above Pikachu and does not stop until it hits the area around Pikachu or a stage/character above it. This attack is very powerful and damaging and spans across a wide area. This can clear out the whole stage and aerial enemies are especially weak to a thunder attack.

----Strengths----

- Great speed
- Great recovery move
- Great clear out move
- Powerful forward smash attack
- Tiny, therefore difficult to hit
- Possibly the best throw in the game (even if it is a bit risky)
- A projectile attack to balance out the powerful close combat moves

---- Weakness ----

- Low mass so easily smashed
- Quick attack leaves Pikachu vulnerable if second jump is not used wisely
- Thunder is easily blocked by L cancelling
- Projectile is weak
- Small reach

----Statistic----

Jumping 5
Powerful 7
Damaging 7
Mass 3
Projectile 4
Throw 9
Reach 3
Size 9
Speed 9

Overall 56
Average 6
Category: Beginner/intermediate

Peach

----Background----

Yes this is princess toadstool, and what is she doing in a fighting game I hear you ask? Well despite being held captive by Bowser 99.9% of the time she does have a life outside of his dungeon you know. Peach made her gaming debut in super Mario bros. 2 (now re-released as Mario advance). Peach also appeared in Mario golf and Mario tennis as well.

----analysis----

Before you even play this game you should have any idea of what peach is about? terrible attacks, very weak, very annoying BUT has some sort of ability that's very useful to balance out her weak attack. Well yeah, your kind of right.. Peach has some horribly weak special moves including pulling out umbrellas, turnips and toad at her opponent. And for these reasons peach is one of the more useless characters in the game. She cant exactly rack up damage brilliantly or smash characters well, her throw is weak and so is her range and normal attacks. Yeah well enough negatives lets concentrate on Peach's better points, she has one killer move that is powerful and damaging, which is rare in a move. Yes the peach bomber is a mighty move and slightly softens the blow of picking peach, but not enough mind you!! Peach also has a brilliant jumping ability where after your mid-air jump if you hold down the jump button peach will float. Yes you read correctly she will float and you can control her movements so peach can just fly from one end of the stage to the other. Starting to change your opinion about her yet? As well as this peach has her parasol move in which she leaps up as a third jump and pulls out her umbrella which allows her to sail across to safety? and lastly Peach's vegetable toss also has the small chance of uprooting a mighty bob-omb.. peach ain't so useless then after all eh?

----Special moves----

B: Toad

Peach pulls out her long time friend toad as a shield to protect her. Toad absorbs projectiles and launch's physical attacks back on the user. Its difficult to get the timing right to this move though it is quick to pull out.

B + Left/Right: Peach bomber

This is where its at!! Peach's only truly powerful move. After saying ?ooo-cha? peach thrusts herself vertically and erupting the opponent in a vicious

explosion upon contact. A truly great move that racks up damage and can smash opponents if they have a high enough damage percentage. Use carefully though as its slow to use and slightly predictable as well

B + Up: Parasol

Peach's propels herself upwards and then releases her parasol. You can control her movements and float in any direction you please. This is an ideal recovery move for those tough situations although with peach being able to float you can get by without it. The other use for this move is that it can smash opponents, yes you read it correctly, Simply stand underneath an opponent with a high damage percentage deploy the parasol and your opponent will be sent sky high.

B + Down: Vegetable toss

Peach reaches into the ground and withdraws a turnip. This her only projectile and is rubbish at damaging and smashing. It is however useful to annoy opponents as it knocks them backwards and is fairly quick to use. There is also a chance that peach may withdraw a Mr.Saturn (not that useful either) or there is about a 1 in 300 chance of her getting a bob-omb, if this happens your opponents in trouble.

----Strengths----

- Good jumps
- Able to float!!
- Peach bomber is awesome
- Toad and vegetable toss can really annoy opponents
- Decent reach as her arms are fairly long.
- Fast

----Weakness ----

- Poor Strength
- Poor Damaging attacks
- Terrible smash attacks
- Bad throw
- Projectiles are weak
- Low mass means she is easily smashed

----Statistics----

Jumping 7
Powerful 3
Damaging 3
Mass 3
Projectile 4
Throw 4
Reach 7
Size 5
Speed 7

Overall 43
Average 5
Category: Advanced

----Background----

First appearing in Super Mario world on the SNES Yoshi was a helpful friend for Mario and it wasn't long until Yoshi had his own games in Yoshi's cookie and Yoshi's story. If you don't know who Yoshi is he's a kind of friendly dinosaur. He is green with only two legs and room on his back for someone to sit on him. His tongue is long and perfect for devouring Koopa's and Goomba's ..

----Analysis----

At first I was convinced that Yoshi was down there with Peach ,Zelda and Pichu at the bottom of the smash bros. ladder but having got used to him Yoshi is actually a very effective character with amazing smash attacks and some powerful normal attacks including the slightly jump down + A move which I will explain in more detail in the home run contest section .Apart from these Yoshi has a move where he turns into a egg and can roll across the stage which is a major hazard to yourself and could result in a SD. Yoshi has average reach and a poor throw but his varied special moves and good smashes make up for these. Yoshi without a doubt has the best jump and mid-air jump in the game but pays for this by having no third jump.

----Special moves----

B: Egg lay

Yoshi's trademark move, Yoshi eats the enemy and then lays them as an egg. This can end a stock match in seconds, 3 seconds is my record anyway, How does it work? Well on a stage like Mute city where the land is small wait for your opponent to come charging at you with an attack, stand near the edge and eat them they will laid as an egg and hopefully plummet off the side to their doom. Don't expect this to work every time though. The main use for this move is when your foe is in the egg you can batter them without counter for a couple of seconds, Pretty useless but funny to annoy human players. You can control the direction of the egg when it is in the air by using the control stick.

B + Left/Right :Rumble tumble egg

A recipe for disaster, Yoshi turns into an egg and rolls in whatever way you tilt the control stick. You can stop him doing this by pressing b but this is not much good if you have rolled of the edge. This attack damages all opponents it touch's and sends them slightly upwards though wont really smash them, Best not to use this unless on a large course with several opponents ahead of you.

B + Up: Egg throw

A great projectile move where Yoshi chucks eggs into the air. By tilting the control stick you can decide the destination of the eggs. This attack is quick and actually does a nice bit of damage. It is best used when your opponents are on a higher platform and you are below them. It wont smash them but it will rack up damage.

B + Down: Hip Drop

Similar to the Bowser bomb Yoshi jumps into the air and dives down head first dealing damage and knocking opponents clear. It is also quicker then the Bowser bomb and is slightly less damaging and powerful. A good point is that Yoshi can get out of it quickly so it can juggle opponents sent upwards from the hip drop.

----Strengths----

- The best jumps
- A wide range a moves makes for interesting combat
- Brilliant smash attacks
- decent mass
- has a good projectile
- good all rounder

----Weakness ----

- No third jump
- Rumble tumble egg is suicidal
- Egg lay is pretty useless
- Lacks that one powerful attack
- Poor throw

----Statistics----

Jumping 8

Powerful 7

Damaging 8

Mass 7

Projectile 6

Throw 3

Reach 6

Size 4

Speed 5

Overall 54

Average 6

Category: Advanced

Donkey Kong

----Background----

The original D.K in Mario's first ever adventure. In this arcade game D.k was the bad guy stealing the princess and you have to rescue her with Mario by jumping over barrels that the Kong throws. Nowadays though D.L has settled down to a relaxed lifestyle. He is not to be confused with D.K junior in Mario Kart and D.K's son Diddy Kong. For an old ape D.k is no weakling though.

----Analysis----

Second only to Bowser in Strength, Damaging and Mass. D.k is a powerhouse plain and simple, what he lacks in speed he gains in pure power. D.k has a high reach which is far better then fellow heavyweight Bowser. However similar to Bowser D.k is a huge target for opponents and so his dodge ability is terrible at best. D.k's jump is also poor but he has a decent recovery move to make up to distance if needed. D.k's main assets are his several clearout moves, although they are slow they sure pack a punch!!

----Special moves----

B: Giant Punch

When you press B D.k swings his fist in a circular motion and when you release it he strikes with an almighty punch, the longer D.k swings the more powerful the punch. If you complete the swing you can store the punch and release a full power punch by pressing B. The Giant Punch is slow and slightly obvious but if you connect with it can deal an almighty blow causing severe damage and smashing an opponent far. An opponent with 50%+ damage will instantly be smashed by a fully charged giant punch.

B + Left/Right:Headbutt

D.k uses a savage head butt pounding any nearby opponent into the ground leaving them stunned for a few seconds. When they are stunned into the ground it is a perfect chance to hit them with one of D.K's slow but o so effective attacks. Of course you must be on the ground to use this attack.

B + Up: Spinning Kong

Similar to Bowser and Links up + B attacks except its not quite as damaging in battle so its better to reserve as a recovery move. In this move the Kong flails its arms wildly and swings round moving horizontally.

B + Down: Hand slap

D.k pounds the ground with its massive hands causing waves in the ground around it knocking any nearby foes up slightly, an essential move for the Multi - man melee. The hand slap in battle though is brilliant for a clear out move though nothing more then annoying against enemies that don?t have damage over 130%. If using this in a fray you are left open to a projectile attack followed by a string of combos against you so reserve it for clear out situations. Some smashers think that using this move can win you a melee hands down and they are totally wrong as long as you know how to defeat them, don?t confront them face to face as its impossible so walk near to them and jump slightly and then hit the Kong when you are near them (or use a projectile). D.k has a slow recovery so it leaves him wide open for sweet revenge.

----Strengths----

- Great Power
- Great Damaging moves
- High mass
- Great reach
- Great clear out moves
- Good throw

----Weakness ----

- Slow
- Poor jumps
- Slow moves
- Big target
- Bad in the air
- Smash moves are not very accurate
- No projectiles

----Statistics----

Jumping 3
Strength 9
Damaging 10

Mass 9
Projectile 0
Throw 7
Reach 8
Size 2
Speed 3

Overall 51
Average 6
Category: Intermediate

Zelda/Sheik

----Background----

Princess Zelda the heroine of the Zelda series. A slightly less female in distress as peach but still is no stranger to being held captive in dungeons.

Sheik on the other hand is a ninja type stealth creation appearing only in ocarina of time. If you have guessed by now Sheik is Zelda's alter ego. I would tell you more about Sheik but I have only recently got ocarina of time along with the Wind Waker and so I don't know much about Sheik apart from he/she is a member of some Sheikah tribe? Zelda can transform into Sheik by the using the special move transform and visa versa.

If you have any background info on Sheik please e-mail it to me and I will add it to the Faq.

----Analysis----

Zelda: to be honest I'm not a great fan of Zelda, while being less smashable from peach Zelda has few actually good powerful attacks. While Zelda has no problem wearing down opponents and lasting a while in the fray she lacks that one killer move to send opponents packing, which is a shame as zelda has the whole package apart from that good jumps,projectiles,damaging moves,good mass,good reach.

Sheik: Much faster then zelda (even though zelda is fast herself) Sheik uses a mixture of combo attacks and projectiles however neither are effective enough to really win battles.Sheiks smash attacks are quick and resonably damaging but like zelda lacks the smash elements and sheiks special moves are in my opinion the worst in the game.. with the transform move taking up a space the teleport move which is handy but useless in battle, darts which arent much a help and a chain which does do damage but wont smash. Sheik makes up for this though by being a well rounded character exceling in speed and damage.

----Special moves----

Zelda

B: Nayrus love

This lightning quick move strikes opponents all round Zelda. It also forms a Blue cyrstal around Zelda which acts as a projectile sheild. It is difficult to deploy as a sheild though as it only lasts for about 2 seconds.

B + Left/Right: Dins fire

Press B and a ball of fire will fly out from Zeldas hand, you can control the direction of the ball with the control stick, release B when you want to fire to explode. This attack is tricky to pull off and rather slow to use however on a flat stage like Final destination it can be a useful projectile as it hits for a high amount of damage

B + Up: Farores wind

This is basicly a teleport move, Zelda spins round and teleports upwards. By tilting the control stick left or right you can choose which direction Zelda teleports in although its not as easy to move as sheiks. Any opponent overlapping zelda when she teleports will receive damage though this is near impossible to do on purpose so just save the move as a recovery move.

B + Down: Transform

With a familiar jungle to Zelda fans zelda transforms into Sheik. If Zelda is attacked before turning into Sheik the transformation is halted so find a quiet spot before you transform. You can turn immediately into Sheik without wasting game time by holding A as a match is starting, when the match begins you will be controlling Sheik.

Sheik:

B: Needles

A horribly weak projectile where sheik fires a couple of needles. By holdind down the B button Sheik will fire a few more needles however making very little difference. This move is best reserved for intercepting enemies trying to make it back to the stage.

B + Left/Right: Whip

Sounds powerful but like the needles leaves you disapointed. Sheik swings out his whip allowing you to swing it by using the control stick so you can hit all opponents. Despite being weak in battle its good for gaurding the edge of the stage and stoping enemies from getting back from the stage.

B + Up: Teleport

Similar to Zeldas expect for it doesent go as far, its easier to control and it leaves an explosion behind it dealing more damage to overlapping enmies.

B + Down: Transform

Sheik transforms into Zelda. Similar to Zelda if you are interupted during transformation the transformation is cancelled.

----Strengths----

Zelda

- Nice reach
- Projectile can be effective if mastered
- Nayrus love is lightning quick
- One of the hardest opponents to Ko
- Faorores wind is a brilliant recovery move

- Able to transform into Sheik

Sheik

- Very fast
- Teleport is easy to control
- Able to transform into Zelda
- Damaging smash attacks

----Weakness ----

Zelda

- A bit slow
- Worst power attacks in the game
- Lack of damaging attacks
- Faroro's wind is difficult to control
- Slow

Sheik

- Terrible power
- Poor projectiles
- Bad throw
- Average reach
- low mass

----Statistics----

Zelda

Jumping 4
Power 1
Damaging 6
Mass 6
Projectile 4
Throw 5
Reach 6
Size 6
Speed 5

Overall 43
Average 5
Category: Expert

Sheik

Jumping 6
Power 3
Damaging 5
Mass 4
Projectile 3
Throw 6
Reach 5
Size 4
Speed 8

Overall 44
Average 5

Fox

----Background----

Star of the starfox series. Fox mcCloud first appeared in Starwing on the snes (called Starfox in the u.s) where fox and his team slippy,peppy and falcon under the command of General Pepper attempt to save the world from the evil Andross. Fox?s games usually consist of a space blaster theme however Fox?s laatest adventure (Conveniently called starfox adventure) consists of fox using a stick in a land of dinosaurs to battle evil (not the best game ever but fox will return soon to his roots in starfox 2 so don?t worry!!)

----Analysis----

One of my favourite characters in ssbm, fox is a very well rounded character with amazing speed, great jumps, moves that rack up damage, great smash attacks, speedy projectile and good recovery moves. Fox has an average reach and the only possible bad thing is his slightly lame yet o so class throw where fox chucks foe?s into the air and shoots them with his blaster!!

----Special moves----

B: Blaster

One of my favourite projectiles in the game. Fox pulls out his handy blaster and fires a beam of light doing 2% per hit, sound terrible right? Wrong!! You can keep pressing B and rack up tons of damage to the opponent and best of all its lightning quick. The only flaw with this is that oddly it doesnt send foes backwards meaning that they can just walk towards you unharmed by the blasters rays.

B + Left/Right: Fox illusion

Fox moves horizontialy in a flurry leaving an impression of himself behind. This deals a bit of damage to all opponents that you hit and sends them slightly upwards,its nothing special but it can do some quick and easy damage to all 3 opponents. Beware though this is one of the most suicidal moves in the game.

B + Up: Firefox.

With a scream of FIRE fox turns into a fireball and blazes in whichever direction you tilt the control stick, if you didn?t tilt any direction fox moves diagonally up in the direction fox is facing. This Fox is slower then the fox illusion but does more damage and sends opponents higher and possibly smash them at a high percentage, you can as well move this in any direction which you cant with the fox illusion. This move is fox?s best recovery move and one of the better ones in the game as it covers both height and distance.

B + Down: Reflector

A defensive move this, fox pulls out a shiny white sheild that damages any opponents overlapping Fox and sends them slightly flying in the way (good for clearing space in a fray). But the main use for this is that is reflects projectiles as the name suggests. It isnt too difficult to use as you can keep this sheild out for as long as you want by holding down the B button which

improves it over Zelda's faroes wind.

----Strengths----

- Very fast
- Great jumps
- Very fast projectile
- Good moves that hit all
- Powerful smash moves
- Plenty of damaging moves
- 2 recovery moves
- A shield for defending projectiles
- Smash attacks can hit smaller characters like Pikachu

----Weakness ----

- Not great reach
- Poor throw
- Fire fox is too slow in a fray
- Some of his moves are suicidal

----Statistics----

Jumping 9

Power 7

Damaging 7

Mass 5

Projectile 7

Throw 4

Reach 4

Size 7

Speed 9

Overall 59

Average 7

Category: Intermediate

Note:

From: helsing | Posted: 8/9/2003 5:43:12PM |

Fox is THE hardest character to master. Ever tried his infinite shine combo? If not, here it is: short hop, drill kick, L-cancel, reflector, jump-cancel, wavedash, repeat. It's a combo that's impossible to escape unless the user screws up. The most well-known use for it is to combo from one side of Final Destination to the other, but that's nearly impossible for most people (myself included) because it requires godly reflexes.

Yeah well Fox being a hard character to master is a matter of opinion, all characters have advance techniques but fox's foundation moves are easily mastered unlike other characters like Zelda or Samus.

Captain Falcon

----Background----

Greatest driver in the f-zero series, this bounty hunter is merciless and

incredibly modest in his ability.

----Analysis----

A character who excels in powerful swift attacks. Falcon can do a mighty amount of damage and smash opponents pretty well as well. Falcon moves very fast and has a great reach though. But of course no character is without their weakness in ssbm and Falcon is no exception as he has no projectiles at all.

----Special moves----

B: Falcon Punch

With a yell of FALCON PUNCH Captain Falcon launches a fiery punch horizontally from him. This move is very powerful and damaging dealing about 30% and giving a ko to anyone with 50% or more. The downside to this move is that it is incredibly slow and very predictable so your opponent would either have to be set up or complete chumps to be hit by it.

B + Left/Right: Raptor Boost

Captain Falcon lunges horizontally knocking any opponents into the sky. The main advantage of this attack is that its very quick and has a very nice reach. This move can also be used as a recovery move if needed.

B + Up:Falcon Dive

Captain Falcon jumps upwards grabbing any opponent and flinging them away from him. This move is a useful move dealing easy damage and smashing a weak opponent. This can also be used as a vertical recovery. If Captain Falcon hits an opponent while using this his jump will be halted and he will go plunging down so be careful when using this in recovering as you could save an opponent in the air and meet your doom.

B + Down:Falcon kick

When in the air Captain Falcon launches himself downwards like a fireball damaging all opponents he hits. When on the ground Captain Falcon turns into a fireball and glides along the stage knocking all opponents out of the way and dealing decent damage. Useless for smashing but with a long reach and decent damage its a decent move to use on the outskirts of a fray.

----Strengths----

- Great reach
- Very fast
- Powerful moves
- Damaging moves
- Good recoverys
- Good in the air

----Weakness ----

- No projectiles
- Falcon punch is too slow
- Poor throw
- Can be suicidal at times

----Stastics----

Jumping 5
Power 8
Damaging 8
Mass 5
Projectile 0
Throw 4
Reach 8
Size 5
Speed 9

Overall 52
Average 6
Category: Intermediate/Advanced

Ness

----Background----

Star of earthbound on the Snes (known as mother 2 in Japan) Never actually made it to Europe so if you havent heard of it it's no wonder. Ness in earthbound uses psychic attacks and weapons like baseball bats and yo-yo's

----Analysis----

Ness is a very strategic characters and on of them who seems useless to a beginner and the best in the game to an expert. Ness has many moves that you can mould yourself giving your own flavour to them. The one thing that turns people away from ness is that you are not handed powerful moves on a silver platter you have to put your own use on each move therefore making it perfect for you. This is a trait that most characters dont have and this means that two different ness masters could have completly different strategys. Ness has some flaws tough mainly his low mass, lack of power and damage, difficult to use, poor throw and a horribly difficult to use third jump.

----Special moves----

B: Pk Flash

Hold down the B button and release when you want the flash to explode (it will explode itself after a few seconds anyway). This will send a pretty big flash from the screen and it will damage any enemies overlapping the flash when it explodes. The best thing about this projectile is that it can actually smash opponents by sending them suprisingly high up. Although it is difficult to use with a bit of practice it can become a very effective finisher

B + Left/Right: Pk Fire

A short range projectile that engulfs nearby opponent in flames stunning them for a few seconds. This projectile deals a nice bit of damage but is useless for smashing. It is best used for stunning opponents and then smash the helpless opponent with your handy dandy bat.

B + Up: Pk Thunder

Several uses...

1. You can use it just to attack an opponent directly above you, dealing about 8% but not smashing. It goes through any soft walls

2. You can direct the thunder around walls by using the control stick so it can strike opponents at awkward angles.

3. It can be used as a third jump by using the control stick to strike yourself!! simply direct the thunder into ness and it will propel him in the opposite direction the thunder came from. It will also damage and possibly smash enemies ness hits.

B + Down: PSI Magnet

Ness gets covered by a blue veil, its main use is to absorb projectiles and element attacks e.g fox's laser or a pokemon attack. This allows ness to regain health. This move can also be used to slow ness down when falling.

----Strengths----

- Powerful projectiles
- Plenty of projectiles
- Damaging projectiles
- Character that can be moulded into your own.
- Great mid-air jump
- Good running attack
- Mega smash attack with his bat
- Can really startle opponents who regard ness as being crap

----Weakness ----

- Poor jump
- Third jump is very difficult to use
- Pk Thunder is useless in a cramped stage e.g bottom part of Hyrule
- Bad throw
- Low mass
- Low reach
- Bad at close combat

----Statistics----

Jumping 5
Power 6
Damaging 8
Mass 3
Projectile 10
Throw 4
Reach 4
Size 9
Speed 7

Overall 56
Average 6
Category: Expert

Kirby

----Background----

Little do people know that kirby has been around since the days of the nes and is up there with mario, link and samus for being the icon of the console. Since then kirby has appeared on the snes,gameboy and the N64. Kirby will also be

appearing on the gameboy advance in the near future. Now who is Kirby you ask? Well the best way to describe him is a little pink puffball who destroys his enemies by sucking them, Why suck them? Why not pound them like other platform characters? Well kirby gains the opponents ability by eating e.g it eats a bird it can fly, it eats a fish it can swim, it works kinda like that is ssbm as well.

----Analysis----

One of my favourite characters in the game, Kirby has it all powerful attacks, damaging attacks, the ability to copy enemies abilities which gives him great variation and my personal favourite kirby is able to float eliminating the need for recovery moves. The downside of kirby is that his throw is lame, his reach is poor, he is easily smashed and he has no projectiles unless he eats someone with them of course ^_^.

----Special moves----

B: Inhale

Kirby sucks in catching any opponents in his mouth (he must have some big mouth to hold characters like Bowser in it!!) If you press B while they are in your mouth you can copy the move that character use?s with B e.g Mario's fireball. You can lose this ability by pressing the taunt button. When you gain an opponents ability Kirbys look changes to reflect on the character he has eaten, when you press B then kirby will perform a move based on the character he inhaled. You can as well not take their ability and just walk around for a few seconds with your foe in your mouth, has no real purpose other then annoy your friends though.

List of Kirbys inhale moves:

Ganondorf	Ganondorf's hair and headgear	Warlock Punch
Cap. Falcon	Falcon's helmet	Falcon Punch
D Kong	DK's hair covers body	Giant Punch
Yoshi	Yoshi's Head Cap	Tongue
Peach	Crown	Toad
Bowser	Bowser's hair and horns	Fire Breath
Luigi	Luigi's cap	Fireball
Mario	Mario's cap	Fireball
Dr. Mario	Doctor headgear	Megavitamin
Young Link	Link's Cap	Fire Arrows
Link	Link's Cap	Arrows
Zelda	Turban	Nayru's Love
Sheik	Wrap with blonde locks of hair	Needles
Samus	Samus' helmet	Charged Shot
Kirby	No change	Inhale
Ice Climbers	Parka	Ice Blocks
Ness	Backwards baseball cap	PK Flash
Fox	Fox's headgear and ears	Blaster
Falco	Beak and head feathers	Blaster
Roy	Roy's hair and headband	Flare Blade
Marth	Marth's hair and headband	Shield Breaker
Mr. G&W	Body becomes black w/ white eyes	Sausage Flip
Mewtwo	Mewtwo's tail and head prongs	Shadow Ball
Jigglypuff	Jigglypuff's hair and ears	Rollout
Pikachu	Pikachu's head Cap	Electric Shock
Pichu	Pichu's head Cap	Electric Shock

B + Left/Right: Hammer

Kirby pulls out a giant hammer and smacks it directly in front of it dealing damage and smashing any opponents in front of him. Although the hammer is a bit slow to use it deals good damage, has a good reach and most importantly sends opponents flying and smashes them at 100% or over. If you use it in the air kirby will spin the hammer in a full 360 degree spin dealing damage but not really capable of smashing.

B + Up: Final cutter

Kirby launches itself upwards while holding a blade damaging any opponents he touches and when kirby reaches the ground the blade releases a shockwave horizontally across the stage damaging opponents for quite a long distance. This can also be used as a recovery move but with kirby being able to float why would you want to use this?

B + Down: Rock slam

This is basically Bowser's bomb except for Kirby is invincible when he uses it. Kirby turns into different objects like a box, weight or a twomp and drops straight down knocking opponents clear, it damages them and smashes opponents 120%+. The only downside to this move is that if you use it on unlevel ground kirby may slide to his doom and you have no control over it, so beware!!

----Strengths----

- Some mighty smashing moves
- Some damaging moves that target everyone
- Able to float
- Fantastic jumps
- Tiny therefore difficult to hit
- 24 extra moves can be gained by using inhale

----Weakness ----

- Low mass
- Poor throw
- poor reach (without using hammer or final cutter)
- No projectiles without using inhale
- Inhale depends on type of opponent
- Rock slam is useless on uneven ground

----Statistics----

Jumping 10
Power 7
Damaging 7
Mass 3
Projectile 4
Throw 4
Reach 4
Size 9
Speed 7

Overall 55

Average 6

Category: Beginner/Intermediate

Ice Climbers

-----Background-----

Stars in the nes game Ice climber where well.. you climb up a moutain of ice? A bit of a surprise reviving them nowadays, I had never even heard of this duo before ssbm (The nes is a bit before my time). Popo is the male ice climber (default colour is purple) Nana is the female ice climber (Defeault colour is pink) By changing the colour in the game of your character you can change which one you can control, makes no difference to your performance so its just for show.

-----Analysis-----

The main thing with the ice climbers is that its confusing working with two at the one time. You control popo and nana trails behind you, nana does nothing unless you become seperated from her she will battle her way back to you. If nana gets ko'd or she is too far away from popo you cant use your proper third jump, instead it is turned into a pathateic little leap. Anyway the ice climbers are good all rounders with good smash attacks, a projectile and a mighty third jump. Their disadvantage however is that they have some of the weaker special moves in the game and they lack that certain x-factor to really make them brilliant.

-----Special moves-----

B: Ice shot

Simple projectile, each climbers use their mallet to launch a block of ice sliding along the ground, if you have both climbers they will launch two ice blocks, if its only popo then only one block will be launched. It deals about 5-10% damage to an opponent. Its not the best of projectiles and of course does not smash, and because it travels on the ground it cant travel over gaps.

B + Left/Right: Squall hammer

Popo and Nana (if shes with you) spin round and round holding out their hammer hitting any and all opponents they hit. This will do a nice bit of damage and it?s a good quick move that is difficult to move. If you are looking for a smashing move however this wont help ya!!. Its best used for cutting your way through a fray e.g to make it to a pokeball or a bob-omb before opponents. It can also be used as a horizontal recovery if nana is not with popo, if she is use the up+ B move of course.

B + Up: Belay

With nana alongside you nana launches popo miles high and herself a fair bit as well. The disadvantage of this move is that nana doesnt have the same chance in making it back to the stage as popo does. If nana is not with popo, popo performs a pitiful jump which will almost certainly help him meet his doom. From a damaging aspect it will slightly damage opponents it hits and knocks them slightly upwards, not worth the hassle to use in a fray as its difficult and slow to pull off.

B + Down: Blizzard

Popo blows an icy breath in the direction your facing and if nana is with you she blows in the opposite direction covering your back. This does a suprisingly high amount of damage (about 11%) and has a chance of freezing opponents, however like most of the climbers attacks its range is low and it?s a bit slow to use as well..

----Strengths----

- Two characters for the prize of one
- Powerful smash?s
- Only characters able to freeze easily (Game and watch is NOT easy)
- Brilliant jump if both are together
- Blizzard can keep your back covered.. very useful
- A quick projectile
- Small so easy to dodge opponents

----Weakness ----

- Apart from smash attacks they lack power
- Few damaging attacks
- When nana is gone popos ability is almost cut in half
- Lack of any one powerful attack to when battles.
- Bad reach
- Bad throw
- Tricky to get used to using two characters
- Jumps arent great

----Statistics----

Jumping 6
Power 5
Damaging 5
Mass 4
Projectile 4
Throw 4
Reach 3
Size 7
Speed 7

Overall 45

Average 5

Category: Advanced/Expert

Samus

----Background----

Samus Aran a female bounty hunter who saves the world in space from aliens. Appearing in Metroid on the nes, Super metroid on the Snes and more recently Metroid Prime on the Gamecube (Ragarded as one of the best games ever!!). Samus is concealed behind her suit of armour throught ssbm and uses many of her famous techniques like the charge bomb, homing missile and of course rolling up into a ball.

----Analysis----

Horribly complicated is probably the best way to describe samus, despite being a popular choice for beginners to pick her because of her fame and all Samus is a nightmare if you don?t know how to use her. Samus is like a finely crafted cheese

figurine (Sorry about the terrible comparison here) it takes a lot of time to perfect, needs to be moulded in your own unique way and you cannot just jump in there and make it in a few hours, but when you do master the art of Samus she can kick the head of all the other cheese figureines? Samus?s main asset is her projectile attacks and second only to Ness in her mighty projectiles, unlike ness however samus is good in the air and is pretty fast too. Her main weakness is the lack of actual power to smash opponents, she has plenty of weakinging moves but few to actually get rid of opponents.

----Special Moves----

B: Charge beam

Press B and Samus will begin to charge up a beam, tap it at any stage while charging to release it. When the beam is fully charged up Samus?s arm will flicker with light and you can release the beam at any time by pressing B. The longer it has been charged the further it goes, the more damaging it is and the more powerful it is. You can turn into a ball while charging by pressing left or right on the control stick, this is useful for evading an oncoming attack, your charge beam will still be as charged as it was before you evaded. This move can smash opponents with 100%+ damage, it however can only hit one opponent and dissapears after it hits them.

B + Left/Right:Homing missle

Simple, Samus releases a missle which slightly homes in on an opponent doing quite a bit of damage but not smashing. This projectile while being powerful is fairly slow and so is best reserved for using when you are outside of a fray and firing into the crowd.

B + Up:Screw attack

Samus curls up and spins vertically into the air damaging any opponents she hits. Deals a good bit of damage although not smashing them. This is also an very fast move and an excellent third jump if Samus is in need to get back to the stage.

B + Down: Bomb

Anyone who has ever played a metroid game should recognize this, Samus rolls into a ball releasing a bomb which drops below her. Pretty useless on the ground though quite effective in the air as Samus can release bombs on opponents beneath her. The damage is quite small and certainly doesnt smash but you can use this move repeadetly and is useful for stunning opponents beneath you.

----Strengths----

- Brilliant third jump
- Homing missile is a powerful projectile
- Charge beam is one of the few projectiles that can smash
- Quick and nimble, especially in the air
- Fantastic throw that actually has a long distance reach
- Some very damaging attacks

----Weakness ----

- Possibly the worst at smashing in the game
- Lacks any great close range attacks
- Dismal A button attacks
- Low mass

- Pretty big
- Bad reach for close range attacks

----Statistics----

Jumping 8
Power 2
Damaging 9
Mass 4
Projectile 9
Throw 8
Reach 3
Size 4
Speed 7

Overall 54
Average: 6
Category: Expert

Marth

----Background----

Star of the fire emblem series. If you have never heard of Marth don't be surprised as Fire emblem have never been released in Europe or in the states for that matter. However Fire Emblem are coming to the GBA soon and it looks like they might make their debut over here. The main thing you notice about Marth is that he is a swordsman and he has blue hair for some reason..

----Analysis----

The mighty sword Marth weilds gives him fantastic reach which is his greatest asset. Marth however also has some great damaging moves and his sheild breaker is powerful as well. Marth also is very fast and suprisingly good in the air. At first glance Marth seems to be like Link except without his tricks.. and yes that is partly true Marth doesnt have any projectiles or flashy attacks but he does have a nice range of moves involving his sword making him a true swordsman

----Special moves----

B: Sheild Breaker

Press B and Marth will pull his sword back and begin gathering energy, when you release it or when it is fully charged Marth will release his sword striking the ground and any opponents beside him. This move is very powerful and damaging if fully charged up but too weak if not charged up. The longer you charge it the more damage and power your opponent receives. Sadly this move is really hard to fully charge up and strike your opponent and immediately relasing it isnt worth the trouble. This is best used if you know where your opponent is going to land and you gain wait and charge it up, or stupid computer opponents who walk straight into it.. This move cannot be stored when charged up like Samus's charge beam so it makes it even more limited to use.

B + Left/Right: Swords Dance

Tough to master.. Marth makes a horizontal slice, if you press B when he finishes each stroke you will perform another and up to four attacks. Here are the different moves he uses

1. Slice- Basic slice doin very little damage
2. Jab- Marth jabs the sword doing slightly more damage
3. Uppercut- Marth slices the sword upwards doing nice damage, difficult to pull off though.
4. Slam- Marth slams his sword down performing a mini sheild breaker dealing some more damage though most importantly smashing opponents.

This move can also be used as a vertical recovery move though unlike Mario's cape it can only be used once.

B + Up: Dolphin Slash

Marth Slashes his sword upwards damaging any opponents above him and sending them flying a little. Another one of Marth's no thrills moves although what it lacks in appearance it makes up in it practical use as not only does it juggle opponents, damage them and smash them it can also be used as a decent recovery.

B + Down: Counter

Marth sheilds himself with his sword, while at first it appears to do nothing if Marth is struck when he uses this he will respond with a powerful sword attack. Difficult to time as you have to anticipate an opponents attck before they do it but can be useful at times. It can also be used to reflect projectiles.

----Strengths----

- Best swordsman in the air
- Amazing reach
- Good mass
- Good recovery moves
- Strong attacks
- Damaging attacks

----Weakness ----

- No projectiles
- Counter,Sheild breaker and swords dance are difficult to pull off
- Bad throw
- Too plain and boring
- No clear out move

----Statistics----

Jumping 7

Power 7

Damaging 7

Mass 7

Projectile 0

Throw 3

Reach 10

Size 4

Speed 6

Overall 51

Average 6

Category: Intermediate/Advanced

Roy

----Background----

Stars in the Fire emblem series. If you have never heard of Roy don't be surprised as Fire emblem have never been released in Europe or in the states for that matter. However Fire Emblem is coming to the GBA soon and it looks like they might make their debut over here. The main thing you notice about Roy is that he is a swordsman and he can also use fire type attacks somehow..

----Analysis----

A clone character of Marth. Don't know what a clone is? A clone is a similar character that looks and acts like the original character. Roy's moves may be similar to Marth's but they work differently e.g Roy's B move can be charged longer and Roy's B + Up move is similar to Marth's but it doesn't smash well and deals more damage. In short Roy is a bit more sluggish than Marth but can smash better and deal more damage. Which is better? Well in my opinion Roy but it's a matter of opinion and a topic constantly being debated on the Gamefaqs board.

----Special moves----

B:Flare Blade

It works in exactly the same way as Marth's Shield Breaker except for it can be held down for longer resulting in potentially more damage and it is slightly slower to deploy as well. When fully charged this move is awesome dealing 46% and sometimes even dealing a KO to an opponent with 0%!!! As well this move is amazing visually though in a fray you will rarely get to see this as it is very difficult to get fully powered up

B + Left/Right: Double-Edge Dance

More or less the same as Marth's, Roy slices first then if you press B at the end of his attack he will follow up and this can be done for four attacks. Also if you press a direction (Up/Down) Roy will hit them in that direction. Difficult to pull off at first but with practice it can be quite useful for racking up damage and then smashing your foe with the final hit.

B + Up: Rising Flare

Ahhh now I like this move, Roy uses his sword and lunges upwards releasing fire out of his sword catching opponents in it knocking them upwards and delivering a nice bit of damage. Use this with caution though as when Roy uses this move he is vulnerable to an attack. Like Marth's move this can also be used as a recovery move

B + Down: Counter

Roy will raise his sword to shield himself, if he receives an attack while he is flashing Roy will counter with a damaging dealing attack. Not incredibly useful but it can block projectiles and normal attack so it is more of a defensive move than offensive.

----Strengths----

- Powerful moves
- Damaging moves
- Flare Blade when fully charged is one of the most powerful moves in the game
- Amazing Reach
- Good recovery moves

----Weakness ----

- No projectiles
- Weak in the air
- Bad throw
- Rising flare is too slow
- No clear out moves

----Statistics----

Jumping 5

Power 8

Damaging 9

Mass 7

Projectile 0

Throw 3

Reach 10

Size 4

Speed 5

Overall 51

Average 6

Category: Intermediate/Advanced

Doctor Mario

----Background----

Appeared in the Tetris type game on the nes and more recently on the N64. In the Tetris type game the blocks were pills and the doc uses these pills in ssbm. The only real difference from doc.mario and Mario is that you can move slightly more easily in doc?s tornado then mario?s, while Mario is a bit faster out and out..

----Analysis----

More or less the same as Mario, good normal attacks,powerful smash attacks,good jumper and a fantastic throw. In fact its baffling why Doc was included in this game as he is the only clone who is almost identical to the origianl, disapointing really?

----Special moves----

B: Megavitamins

The same as Mario?s fireball except its in the shape of a pill, when released in the air the pill drops down unlike Luigi?s version. Its not a very powerful projectile or very quick at that but its Doc?s only one and it can be useful for interceoting enmies trying to recover

B + Left/Right:Super Sheet

The same as Mario?s super cape except for its white. It has several uses,dealing 10% close up damage,turning your opponnet around,useful in getting back to the stage and it can be used for reflecting projectile attacks if timed right.

B + Up: Super Jump Punch

Doc jumps upwards knocking coins out of opponnets. It deals very little damage though can smash opponnets if they are at a high Percentage. Even more useful

though is that it can be used as a recovery after using your mid air jump and deploying your super sheet a couple of times. However similar to Mario Doc is left venerable after using the super jump punch.

B + Down: Doc Tornado

The Doc spins around hitting all nearby opponents and smashing them at the end of the tornado. Not very damaging or powerful but if 3 opponents are all on high percentages then it's a great clear out move. If you tilt the control stick while using it Doc will move around while spinning.

----Strengths----

- Good close up moves
- Great throw
- Good clear out move
- Great jumper
- Great at recovering
- Powerful smashes

----Weakness ----

- Projectile is weak
- Slowish
- Reach isnt great
- Cant handle heavyweights in one on one combat

----Statistics----

Jumping 9

Power 7

Damaging 6

Mass 5

Projectiles 3

Throw 9

Reach 5

Size 6

Speed 5

Overall 55

Average 6

Category Beginner

Jigglypuff

----Background----

The singing wonder made its debut in Pokemon Red/Blue on the gameboy. The puff was a rare pokemon that could only be found in a field outside Mount.Moon. Jigglypuff may be weak in attacks but exceled at using assist moves like rest and its trademark move Sing and these moves feature in ssbm.

----Analysis----

At first people convince themselves that Jigglypuff is the weakest smasher by far and they are WRONG. The puff meister along with Kirby,Roy and Bowser is my favourite choice for a melee. Yes,yes I know your probably shocked that I consider the puff to be so good but actually the puff has amazingly good moves!! While he may not have powerful attacks, has a poor reach and a bad throw, cant

rack up damage well and its smash attacks are only average the puff excels in 3 very important features. Firstly it like kirby can float making for top notch jumps and eliminating the need for a recovery move. Secondly the puff has rollout one of my favourite moves. Rollout starts jigglypuff powering up and you may release at any time however it does not automatically deploy it when you are at the peak of your charge and so the puff can stay charging for as long as it wants (even though the power will not rise after a certain time) The main advantage of this is that you can smash into an opponent sending them flying. The third and final advantage of Jigglypuff is possibly the best attack in the game rest.. if pulled off at the right time it will send any and all opponents flying smashing anyone (even Bowser and D.K) over 50% off the screen AND it can hit all, impressed? You should be.. While these moves may seem tricky to pull off at first if you spend the time to master these the puff becomes a lethal weapon and I am delighted to say that I have mastered Jigglypuff and it really pays off when you see your friends confident smirks when you pick the puff turning into sobbing as their mighty Bowser gets crushed yet again at the hands of the puff..

----Special moves----

B:Rollout

Hold down B and Jigglypuff will roll in a spot, release when you want him to attack, the longer you hold it down the more powerful it is and the further he goes. If you hit an opponent at full charge it really sends them flying especially if the puff has rolled a bit before hitting them (i.e opponent is not right beside them). This move is great when mastered but if your not careful you could end up sending Jigglypuff off the edge so Beware!!

B + Left/Right:Pound

Amazingly simple yet effective, the puff launches itself slightly forward knocking an opponent skyward and dealing suprising damage. It is lightning fast and can smash opponents at about 115%+. A move that can be used without shame throughout the match.

B + Up:Sing

In short its best to steer away from this move despite being his trademark move. As expected Jigglypuff sings and puts opponents right beside him (and I mean RIGHT beside him) to sleep, similar to Bellosoms move the opponent may or may not stay asleep long, if they do you have a free shot, if they don't they have a free shot.. not worth the risk especially since when you are this close to the opponent you may as well use rest and send them packing..

B + Down: Rest

My Favourite move in the game, simple yet very costly if not done right. The puff falls asleep glowing for a split second at the start which will hit overlapping characters and really HIT THEM FAR. As mentioned above it can smash any character at about 50%+ and can hit all making it a clear out move as well. But of course all good things come at a cost and this move is no exception, when used the puff falls asleep right? And it will send your overlapping opponent flying and even if they do make it back they wont make it in time to hit you before you wake up BUT if you missjudge it you are completely open to a powerful smash or something like a Falcon Punch or another puffs rest, so practice well and only use it if you are sure as this move can make or brake a match.

----Strengths----

- Great jumps
- Rest, possibly the most powerful move in the game
- Pound is good for quick damage
- Small and easy to avoid foes
- Decent smash attacks
- Powerful
- Speedy

----Weakness ----

- Low mass
- Poor throw
- Poor reach
- Tricky to get the most out of
- Weak attacks
- No projectiles
- Hard to rack up damage

----Statistics----

Jumping 10

Power 9

Damaging 5

Mass 2

Projectiles 0

Throw 3

Reach 4

Size 9

Speed 8

Overall 50

Average 6

Category: Advanced

Ganondorf

----Background----

Villian of Link in the Zelda series, this guy isnt just your standard enemie e.g Bowser,Andross this guy is so sinister it is actually makes the player fear Ganondorf. While not looking threatening or anything the evil in Ganondorf can be found by merely glancing into his sinister eyes, this guy is pure evil who will do anything to get his hands on the Triforce

----Analysis----

Basically this guy is a clone of Captain Falcon, he uses the same moves as him except they are slightly slower, more powerful and more damaging. Ganondorf is rated as a heavyweight as he combines power, large mass and the flaw of having slow speed. Ganondorf also lacks other abilitys like throws and jumps but he more then makes up for it in sheer power. Like all heavyweights Ganondorf is not well rounded so if you want someone who can handle any situation don?t pick him, if you want a powerhouse however who is faster then the other heavyweights but can still send opponents flying left right and centre pick Ganondorf.

----Special moves----

B: Warlock Punch

With a yell of AHHHHHHH Ganondorf releases a massive punch slightly slower but considerably more powerful than the falcon punch, this move can KO opponents who haven't even taken much damage and delivers plenty of damage itself as well but like the Falcon Punch you would either have to be set up to connect with a hit or a complete dunce.

B + Left/Right: Gerudo dragon

Ganondorf launches himself across the stage knocking any opponents upwards, dealing decent damage and only smashing when opponents have a very high percentage. When used in the air Ganondorf hits opponents downwards. This move is quite fast and probably one of Ganondorf's easier moves to use.

B + Up: Dark Dive

Ganondorf jumps up and grabs any opponent nearby shocking them and flinging them into the distance dealing damage and smashing at 100% or more damage. Can also be used as a recovery although it's not as good as a jump as Captain Falcon's version. This move also leaves you vulnerable after using it.

B + Down: Wizard's foot

A clone of the Falcon kick, when on the ground Ganondorf slides across it with great reach damaging any opponents he hits. Beware though you don't have any control over the distance you travel so on a small stage with lots of holes you find yourself committing suicide.

----Strengths----

- Powerful attacks
- Damaging attacks
- Quite quick using some moves
- Good mass
- Great at clearing out the stage

----Weakness ----

- Poor jumps
- Slow
- Warlock punch is difficult to land
- Throw isn't much
- Too big
- Not well rounded
- No projectiles

----Statistics----

Jumping 3

Power 9

Damaging 8

Mass 9

Projectiles 0

Throw 4

Reach 7

Size 3

Speed 3

Overall 45

Average 5

Category Beginner/Intermediate

Young Link

----Background----

The character you start off as in Legend of Zelda: Ocarina of Time and the character you control for the entire game in Legend of Zelda: The Wind Waker. As suggested Young Link is Link seven years younger and as suspected he is weaker in his attacks and as a lower mass but with being younger and smaller he makes up for it in speed.

----Analysis----

Young link has the same moves as Link but with a few changes. Like Link young Link is a swordsman though his sword is considerably shorter. Young Link is also not as sluggish as Link and is slightly better at projectiles yet weaker at close up attacks. Young link also has better jumps than Link and most of his moves are slightly different than Links

----Special moves----

B: Fire Bow

This is the same as Links except for the arrows are on fire and so it does more damage. Like Link the longer you hold down B the further the arrows go and the more damaging they are.

B + Left/Right:Boomerang

The boomerang is a quicker projectile than the arrow and does about 7% damage. The only problem with this projectile is that you need to wait until it comes back. Here's a quick little strategy: fling the boomerang at your opponent, your opponent will probably dodge it and go in to attack you, little do they know that the boomerang will come back and smack them in the back of the head leaving them open to a smash attack.

B + Up:Sword Spin

This move is actually slightly better than Links, it sucks all nearby opponents in and hits them multiple times and on the last hit sends them flying making it a good clear out move for opponents on 120%+. This is also a great recovery move for making it back to the stage.

B + Down: Bomb

It's important to note that Young Link's bombs are not as powerful as the item the bomb-omb although it is almost as damaging. Young Link's bombs aren't very good for smashing an enemy although they do a decent bit of damage and can hit all 3 opponents which could lead to a combined damage of around 36%!! Not bad eh? If you Press?s down and b when he is holding a bomb Link will aim the bomb at the ground where it will bounce along the ground until it hits something.

----Strengths----

- Quite fast
- Good reach

- Good clear out moves
- Plenty of projectiles
- Great down+ A move
- Fastest swordsman
- Uses hookshot for throw

----Weakness ----

- The weakest swordsman
- Weakest swordsman
- Bad reach for a swordsman
- Terrible throw
- Bad at smashing

----Statistics----

Jumping 7
 Power 4
 Damaging 8
 Mass 5
 Projectile 8
 Throw 3
 Reach 6
 Size 7
 Speed 7

Overall 55
 Average 6

Pichu

----Background----

Appeared in Pokemon Gold and Silver as a the pre-evolved form of Pikachu. Pichu could be obtained by ?Mateing?(lets not go into it) a male Pikachu and a female Pikachu. In appearance Pichu looks similar to Pikachu except for being a bit smaller and Pichu is black in patches like on the tip of its ears. Pichu of course is an electric rat like its evolved form.

----Analysis----

Tiny.. this is probably the first thing that strikes you about pichu its tiny, this is a good thing though as it makes Pichu a tricky opponent to land a hit and also its really really fast, in fact it?s the fastest in the game!! . But obviously being so tiny means that it has a small mass and reach. However pichu has a throw similar to Pikachus which is probably the best throw in the game. However strangely whenever Pichu uses its electric attacks e.g Thunder, Forward smash it hurts itself!! It may not be much but still you rack damage up on yourself and with Pichu being the lightest in the game you can be smashed in one powerful attack without the opponent having touched you before!!

----Special moves----

B:ThunderJolt

Pichus only projectile. Pichu releases a small spark of electricity which bounces along the ground even bending around corners still connected to the stage. This attack is small in damage and moves along slowly so is quite easy to

avoid, however most opponents won't feel it necessary to get out of the way of such a puny attack, BIG MISTAKE if Pichu follows up after the spark when the opponent gets hit it leaves them stunned for a moment and a perfect opportunity for a smash attack or a thunder perhaps. This move will deal about 7% damage to an opponent and 1% to Pichu.

B + Left/Right: Headbutt

When you use this Pichu will begin charging in one place and when released Pichu will fly horizontally damaging any opponent it hits and possibly smashing them, just like Pikachu's version. However unlike Pikachu Pichu can charge it longer and as a result deal more damage and gives a higher chance of a smash. Beware though if your opponent dodges it there is no way of stopping yourself during a headbutt and could result in a SD.

B + Up: Quick attack

A great recovery move but unlike Pikachu's version it's useless for damaging enemies. If you select another direction Pichu will move in a second direction directly after the first jump. Pichu however moves very quickly and so if you're not careful you could overleap the platform and fall down the other side in a tight stage like Fourside.

B + Down: Thunder

When Pichu uses this move a peal of thunder bursts out of the sky directly above Pichu and doesn't stop until it hits the area around Pichu or a stage/character above it. This attack is very powerful and damaging and spans across a wide area. This can clear out the whole stage and aerial enemies are especially vulnerable to a thunder attack. This move will do about 4% to Pichu if it hits him.

----Strengths----

- Fastest in the game
- Thunder is a powerful clear out move
- Powerful forward smash attack
- Small and tricky to hit
- Brilliant throw

----Weakness ----

- Lowest mass in the game
- Weak projectile
- Electric attacks hurt him
- Weak A attacks
- Rubbish at combos
- Bad reach

----Statistics----

Jumping 7
Power 7
Damaging 6
Mass 1
Projectile 4
Throw 9
Reach 2
Size 9
Speed 10

Overall 55

Average 6

Category: Advanced

Falco

----Background----

The surly co-pilot of Fox McCloud. While Falco may be rude and shows little respect for Fox and the rest of the Starfox crew he is an incredible pilot and indispensable to the team. In the last Starfox adventure (Conveniently entitled Starfox Adventurs) Falco left the crew but of course he joined the crew back eventually and will be starring in Starfox 2 which should be released the end of 2003

----Analysis----

Falco while may be a clone of Fox his stats are actually quite different. Falco is more powerful then fox, slower then fox ,a slightly better jumper then fox and has greater mass then Fox. Falco though would still be classed as a quick fighter despite being the slowest in this category. Falco's throw and reach may not be great but with great recovery moves and some awesome moves that damage all Falco is one tough nut to crack.

----Special Moves----

B:Blaster

This is different to Fox's Blaster as it is slower, more powerful and knocks back enemies adding a whole new purpose to this move. The purpose of Fox's Blaster was to use it to rack up damage quickly with short swift bursts, however the purpose of Falco's is to knock opponents off the stage by pelting them with bursts that keep knocking them further and further. This move is very useful to intercept enemies trying to recover but to be honest I still prefer Fox's version.

B + Left/Right: Falco Phantasm

Falco moves horizontally in a flurry leaving an impression of himself behind. This deals a bit of damage to all opponents that you hit and sends them slightly upwards, its nothing special but it can do some quick and easy damage to all 3 opponents. Beware though this is one of the most suicidal moves in the game.

B + Up:FireBird

With a scream of FIRE Falco turns into a fireball and blazes in whichever direction you tilt the control stick, if you didn't tilt any direction Falco moves diagonally up in the direction Falco is facing. This move is slower then the Falco Phantasm but does more damage and sends opponents higher and possibly smash them at a high percentage, you can as well move this in any direction which you cant with the Falco Phantasm. This move is Falco's best recovery move and one of the better ones in the game as it covers both height and distance.

B + Down:Reflector

Falco pulls out a shiny shield that will damage any opponent overlapping him and sends them upwards slightly upwards. Its main use is to reflect projectiles and

sends them back at the user. Not very useful though comes in handy sometimes.

----Strengths----

- Quite powerful for someone so fast
- Very fast
- Great Jumper
- Good moves that target everyone
- Great at recovering
- Difficult to smash
- Good smash?s

----Weakness ----

- Bad throw
- Reach isnt great
- Can commit suicide if not careful

----Statistics----

Jumping 9

Power 8

Damaging 8

Mass 7

Projectile 5

Throw 3

Reach 5

Size 6

Speed 7

Overall 58

Average 6

Category Intermediate

Mewtwo

----Background----

Mewtwo a clone of the rare pokemon Mew created in a lab. Mewtwo featured only in Pokemon Red/Blue as the last pokemon at the very end of the game and oh if you didn?t know Mewtwo is not like the other pokemon as he is evil.

----Analysis----

Mewtwo is a long range fighter that specializes in long range attacks and some technical attacks for setting up opponents for powerful attacks. Mewtwo strikes as more of a support character as he possess many attacks for stopping characters for a moment and he can rack up some serious damage with smash attacks that hit multiple times, however Mewtwo has a serious lack of power and like Zelda finds it difficult to actually smash the opponents and so is best suited in a team game along with a partner who can finish opponents off with a strong swift attack e.g Link,Ganondorf, Kirby or Mario after much of Mewtwos bashing. Mewtwo is a character that is not unlocked easily and so the game makers presume that you are a master of the game as you would need to be to get the most out of Mewtwo

----Special moves----

B:Shadow Ball

Probably Mewtwo's best move, here Mewtwo begins to charge up a ball of dark energy and will continue holding the energy until you decide to release it. It works in the same way as Samus's charge beam and is about as powerful. However you can't carry this around once you have fully charged it like Samus. Obviously the longer you charge it the more powerful it is and the further it goes. Like most of Mewtwo's attacks it engulfs the enemy in darkness.

B + Left/Right:Confusion

Rubbish!! Mewtwo reaches out and any opponent beside him (Must be right beside him) will be spun into the air using his psychic power, then dropped on the ground doing a very small amount of damage and turning them the other way in a lame attempt to confuse them. Of course while using this you yourself are wide open to an opponent's attack. This move is best reserved for a team game where your ally can be on hand to smash the opponent.

B + Up:Teleport

Similar to Zelda and Sheik's teleport, very quickly Mewtwo disappears and rises upwards, if you tilt the control stick in a direction he will teleport in that direction. It doesn't go as far as Zelda's but is much easier to control than hers, it goes a bit further than Sheik's and is slightly more rigid to control but is probably the best teleport in the game and a great recovery move.

B + Down:Hypnotize

Take Jigglypuff's already useless sing and add the fact that it only targets one opponent directly in front of you and not all around you and you have Hypnotize. If you connect it will put your foe to sleep for a few seconds if not your left open, however it is much quicker than Jigglypuff's sing and so needs less recovery time.

----Strengths----

- Lots of support features
- Powerful Projectile
- Very damaging smashes and attacks
- Good at jumping
- Good throw
- High mass
- Good reach on tail attack

----Weakness ----

- Terrible power
- Weak smashes
- Hypnotize and confusion are useless in a fray
- Too big a target
- Only 1 projectile
- Has no clear out moves

----Statistics----

Jumping 8
Power 1
Damaging 9
Mass 8
Projectile 5

Throw 7
Reach 6
Size 3
Speed 5

Overall 52
Average 6
Category Expert

Luigi

----Background----

Mario's younger, taller and greener brother. Luigi made his gaming debut back on the nes in a two player game where the second player played as Luigi. Only recently did Luigi get his own game in the form of Luigis Mansion a launch game for the Gamecube. Luigi is not as adventuring loving as Mario and more timid then him but can still beat the head off Bowser when needed?

----Analysis----

Luigi is a clone of Mario but many of his stats and moves are different, Luigi is slightly taller and so is a better jumper, Luigis attack moves may look Donkeyish but they are very effective, his smash attacks may not be as powerful as Mario's but he makes up for this by having the powerful green missile attack and an improvement of the Super jumps. Luigi like Mario is a great all rounder who is strong in all areas with no real weakness and similar to Mario he is perfect for beginners.

----Special moves----

B:Fireball

Luigis fireball looks like a green version of marios, it hits for the same damage as Mario's and it stuns enemies like Mario's but the one and only difference with Luigis fireball is that it doesnt drop in the air it stays at the same height as Luigi. Ok so it may not be a major difference but its that little difference that would give Luigis projectile a slight edge.

B + Left/Right:Green Missile

Ok now this is similar to Pikachus Skull Bash, Luigi starts charging up and when you release it or Luigi is fully charged Luigi flies at the opponent in a flurry of green knocking them back and dealing good damage. If this move is fully charged Luigi can smash an opponent on 85% if he hits them dead on. Also sometimes a misfire may happen when you use this (doesnt have to be charged up much at all) when this happens Luigi goes flying unleashing flames as he goes by, if he hits an opponent he can deal great damage and smash at about 60%+, but if he misses he could very well end up meeting the smash wall.

B + Up:Super Jump Punch

This move isnt as good a recovery move as Mario's as you cant move him left or right it just goes up straight and like Mario it leaves him vulnerable when

coming down. However there is something special about Luigis super jump punch as when Luigi uses it when he is right beside an opponent he will unleash a mighty jump punch doing about double the damage and sending them twice as far making it a brilliant smash move, you know when Luigi uses this move as it releases a ?ping? like the one the home run bat makes when making a smash.

B + Down:Luigi Tornado

With a yell of Yahoo!! Luigi spins round and round engulfing enemies in a tornado hitting them multiple times and smashing them with the last hit, great for clearing out the stage and racking up damage.

----Strengths----

- Great jumper
- Good all-rounder
- Super jump punch up close is suprisingly strong
- A misfire in the Green missile can be quick and powerful
- Fantastic throw
- Good smashes
- Good clear out move
- Great in the middle of a fray

----Weakness ----

- Forward smash is a bit weak
- Projectile is weak
- Racking up damage can be tough
- A misfire can be suicidal

----Statistics----

Jumping: 10
Power: 7
Damaging: 7
Mass: 6
Projectiles: 4
Throw: 9
Reach: 5
Size: 5
Speed: 7

Overall 60
Average 7
Category beginner/Intermediate

Mr.Game and Watch

----Background----

Not much to say about game and watch, he?s a stick man who starred in the game and watch handheld series.

----Analysis----

A mixture of Strengths and weakness , fantastic smash attacks, good recovery move, a move that requires luck, a projectile that is horribly weak and another move which requires a projectile user to even use it!! Game and watch is also

easily smashed due to his low mass. He can be difficult to get used to being 2-D and all..

----Special Moves----

B:Sausages

Game and watch takes out a frying pan and flips sausages into the air, the sausages do as much damage as you would expect, very little.. though they are Game and watch's only projectile and is best used for intercepting opponents struggling to recover but it really isn't very useful and is mainly just to annoy your friends.

B + Left/Right:Hammer

Game and watch uses a hammer and a number appears above his head, the higher the number (ranging from 1-9) the more powerful the attack, most of the numbers aren't powerful and usually use an elemental attack to rack up damage e.g freezing, shocking. If you get nine however it is a very powerful move that if hit dead on you can smash at 75%+

B + Up:Trampoline

Two men appear under Game and Watch launching him upwards with a trampoline giving Game and Watch a huge boost of vertical distance making it a brilliant recovery move. In combat it's like Peach's parasol, it can smash at high damage but in general it does minimal damage and won't send them very high.

B + Down:Oil Spill

This is best forgotten about as it won't help you out very often, Game and Watch pulls out a bucket which at first does nothing but when you use it to block a projectile you will notice that one third of the bucket is full, collect two more projectiles and your bucket is full, then you can release it to throw oil over an opponent to deal major damage and probably will smash them. The damage and power is calculated by how powerful the projectiles were you collected. If you collect 3 of Samus's fully charged charge beams and then release them on an opponent it will deal around 120% (not a typo) damage and smash them with 0% damage.

----Strengths----

- Amazing smashes
- Good jumper
- Great at recovering
- a bit on the small side
- Some attacks with amazing potential
- Decent throw
- Uses weapons for attacks so reach is increased

----Weakness ----

- Slow
- Moves weirdly
- Its power moves require luck and opponents projectiles
- Very easily smashed
- Poor projectiles
- Not great at damage racking

----Statistics----

Jumping 3
Power 9
Damaging 5
Mass 2
Projectiles 4
Throw 7
Reach 7
Size 7
Speed 4

Overall 47
Average 5
Category Advanced

So now that you have seen all the characters you must be wondering well which one is the best? Well according to the score system I invented Fox is.. but I actually don't think so.. because I regard some abilitys that are scored for to be more important then others like size,power,jumps and speed would be more important to me over reach,mass and damaging yet it is a matter of opinion which abilitys are your favourite then use the score system to check the various characters and see which one fits into your favourite categorys.

Here is the list in descending order of the characters which are most well rounded but Don't mean that they are the best as in ssbm there is no best character.. its all down to your opinion.

Mario 61
Luigi 60
Fox 59
Falco 58
Link 57
Pikachu 56
Ness 56
Kirby 55
Doc.Mario 55
Young Link 55
Pichu 55
Yoshi 54
Samus 54
Captain Falcon 52
Mewtwo 52
D.k 51
Marth 51
Roy 51
Jigglypuff 50
Bowser 47
Game and watch 47
Ice Climbers 45
Ganondorf 45
Sheik 44
Peach 43

5.Event Mode

Note: it is important to note that the strategy's I give you in the event modes are just one of many ways to deal with each event as you can win any event with any character any way you want but I am going to advise the easiest and simple way to get past it, however some strategies may not work for some people as the character I recommend may not suit them but DON'T give up, try out your best character and see how you fare out with him, try inventing your own strategies before giving up and remember try the event yourself before consulting the guide. The first 20 or so are easy and if you are not able to defeat them on your own you may not be able to complete later events even with help.

Event 01: Trouble King

Character: Mario (2)

Opponent(s) : Bowser (2)

Ally(s) : none

Stage:

Prize: none

Strategy: Simple and a good opportunity to test out some of Mario's techniques, your best strategy is to use Mario's forward smash constantly releasing it when Bowser gets within striking distance, keep doing this and it won't be a problem. Remember don't let Bowser come in close for long as his attacks are more powerful than yours!!

Difficulty: 1

Event 02: Lord of the jungle

Character: D.K (2)

Opponent(s) : Mini D.K (2)

Ally(s) : none

Stage:

Prize: none

Strategy: This is actually tricky as very few of your attacks can connect with the tiny speedy version of yourself, you could be there all day trying to connect with a giant punch or a forward smash but instead just use D.K's down smash, it may not be as powerful as his forward smash but it will hit him and since he's so small and you're so big he will go flying. Don't be afraid of taking a lot of damage here as the little ape will find it tough smashing you.

Difficulty: 1

Event 03: Bomb-fest

Character: choice, recommend-Fox(1)

Opponent(s): Link(1) + Samus(1)

Ally(s): none

Stage:

Prize: none

Strategy: Either way this match will be over in seconds, you are against Link and Samus with the stage filled with pokeballs containing Electrodes and Bob-ombs. Pick fox as he is fast enough to dodge electrodes, has a reflector to reflect the bob-ombs and has good smash attacks to finish off your opponents. The easy way to win this is to pick up bob-ombs and throw them at opponents, ignore the pokeballs as the Electrodes will harm you as well. Use your shield to protect yourself from bob-ombs and if the stage becomes covered in Electrodes use the fire fox into the air to escape while they explode (hopefully in your opponents face). With only one life the match could be over in seconds but it shouldn't take more than a few tries.

Difficulty: 1

Event 04: Dino-Wrangling

Character: Choice recommend-Jigglypuff(3)

Opponent(s): Giant Yoshi (1)

Ally(s): none

Stage:

Prize: None

Strategy: If you have unlocked the puff at this stage this will be simple, just use rest on the giant Yoshi (it's so big you won't miss) and with 3 lives to blow taking him out won't be a problem. If you haven't unlocked Jigglypuff stick with Mario and use his powerful forward smash to deal with Yoshi.

Difficulty: 1

Event 05: Spare change

Character: Ness

Opponent(s): Captain Falcon

Ally(s): none

Stage:

Prize:none

Strategy:This is a bit different as it's a coin battle, when you hit your opponent you knock coins out of him and the first to get 200 coins wins. This isn't too tough if you keep out of the reach of cars and use this very simple combo move. Wait until Captain Falcon comes up beside you and use PK Fire on him, this will knock some coins out of him and leave him immobile, now use your bat in Ness's forward smash move to send him flying and collect even more coins, now when Captain Falcon has gone flying collect the coins and wait for him to come back(or get hit by a car)

Difficulty:2

Event 06:Kirbys on Parade

Character:Choice, Recommended-D.K

Opponent(s):3 Kirbys(2)

Ally(s):none

Stage:

Prize:none

Strategy:Easy be D.K and pound the ground using his down+B move,this should send these especially light Kirbys flying.

Difficulty:1

Event 07:Pokemon Battle

Character:Choice,Recommended-Pichu,Pikachu(2)

Opponent(s):Pikachu(2)

Ally(s):none

Stage:

Prize:none

Strategy:Pick Pichu if you have unlocked him,you probably haven't so you should stick with Pikachu because of his speed. Now the snag in this battle is that you can only deal damage to Pikachu with pokeballs (which are all over the place). So simply throw pokeballs again and again at Pikachu and just leave the pokemon to do your dirty work.Of course Pikachu will throw pokeballs at you as well so be careful to dodge them.It can get quite tough when the stage is full of Pokemon so be sure to keep getting the pokeballs to make sure the pokemon are yours.

Difficulty:2

Event 08:Hot Date on Brinstar

Character:Choice,Recommend-Mario(3)

Opponent(s):Samus(3)

Ally(s):none

Stage:

Prize:none

Strategy:A straight out fight against Samus,picking mario is a good choice as he has good smash moves and is a good all rounder.The best strategy to use is stay in close to Samus and use a powerful smash when she is at 100%+.

Difficulty:2

Event 09:Hide N Sheik

Character:Choice,recommended-Captain Falcon(1)

Opponent(s):2 Zeldas(1)

Ally(s):none

Stage:

Prize:none

Strategy:The main thing is to wait for Zelda to change into Sheik as if you don't and you KO Zelda you lose? The best thing to do is to pick Captain Falcon and use his powerful quick moves like the raptor boost to deal some damage to one Zelda(just pick one) while damage racking ignore who you are fighting (Zelda or Sheik) when she has damage 100%+ wait for he to change into Sheik and smash her.Repeat with the remaining Zelda

Difficulty:2

Event 10:All Star Match 1

Character:Choice,Recommended-Fox(2)

Opponent(s):Mario,D.K,Yoshi,Peach,Bowser(1) one after an another

Ally(s):none

Stage:

Prize:none

Strategy:ok you face these one after another and any damage you take in a match is carried over to the next,it would be hard except for your opponents are kinda rubbish.Pick Fox and you will have a speed advantage over the rest.Against Mario stay away from him and use your blaster to deal damage,when he comes close use his forward smash to repel him.Against D.K be careful as he is more powerful then you and has a great reach so smashing isnt a good idea,instead use the fire fox to rack up damage and try a up smash when he is in the air to finish

him. Against Yoshi stay in close and smash, smash, smash!! Shouldn't be a problem. Against Peach just kick the stuffing out of her. Bowser is probably the only tricky one but by now you should have 2 lives with fairly high damage on you. Expect Bowser to smash you early on to even the odds. The best way to deal with him is to use the fire fox and fox illusion to rack up damage and finish him with a smash.

Difficulty:2

Event 11:King of the Mountain

Character:Choice, recommended-Luigi,Pikachu(1)

Opponent(s):Ice Climbers(Immortal)

Ally(s):none

Stage:

Prize:none

Strategy:All you need to do is survive until the time runs out,your best bet is to pick a quick and nimble character whos a good jumper like Luigi or If you havent got him use Pikachu. Simply jump around avoiding the ice climbers until the time runs out.

Difficulty:2

Event 12:Seconds anyone?

Character:Choice,Recommended Bowser(1)

Opponent(s):Captain Falcon(1)

Ally(s):none

Stage:

Prize:none

Strategy: Tricky,you have to KO Captain Falcon within the very short time limit.The easiest and quickest way to do this is to use Bowser.At the start when Captain Falcon comes towards you Forward Smash him to deal some nice damage and send him flying with it, followup with some up smashes and Captain Falcon will be history.If you miss the opening smash though you would be better off starting again.

Difficulty:2

Event 13:Yoshis egg

Character:Yoshi(1)

Opponent(s):D.k,Fox,Pikachu(immortal)

Ally(s):none

Stage:Rainbow Ride

Prize:none

Strategy:Here the aim is to protect an egg from the three opponents,this isnt too hard though can be tricky.First of all grab the egg and run away from opponents until time runs up. Another method of doing this is to leave the egg and just fight your opponents yourself,just remember to grab the egg when the ship starts falling off the screen.

Difficulty:3

Event 14:Trophy Tussle 1

Character:Choice(2)

Opponent(s):3 Random characters(2)

Ally(s):none

Stage:Goomba Trophy

Prize:Goomba Trophy

Strategy:First of all If you are having difficulty with this one you should keep starting again until you have characters with a low mass to fight e.g pichu,ness,kirby,jigglypuff. You should pick your favourite character and there is really no strategy here other then smash your opponents.For some reason one opponent usually stays out of the fray,if this happens you should ignore them and deal with the other two.

Difficulty:3

Event 15:Girl Power

Character:Choice Recommended Jigglypuff(2)

Opponent(s):Samus,Peach,Zelda (2)

Ally(s):none

Stage:

Prize:none

Strategy:You are tiny and they are normal size,so the best way to deal with this is the classic rest move,watch those babes fly!!

Difficulty:2

Event 16:Kirbys air raid

Character:Kirby(1)

Opponent(s):10 Kirbys

Ally(s):none

Stage:

Prize:none

Strategy:These Kirbys are easily smashed and so should not be a problem. There are warp stars all over the place so make sure that you don't get caught by one. You have the choice of either using warp stars to take out the kirbys or just use your hammer to deal with them.

Difficulty:2

Event 17:Bounty Hunters

Character:Samus(1)

Opponent(s):Bowser and Captain Falcon (1)

Ally(s):none

Stage:Kongo Jungle

Prize:none

Strategy:This is tough,as all of Samus's events are.You have to KO Bowser and not let Falcon do it,which is tough as most Samus masters know KO's aren't Samus's speciality.The best thing I can recommend is wait and hope that Falcon commits suicide (it happens a lot surprisingly).Then smash Bowser(he isn't very attacking minded). You could also try smashing Falcon but it's hard as he gets rid of Bowser fairly quickly.

Difficulty:4

Event 18:Link's Adventure

Character:Link(2)

Opponent(s):Dark Link(2)

Ally(s):none

Stage:Hyrule

Prize:none

Strategy:This is kind of tough as you face a dark version of yourself,the dark version is fairly fast and can take you out quickly if you're not careful so this match is all down to skill.The best way to handle it is to forget smashes at the start of the match and concentrate on wearing him down with his up+B move and his projectiles.Then when Dark Link has 100%+ damage smash him with Link's trusty forward smash.

Difficulty:4

Event 19:Peachs Peril

Character:Mario(1)

Opponent(s):Bowser(immortal)

Ally(s):Peach (1)

Stage:

Prize:none

Strategy:To win this both Mario and Peach must have survived when the time runs out and suprisingly peach isnt as bad as she looks.Peach can survive for a while and in fact if you jump in to attack the high level Bowser Mario will be the one getting smashed.The best thing to do is pelt Bowser with fireballs and keep your distance,when Peach gets in and starts getting beat around by Bowser jump in with a Mario Tornado to clear Bowser away,keep it up and you should be ok.

Difficulty:3

Event 20:All star match 2

Character:Choice, Recommended-Roy/Marth(1)

Opponent(s):Samus,Link,Zelda,Captain Falcon,Fox

Ally(s):none

Stage:varies

Prize:none

Strategy:Use Roy if you have him if not use Marth as using a powerhouse like Bowser isnt good against Links long reach and Fox and Falcons speed. Roy will have the speed and reach to compete with them both. Against Samus stay in close and smash her all the way using his up+B move when shes in the air,shouldn?t be a problem. Against Link stay close and don?t let him use his projectiles,in a one on one battle it would be close and if you were skilled with Roy you should be able to win BUT Link will wear you down a lot and since damage is carried over that?s not a good idea,instead use his up+B move to bring him into the air and try juggling him a bit to wear him down,when he gets down you may have to go head on but he shouldn?t be as much of a problem when hes weaker.For Zelda use the same strategy as Samus.For Captain Falcon stand where you are and use Flare blade and wait for him to come to you,if he makes it back greet him with a smash. Fox is the biggest problem as he is the most competent and the fastest so your best bet would be to use your up+B move as its very accurate then use up smash to rack up damage,will be tough but you should have a life in reserve.

Difficulty:4

Event 21:Ice Breaker

Character:Choice,Recommended-Link(1)

Opponent(s):2 Ice climbers (1)

Ally(s):none

Stage:Peachs castle

Prize:none

Strategy:This is somewhat different then other events as your opponent doesent fight back instead they just bounce there.Your goal is to KO both nanas in a minute (Nana is the pink one). If at any point you KO popo you lose? So your best bet is to pick Link and pick on the first group of Ice climbers by smashing them against the wall until they have racke up about 80% damage, then use your hookshot to grab an ice climber,if its popo throw him against the wall,if it nana throw her away off the side. The hopefully you have more then 30 seconds left to do the same on the other pair of ice climbers.

Difficulty:4

Event 22:Super Mario 128

Character:Choose-Recommended-D.K

Opponent(s):128 Tiny Mario's

Ally(s):none

Stage:

Prize:none

Strategy:Simple be D.K and use his down+B move over and over again and the Mario's wont have a chance.

Difficulty:3

Event 23:Slippys Invention

Character:Choose-Recommended Jigglypuff(2)

Opponent(s):Fox + Falco (2) both invisible

Ally(s):none

Stage:

Prize:none

Strategy:This seems to be impossible at first and I found this at first to be one of the hardest events in the game as you cant even see your opponents!!. But I found a simple way to win this in fact using this way anyone could win every time they try it!! Choose jiggly and use his Rest move,this move sends fox and falco flying a suprising distance,and since neither of them use smash attacks or special moves often you get plenty of notice when they are right beside and so

then its time to rest!! You should be able to get rid of each of them with 3 rests each and you may hit both of them with one rest. With a second life for yourself as well this really shouldn't be a problem.

Difficulty:4

Event 24:The Yoshi Herd

Character:Choice- Recommended Roy,D.K(1)

Opponent(s):29 Yoshis, 1 Giant Yoshi (1)

Ally(s):none

Stage:

Prize:none

Strategy:You could be D.K and use his down+B move to pound to easily smashed yoshis but the main problem comes with the giant yoshi,if you're a D.K master then you wont find it a problem but if your not stick with Roy and use his forward smash and flare blade on the yoshis and follow up with his up+B move and smash attacks on the giant yoshi.Not really that hard.

Difficulty:3

Event 25:Gargantuans

Character: Giant Bowser(1)

Opponent(s):Giant D.K(2)

Ally(s):none

Stage:Fourside

Prize:none

Strategy:This is tough and the stage itself is more a problem then D.K as the stage is full of holes and gaps which could potentially mean you falling to your death. As well as that D.K has an extra life then you so everything is stacked against you.However be thankful that you are controlling Bowser as Bowser is much more powerful then D.K. The most important thing to do is to big up a large area and stay there e.g the board at the far left. It's a big no no to go jumping around as being so huge you wont be as good at jumping.The best way to take out the kong is to use Bowser's powerful forward smash and smack him around the place until he goes flying.Then repeat on his second life,it may take a few times to complete as this is the start of the tricky events

Difficulty:5

Event 26:Trophy Tussle 2

Character:Choice, Recommended-Roy (2)

Opponent(s):3 Random Characters(2)

Ally(s):none

Stage:Entei

Prize:Entei

Strategy:Again restart until you get some weak characters to fight,usually one character will stay at the side and will only attack when you come near.Use Roy and smash the other two off the side,if you got characters like pichu and jigglypuff it shouldn't be a problem but if you got someone like Link,Marth or Bowser your in for a challenge!!

Difficulty:4

Event 27:Cold Armour

Character:Samus(1)

Opponent(s):3 Metal Samus's(2)

Ally(s):none

Stage:Brinstar

Prize:none

Strategy:One of the toughest events (probably the toughest after the last two) like all of Samus's events are.If you are a not a master with Samus you will find this impossible,if you are you will find this hard.Going into a fight against three tougher versions of yourself just wont work,and as well you have one life and they have 6 combined lifes!! And they're metal as well to give them extra mass.So how to get rid of them? Well the easiest way to do this is to jump down to a platform near the bottom and wait for the metal ones to come down after you and hopefully commit suicide.Remember don't go in head on because you wont win!!

Difficulty:7

Event 28:Puffballs Unite

Character:Choice- Marth(1)

Opponent(s):14 Kirbys(1)

Ally(s):none

Stage:

Prize:none

Strategy:This one now is nice and easy,all you have to do is forward smash those Kirbys and they will be history.Beware though and stay on the ground as Kirby has plenty of aerial moves.

Difficulty:4

Event 29:Triforce Gathering

Character:Link(1)

Opponent(s):Ganondorf(1)

Ally(s):Zelda(1)

Stage:Hyrule

Prize:Fight Ganondorf

Strategy:This is the one that everyone plays for as it is the only way to unlock Ganondorf.Now onto the match,it may seem like Zelda is a bit of a liability but she actually isnt and if you stay in the fray against Ganondorf the entire time then it will be you to get KO'd before her.Of course if either of you get KO'd then you lose so you have to stay in the fray fighting Ganondorf. Now the easiest way to take him down would be to use your down+a move and forward smash to rack up his damage and forward smash him when he is near the edge and with 70%+ damage.DON'T hang back and hit him with projectiles as Ganondorf will take his anger out on Zelda and his attacks hurt!! And it wont be long until he smashes her.

Difficulty:5

Event 30:All star match 3

Character:Choice-Recommended-Mario

Opponent(s):Kirby,Pikachu,Ness,Ice climbers(1)

Ally(s):none

Stage:varies

Prize:none

Strategy:All 4 of the characters have a low mass and so a powerful character can easily thrash them. However don?t pick Bowser as these characters are also very fast and will run rings around you,instead use mario and use his smash attacks to KO them with a few hits.

Difficulty:4

Event 31:Mario Bros. Madness

Character:Choice-Recommended Link

Opponent(s):Mario(1) Luigi(1)

Ally(s):none

Stage:Mushroom Kingdom 2

Prize:none

Strategy:This is actually kind of fun,this is a time match where Mario and Luigi work as a team. Basically use Links forward smash to deliver damage to both of them and send them flying.When they gather beside you use his sword spin or jump up and use his Down+A move.Use these three moves throughout the match and you shouldn't have any problems,just remember not to try your projectiles as the mario bros are too fast and there is two of them.

Difficulty:4

Event 32:Target aquired

Character:Falco(1)

Opponent(s):Jigglypuff(1)

Ally(s):none

Stage:

Prize:none

Strategy:Easy all you have to do is deliver the final hit to jigglypuff,no real strategy really other then using smash attacks on the puff.

Difficulty:3

Event 33:Lethal Marathon

Character:Captain Falcon

Opponent(s):none

Ally(s):none

Stage:F-Zero adventure course

Prize:none

Strategy:This is an adventure track not a battle stage.This is the same track that is in adventure mode except for one major difference it is in double speed which can be major confusing especially when the cars come along. Its all about good reflexes and remember to jump off the safety platform before the cars are gone as there is a tight time limit

Difficulty:6

Event 34:Seven Years

Character:Young Link(3)

Opponent(s):Link(3)

Ally(s):none

Stage:Termina Bay

Prize:None

Strategy:OK now it is important to note that this Link is very good and if you try to fight him head on your toast,so you need to use Young Links advantages over Link like his speed and better projectiles,so use your arrows and bombs and keep away from his longer sword.When Link has 80%+ use your down+a attack to smash him away.Don?t try your forward smash as Link can easily block it and punish you for it.It may take some time to complete but can be done.

Difficulty:6

Event 35:Time for a checkup

Character:Luigi (1)

Opponent(s):Mario (1)+Peach(1)

Ally(s):none

Stage:Yoshis island

Prize:none

Strategy:OK this is hard if you don?t have much experience with Luigi,if you feel Lucky try jumping off the stage and barely charge up a green missile and hope you get a misfire straight into an opponent. Other then that try using his super jump punch beside an opponent to rack up some damage but apart from that its all down to skill,this can be quite tough.

Difficulty:7

Event 36:Space travellers

Character:Ness (1)

Opponent(s):Samus,Kirby,Fox,Captain Falcon,Falco (1)

Ally(s):none

Stage:varies

Prize:none

Strategy:This one looks very tough and it is..especially since you have to use Ness though it can be done.Against Samus and Kirby wait for them to come to you and forward smash them? simple. Fox is more difficult and the forward smash wont get you out of the match without plenty of bruises and you don?t want that,instead try using PK fire to stun him and then use forward smash.Now Captian Falcon is tough and so it might be time to use one of ness?s more advanced tech?s.Try jumping off the stage and when you reach the level of Falcon use PK thunder into yourself to send yourself flying into Falcon and finish him forward smash.Now Falco this is very very hard, try using PK fire to stun him and rack up damage but risking leaving yourself open by using a forward smash isnt worth it,instead keep using PK fire and the PK thunder trick and try a forward smash to finish him.

Difficulty:8

Event 37:Legendary Pokemon

Character:Choice-Recommended-Fox/Pikachu(1)

Opponent(s):Jigglypuff(2) 4 Giant wire frames(2 each)

Ally(s):none

Stage:Pokemon stadium

Prize:none

Strategy:Sounds impossible but is actually challenging fun and is actually one of the few stages that I completed on my first ever try on them.The basic idea to this is that four wire frames are after you while jigglypuff runs around after the pokeballs(Which all contain one of the legendary pokemon which are all very strong). You should adopt the puff?s strategy as well by ignoring the wire frames and trying to beat the puff in getting the pokeballs and you should get a strong pokemon to probably smash your opponent,if your unlucky however a worthless Wobbuffet will appear.Remember to ignore the fighting wire frames and just let the pokemon do the dirty work.

Difficulty:6

Event 38:Super Mario Bros.2

Character:Choice-Recommended Marth/Young Link(2)

Opponent(s):Mario(2)+ Luigi(2)

Ally(s):none

Stage:Mushroom Kingdom 2

Prize:none

Strategy:Easy!! Simply be Marth or young link as they are good quick swordsman and wait for the bros to come to you and smash them with your sword and with two lives it gives you even some more protection even though you probably wont need it.

Difficulty:5

Event 39:Jigglypuff Live

Character:Jigglypuff(2)

Opponent(s):3 Jigglypuff(2)

Ally(s):none

Stage:

Prize:none

Strategy:They are easily smashed and you are easily smashed so it can be tough if you're in the middle of a fray.The best thing to do is to stay near the edge and wait for the puffs to come to you.Also items work very well here and if your lucky you might get a bob-omb or an explosive capsule to take out all 3 in swoop.

Difficulty:6

Event 40:All Star Match 4

Character:Choice-Recommended-Mario(2)

Opponent(s):Marth,Luigi,Jigglypuff,Mewtwo,Mr.Game and watch.

Ally(s):none

Stage:varies

Prize:none

Strategy:This is tough as the various characters are very different.Mario is a good choice here as he is a good all rounder and can deal with most of the opponents easily.Marth is thankfully the first and easiest so just use smash attacks to deal with him.Luigi is a bit tougher but so long as you keep out of the way of his green missile he shouldn't be a problem.The puff is easily smashed and so should be easy as well.Mewtwo is tough but since hes slow and sluggish a mixture of tornados and forward smashes should be enough to get rid of him.Game and watch is one tough nut to crack, he is easily smashed but wearing him down is the problem,if you have a spare life you could get in close and just pummel him but if you are on your last life getting close is a bad idea due to his powerful smash attacks so wearing him down with items and fireballs may be in order.

Difficulty:7

Event 41:En Garde!

Character:Marth(2)

Opponent(s):Link(2)

Ally(s):none

Stage:Termina Bay

Prize:none

Strategy:This isnt too bad but really its down to luck as if you have won every event up to now and know Marth well enough then you should be at the same level as Link so really it will be close and could go anyway.The only real tip to this is to stay close to Link as he has projectiles and you don't.

Difficulty:6

Event 42: Trouble King 2

Character: Luigi (2)

Opponent(s): Giant Bowser (2)

Ally(s): none

Stage: Poke Floats

Prize: none

Strategy: This is impossible to do plain and simple, you have to fight a giant Bowser who not only fills up half the stage but can KO you with one move. The only way you can win this is if you wait until he commits suicide unless you are insanely skilled with Luigi, even a misfire with the green missile will hardly budge Bowser!!, Its all about luck and will take a lot of attempts.

Difficulty: 9

Event 43: Birds of Prey

Character: Fox (2)

Opponent(s): Captain Falcon (2) + Falco (2)

Ally(s): none

Stage: Venom

Prize: none

Strategy: Tricky but can be done. Keep moving and hope that Falcon suicides a couple of times and then that leaves you in a straight fight against Falco and with a bit of smashing and fire foxs should win you the match.

Difficulty: 7

Event 44: Mewtwo Strikes

Character: Choice-Recommended Roy (1)

Opponent(s): Mewtwo (1) Zelda (1)

Ally(s): none

Stage: Battlefield

Prize: none

Strategy: You have to KO mewtwo to win this and if you KO Zelda you lose. Mewtwo will appear after about 20 seconds. Until then just jump around with Roy avoiding Zeldas Dins fire. Then when Mewtwo appears just smash him into oblivion while ignoring Zelda.

Difficulty: 6

Event 45:Game and watch forever

Character:Mr.Game and watch(2)

Opponent(s):25 Mr.Game and watchs

Ally(s):none

Stage:

Prize:none

Strategy:Strange..you are highly smashable and they are highly smashable so in short you have to be able to get by without taking hits as a hit will see you smashed.The best way to do this is to stay at one side of the screen therefore eliminating being attacked on both sides and then just smash the other game and watchs and hope they don?t get you.Your smash attack does not need to be charged up at all.

Difficulty:7

Event 46:Fire Emblem Pride

Character:Choice-Recommended Roy(3)

Opponent(s):Marth(3)+Roy(3)

Ally(s):none

Stage:Hyrule

Prize:none

Strategy:Suprisingly easy if you do it right,simply pick Roy and just stand there charging and releasing forward smashes over and over again.you need good timing for this to work but since Roy has a good reach he should be able to hit them before they get near enough to hit you (as the computer isnt too bright). May take some time but isnt the hardest of events.

Difficulty:6

Event 47:Trophy Tussle 3

Character:Choice-Recommended Mario(2)

Opponent(s):3 Random characters(2)

Ally(s):none

Stage:Majoras mask

Prize:Majoras Mask

Strategy:This is like the other trophy tussles, you should restart until you get 3 opponents who are weak and easily smashed.Jigglypuff,pichu and Mewtwo are probably the three easiest computer opponents.Unlike other trophy tussles

however all 3 will come after you but if you got three easy opponents Mario should be able to over power them with his powerful up and forward smashes.

Difficulty:7

Event 48:Pikachu and Pichu

Character:Choice-Recommended-Bowser(2)

Opponent(s):Pikachu(immortal)+2 Pichus(1)

Ally(s):none

Stage:Kirbys dream land N64

Prize:none

Strategy:It may seem risky to pick Bowser but his strength is well worth it. Simply attack both Pikachu and The pichu with moves like whirling fortress and the Bowser bomb (the pichus hardly move). Then with a well placed smash you should be able to get rid of the persistent Pikachu leaving the Pichus unguarded for a moment. Take this opportunity and smash both the little ones at the same time with a half charged up smash.

Difficulty:6

Event 49:All-Star Match Deluxe

Character:Choice-Recommended-Link/Roy(2)

Opponent(s):Dr.Mario,Falco,Pichu,Young Link,Roy and Ganondorf(1)

Ally(s):none

Stage:varies

Prize:none

Strategy:Ok I would lean more towards Link as his projectiles will come in handy in the later battles but if you insist Roy can get you through them as well. Against Dr.Mario and pichu use his forward smash and dow+a jump move to take them out,shouldn?t be a problem.Falco in between is faster then you so targeting him may be a problem so instead hang back and fire your bombs and boomerang to draw him nearer and then smash him with your forward smash.Against Young Link should not be a problem as your sword is longer and Link is more powerful so just use the normal Link strategy.Roy is a problem as he can match you in power and reach so instead of going into a sword fight where you will probably lose a life, run away from him and whack him with projectiles then when he is weak use forward smash to take him out.Use the same strategy against Ganondorf and it should be even easier to hit him as he is slower bu BEWARE if ganondorf gets you in close he will toss you round the place and you wouldn?t want to lose after all that would you?

Difficulty:8

Event 50:Final Destination Match

Character:Choice-Recommended-Yoshi(1)

Opponent(s):Two Master Hands(300hp)

Ally(s):none

Stage:Final Destination

Prize:none

Strategy:Mega tough,you have to face two mighty hands who both can kill you with a hit or two,at this point I would advise you that if you are not a master of the game to quit now as you wont have a chance against this one. Basically you should pick Yoshi and use his Down+A move when in the air to deal damage to the hands while trying to dodge their attacks.First of all you should start with the left hand,now walk over to the very edge of the platform and start double jumping on the same spot using his down+a move as he comes down which will deal about 20% damage for a good hit meaning that you need to use this about 15 times per hand!! And that's only if you hit them each time. Now if you continue doing this after about 20 seconds you will be caught by one of their mighty powerful moves and be smashed off the screen so now is the time to use some of the more advanced techs.When the left hand starts coming at you in the air using L-canceling to dodge it and when the two hands use their twin attack on the ground dodge it. Its best to go into this match without actually attacking and just practice dodging their attacks as you'll need to if you want defeat them.Will take many trys and a lot of time but if you have the patience and time to practice you can do it as the hands are not unbeatable.

Difficulty:10

Event 51:

Character:Choice-Recommended Link,Jigglypuff,Ness,Pikachu.(3)

Opponent(s):Giga Bowser(3) Ganondorf(3) Mewtwo(3)

Ally(s):none

Stage:Final Destination

Prize:none

Strategy:ok since this is the toughest match in the game I have split this up into 4 sections covering the 4 best characters you could use here.

Link- Ok Link is probably the most straightforward of the four strategies and requires no tricks just a straightforward match. Link has many power attacks and you will have to use these to good use heres an example- Jump up and mir-air jump,Bowser will probably have a swipe at you here so be ready with L-cancelling, now use your down+A attack to hopefully smash someone,of course they would have had to be weakened before you use this.Another way to try is to stand at the edge of the stage and use forward smash,pressing a at the right time to get another swipe which should knock Ganondorf and Mewtwo clear and also dealing damage,yet Bowser wont really budge and will need some more damage before he will be sent flying.That's about it for Link, a mixture of powerful attacks and advanced techs is what you need and basically you can win this by beating them at their own game.

Jigglypuff- If you're a jigglypuff master this has the potential to be easy and personally I find it the easiest way to win this. Simply roll your way into the middle of the three and use rest. Bowser is so big he will probably be smashed immediately will Ganondorf and Mewtwo may need a second one. Nothing else really other than a mixture of dodges and L-cancelling to avoid their attacks as one attack may see the puff smashed.

Ness- Tough, you could jump off the edge and use PK Thunder into an opponent (which would probably end up with a Bowser smash special), but if you are skilled with Ness this could work but in general it's probably the hardest of the four.

Pikachu- Requires the most skill out of the four strategies but can be done by skill and some clever moves. First of all go to edge and use Spark to deal some damage to your foes, now roll into the centre of the three and use Thunder (hopefully you will get the time to use), they will rise into the air slightly and respond by whacking the nearest one with a Up Smash and then roll away from them hopefully with no damage. Repeat this and when you are confident that all 3 are ready to go wait for them to come near you and use your away throw to chuck him off the screen and repeat with the other two (it works surprisingly well on Bowser). When all three are gone once go back to the hit and run strategy and then throw them again and with Pikachu's speed you can run rings around them with a bit of practice. Just remember to stay out of the air and keep them in a group.

Difficulty:999999999999999

6. Stages

----Princess Peach's castle----

From:Mario series

Size:medium

Special features:Big bullets come slowly from the sky and explode when they hit the stage.

Good for: Characters who use moves that need a wide open area e.g Pikachu, Pichu.

Bad for:none

----Mushroom Kingdom----

From:Mario series

Size:medium

Special features: Two big dirty holes.
2 platforms that falls down when you land of them.
Blocks reveal items when smashed.

Good for:Close fighters e.g Mario

Bad for: Fighter who depend on recovery moves e.g Kirby/Peach as they are useless here as the smash walls are right on the platform.

Projectile users e.g Samus due to lack of space

----Corneria----

From:Starfox series

Size:medium

Special features:The starfox crew sometimes shoot at you.

Good for:Aerial fighters e.g Pikachu,Fox,Marth as the stage is completely open

Bad for:Slow movers e.g Bowser,Ganondorf as the stage is open characters can move around easier.

----Pokemon Stadium----

From:Pokemon series

Size:medium

Special features:The stage changes no and again but no real hazards are created

Good for:everyone

Bad for:none

-----Brinstar-----

From:The metroid series

Size:Small

Special features:The platforms on the left and right can fall down if the support is broken,as well as a weak spot on the ground.

The acid rises over the platform damaging anyone it touches

Good for: Good jumpers e.g Luigi,Kirby
Quick movers e.g Pikachu,Pichu

Bad for:Slow movers e.g D.K Bowser as the acid can get them before they can move

----Venom----

From:Starfox series

Size:small

Special features:Starfox team shoot at you

Good for:Characters good at recovering e.g Kirby,Ice climbers

Bad for: Heavyweights e.g D.K,Ganondorf as they are slow and not great at jumping.

----Fountain of Dreams-----

From:Kirby series

Size:small

Special features:nothing other then having a very small stage.

Good for: Characters good at recovering e.g Ice climbers,Kirby

Bad for: Characters bad at recovering e.g Ganondorf,Yoshi

----Green Greens----

From:Kirby series

Size:Medium

Special features: The wispy woods blow from time to time moving all characters in front of it in the direction its blowing.
There are bomb squares that explode when hit.

Good for:Powerful characters e.g Bowser

Bad for:Characters with a low mass e.g Pichu,Jigglypuff

----Mute City----

From:The f-Zero series

Size:small

Special features: The platform constantly moves bringing you to different areas of the track

Good for:Powerful smash attacks e.g Bowser,Ganondorf,Mario

Bad for:Moves that cover a lot of ground e.g Yoshi,Captain Falcon.

Characters whose main asset is there reach as reach isnt that important here e.g Link,Roy

----Yoshis Story----

From:Yoshis Story

Size:Small

Special features:A cloud moves in a square motion at the side

Good for: Open fighters who can use powerful smash moves e.g Ganondorf,Yoshi,D.K

Bad for: Big characters who have a low mass are easy targets e.g Samus,Mewtwo
Projectile users as the stage is so small e.g Ness

----Yoshis Island----

From:Super Mario world

Size:medium

Special features:There are rotating blocks conceling the pit

Good for: Fast ground characters e.g Fox,Falco

Bad for: Characters who use ground pound moves as they may go through the block e.g Bowser,Yoshi
The pikas as their thunder wont hit when under the rotating blocks

----Icicle Mountain----

From:Ice climber

Size:Large

Special features:the screen scrolls up now and again and speed varies

Good for:Good jumpers e.g Luigi,Yoshi

Bad for:Bad jumpers e.g Ganondorf,D.K

----Jungle Japes----

From:Donkey Kong series

Size:medium

Special features:A klap trap jumps up slightly now and again from the river.

Good for: Characters good at aerial combat e.g Mario, Fox

Bad for: Slow characters
Bad Jumpers
Long reach moves

----Kongo Jungle----

From: Donkey Kong Series

Size: Medium

Special features: none

Good for: Characters with good smash attacks

Bad for: The pikas thunder

----Rainbow Ride----

From: Mario series

Size: Big

Special features: The ship will drop after about a minute and a section of platforms will appear

Good for: Small nimble characters e.g Pichu

Bad for: Large slow characters

----Termina----

From: Zelda series (Majoras Mask)

Size: Medium

Special features: A turtle goes under the water now and again not caring whether you are on him or not.

Good for: Straight forward fighting e.g Link

Bad for: Suicidal moves e.g Yoshi, Captain Falcon

----Hyrule----

From:Zelda series

Size:Insanely big

Special features: nothing other then being huge

Good for: Projectile users e.g Mewtwo, Ness

Bad for: none

---Onett---

From:Earthbound

Size:Big

Special features: Cars drive by damaging and smashing any character they touch

Good for:Small nimble characters

Bad for:Large slow characters

Secret Stages

----Big Blue-----

From:F-Zero series

Size:Big

Special features:Side scrolling

If you land on the track you will be carried off the screen.

Good for:Pikas

Good Jumpers

Bad for:Heavyweights (again)

----Brinstar Depths----

From:Metroid series

Size:big

Special features:Kraid spins the stage around rotating the entire ground meaning you have to jump to another part to stay alive

Good for: Good jumpers
Characters good at recovering

Bad for: Heavyweight
Projectile users

----Fourside-----

From: Earthbound

Size: big

Special features: Big holes between buildings
A ufo appears now and again.

Good for: People able to wall jump
Powerful characters so long as they stay where they are.

Bad for: Weak jumpers

-----Mushroom Kingdom 2-----

From: Mario series

Size: Medium

Special features: Two holes that are very easy to fall into
Birdo spits eggs across the screen

Good for: Wall Jumpers

Bad for: Long reach moves

-----Poke Floats-----

From: Pokemon series

Size: big

Special features: Side scrolling

Good for: Good jumpers

Bad for: Heavyweights
Projectile users

----Flatzone----

From: Game and watch series

Size: insanely small

Special features:Tools fall from the sky damaging and probably smashing however they hit

Good for:Heavyweight
Quick powerful moves

Bad for:Rolling moves

----Battlefield----

From:Original ssbm creation

Size:small

Special features:none

Good for:none

Bad for:Pikas

-----Final Destination-----

From:Original ssbm Creation

Size:Medium

Special features:None

Good for:Rolling moves e.g Jigglypuffs rollout,Yoshis rumble-tumble egg.
Projectile users

Bad for:None

-----Classic Dreamland N64-----

From:Kirby series

Size:small

Special features:The wispy woods can blow you off the stage

Good for:Heavyweights
Good smashers

Bad for:Pikas

-----Classic Yoshis Island N64----

From:Yoshis story

Size:Medium

Special features:There are clouds to both sides of the stage which dissapear and reappear now and again

Good for:Good Jumpers
Projectile users
Kirby and Jigglypuff

Bad for:Heavyweights

-----Classic Kongo Jungle N64-----

From:Donkey Kong series

Size:Medium

Special features:There is a barrel beneath the stage that will catch you if you fall into it and shoot you in whatever direction the arrow is pointing.

Good for:none

Bad for:Pikas

7.Secrets

----Characters----

Jigglypuff-Complete classic or adventure mode with any character.

Marth-Play as all 14 characters in melee mode.

Roy- Beat classic mode with Marth

Dr.Mario- Play as Mario in classic mode and beat it without continuing.

Luigi-Complete the first level in adventure mode ensuring that in your time at the end the seconds end in two e.g 1.22:31.Then you will be treated to a cut scene before the next match where Luigi jumps on Mario's head and takes his place in the match.Defeat the classic mode and Luigi will challenge you.

Young Link-Complete classic mode with 10 characters or play 500 versus matches

Ganondorf-Complete event 29

Mewtwo- Rack up 20 hours of versus play (that?s altogether not in one go)

Pichu- Play 200 vs Matches or complete event 37

Falco-Beat 100 man Melee or play 300 versus matches

Mr.Game and watch- Beat classic mode with all 24 characters,beat break the targets with the other 24 characters,play 1000 versus matches

----Stages----

Brinstar Depths-Play 50 vs matches

Fourside-Play 100 versus Matches

Big blue- Play 150 versus matches

Poke floats- Play 200 versus matches

Mushroom kingdom 2- Get the Birdo trophy

Flat zone- Clear Classic mode with Mr.game and watch

Battlefield- Beat all-star mode with any character once

Final destination- Clear all events

Classic Kirbys dreamland N64- Beat smash the targets with all 25 characters

Classic Yoshis island N64- Smash the sandbag over 450 metres

Classic Kongo Jungle N64- Beat 15 minute melee

----Other----

Score display- Get 5000 KO's

Sound test- Get all stages and beat all events

All star mode- Get all 25 characters

Random stage switch- Get all stages except for the 3 N64 ones and the two ssbm ones

If you hold L/R when going into some stages a different background music will be played.Here is the list of alternate background music

Battlefield-Multi man melee

Big blue-Mach rider

Final destination-Smash bros.

Great Bay-Sarias song

Hyrule-Fire emblem (class background music)

Icicle mountain-Balloon kid (very retro)

Onett-Mother 2

Mushroom Kingdom-Dr.Mario

Pokemon Stadium-Pokemon (gameboy version)

Yoshis island-Super mario bros. 3

When playing as Fox or Falco on either venom or corneria press L,R,L,R very quickly to call the other Starfox crew for some help.

If your on top of an electrode you can pick it up when it turns black and throw it at someone

----Trophies----

Male wire-frame- complete 100-man melee within 240 seconds.

Female wire frame- get 100+ KO?s in endless melee.

Fighting wire-frames- Complete 15 minute melee.

Giga Bowser- Defeat Giga Bowser in adventure mode without continuing.

Master hand- Complete classic on hard or higher witout continuing.

Crazy Hand- Complete adventure on hard or higher without continuing

Food- Play 1000 versus matches.

Maxim Tomato- Play 10 versus matches.

Heart container- Play 100 versus matches.

Lips stick- Perform a 20+ combo in training.

Motion-sensor bomb- Complete event 3.

Metal box- Complete a 10+ combo in training.

Bunny hood- Perform 125+ combos in training with all characters combined.

Smash coins- Play 100 coin battle matches.

Mew- complete all-star on hard or higher.

Sudowoodo- Play 200 versus matches.

Unown- set a combined home-run contest record of 5000 metres.

Entei- Complete event 26.

Celebi- Release celebi from a pokeball(must have score display first).

Lon Lon milk- Combined time of target tests less then 25 minutes.

Kirby hat 4- Play 100 Coin battles.

Kirby hat 5- Unlock all 11 secret characters.

Falcon Flyer- Play 150 versus matches.

F-Zero- Complete adventure mode with all 25 characters.

Mute city- Total distance walked by characters is over 10000 metres.

Kriad- Play 50 versus matches.

UFO- Play 100 versus matches.

Game and watch- Complete event 45.

Target- Clear target test with 25 characters.

Sandbag- Set a record of 200 metres in home run contest.

Goomba- Complete event 14.

Paper mario- set a record of 500 metres in home run contest.

Wario- Clear all star without continuing.

Marin- unlock sound test.

Majoras mask- complete event 47.

Landmaster tank- All character KO total over 1000.

Wolfen- Clear adventure mode in less then adventure mode.

Meowth- Complete all star with 25 characters.

Tom Nook- Collect 1000 coins.

Mr.Resetti- KO more then 5 opponents in cruel melee.

Captain Olimar- Load ssbm with a Pikmin save on the memory card.

Donkey Kong Junior- Complete classic mode with all characters.

Mach rider- Complete classic mode in less then 5 minutes

Sheriff- Combined target test time under 750 seconds

Diskun- Get every end-of-level- bonus and penalty.(very hard)

8. Home run contest

Ok I am not going to go into detail about how to make fantastic world breaking scores (no.1 I don?t know how and no.2 I just don?t have the time to)But I am going to give you tips on how to get the secret course and trophies in the easiest way possible.

Unlock Yoshis island N64- Smash the sandbag 450 metres

Paper Mario trophy- Smash the sandbag 500 metres

Unown trophy- Set a combined score of 5000 metres

Sandbag trophy- Smash the sandbag 200 metres

This may be the most frustrating things you may ever have to do in any game IF you don?t know how to deal with it. First of all it is important to note that there is a baseball bat to the left of the sandbag,may seem obvious but believe it or not when I first tried to smash the sandbag I had tried it several times before I actually realised that there was a bat!! The next thing you need to know is how to use the bat,all you have to do is press a to grab it and use a

forward smash on the bag to release its awesome power. Finally for a slightly better hit position yourself so that the tip of the bat hits the bag.

Sandbag trophy- Easy and a good one to start off with, pick Roy and first ignore the bat. Next juggle the sandbag with a lightly charged up smash followed by a fully powered up smash. Then as the Bag is landing walk back slightly to position yourself so that the tip of your sword will hit the sandbag and now charge up your flare balde. If you did it right you should strike the sandbag just when it is dropping down. You should get well over 300 metres and easily get the sandbag trophy.

Yoshis island- This is tough. First of all if you own the American version you're in for an easy time as all you have to do is pick Yoshi, barely jump up and use his down+a kicking attack which won't move the sandbag it will just damage it, repeat this four times and then smash it with the edge of the bat and you should get over 450 metres (1020 feet). If however you own the European PAL version the same trick won't work as Yoshi's attack does less so you won't reach the 450 metres. Instead pick Ganondorf, quickly grab the bat and then go directly beside the bag and use a lightly charged up smash. Ganondorf should double kick the bag and send it slightly upwards, next repeat and the bag should go slightly higher, repeat again and it should go much higher this time and hit it the final time and you will only be able to kick it once. Now when it is in the air step backwards (you won't be able to see where you're going). Now you should be in a good position so that the tip of the bat will hit the bag and when it comes down meet it with a smash with the bat (don't let it land). It does take a bit of practice to get it right and fit it in within the time limit but really it's not too hard and congrats!! You have unlocked a new stage.

Paper Mario trophy- Try the Ganondorf method again (or Yoshi method if you're using the American version). It takes a bit of skill and luck.

Unown- This isn't too bad as all 25 characters have to get this. First of all use the Yoshi, Ganondorf and Roy method (no matter what version you have) and for the rest simply use the up smash first and then use the bat to smash and there you have it.

9. Multi-man melee

Ok this is basically where you fight heaps of fighting wire frames (who are basically kinda like stick men). Here are the different modes of play

- 10-man melee (very simple)
- 100-man melee (not too bad)
- 3-minute melee (not much a problem)
- 15-man melee (very tough)
- Endless melee (only need a few kills to win a trophy)
- Cruel melee (very tough but only 5 kills will get you a trophy)

10 Man melee

Simple pick D.K and just use his down+b move and it will be over in seconds.

100-man melee

Pick D.K again and use his down+b move over and over again.Shouldn?t be a problem but beware that there are no bob-ombs on the same level as you as they will blow you to smithereins.Falco will challenge you and if you complete it in 240 seconds you will win the male wire frame trophy

3-Minute melee

Same as 10 man melee except it will alst a bit longer.

15-man melee

A nightmare,you will have to use the D.K strategy again but this time you will have to survive a whole 15 minutes!!! The best way to do this is just stay in the same spot the whole time, you will get hit and probably will end up with about 150% damage or so at the end . Also make sure you don?t fall off the edge,just stay in the centre and if you are drifting towards the edge move back towards the centre. Also if a capsule or a bob-omb lands near you jump onto the platform above you until they explode. Its worth it tough as if you win you get a new stage.You can also win the fighting wire frame trophy

Endless melee

There is no time here and it never ends..ever!! If you KO over 100 you can win the female wire frame trophy.

Cruel Melee

The enemies are very tough and there are no items. But if you KO 5 opponents you can get the Mr.Resetti trophy.

10.Break the targets

Break the targets is another one of the mini games in ssbm. The basic idea is that you have to break 10 targets in each stage. Each character has their own individual stages and some are harder then others. This guide will start with the easier ones and move on to the harder ones. Here are the various prizes you can win.

Complete 24 targets-Mr.game and watch will challenge you.

Complete all 25 targets- Target trophy.

Complete all 25 targets- Unlock kirbys dreamland N64.

The total of all target times is under 25 minutes- Lon Lon milk trophy.

The total of all target times is under 12 minutes 30 minutes- Sheriff trophy.

1.Luigi

Ok this is simple you start on a block in the middle of a box with targets flying all over the place and also flippers moving around the place. The only way possible for you to die here is for you to fall down the hole at the bottom of the box. So really all you have to do here is jump around smashing the targets, your best bet is to start at the bottom and smash all the targets that come near you and then jump up to the middle platform to take care of the rest using super jump to reach those high ones.

2. Mr. Game and watch

This one is set in the flatzone stage and is laughably easy, there are targets moving about the place and the only trouble for you is if you walk off the side of the screen. The only target that might cause you a problem is the one at the far left which appears behind the door very briefly so you will have to be quick to nab it.

3. Mewtwo

Ok now they are getting harder, this one is elevated and so means that falling to your death is quite easy. Using a mixture of jumps and teleports you should be able to take out the 4 targets at the top (avoiding the objects with 4 direction arrows that float around the room. There are two targets inside these arrow things. To get the one inside the red one simply jump up and use an up attack, for the blue one use your B attack to fire a dark energy ball at it and you should eventually hit it. Now there is one suspended in mid air between two platforms which you will have to hit on your way across from the left platform to the right one. On the right on you will find the ninth target which pops up every few seconds. The final target is a suicide target which you must get last and if you miss it you die. It's tricky and you will find these in most of the other target tests. The best way to do it is to jump down the hole and use a down attack and hope you hit it.

4. Kirby

This stage not only looks cool but it's actually kind of fun to navigate. Before you begin remember that Kirby has the 5 jump ability so getting back to the stage shouldn't be a problem in most cases. Now first of all hit the target in front of you and drop down the first hole. At the bottom puff your way up to the 2nd target in the tight space. Next puff back up to where you started and drop down the second hole. Try to hit both targets on your way down but don't use any of your jumps yet. At the bottom of your descent use your puffs to land on the moving raft. If needed be start again to get the 3rd and 4th targets. When the raft is at its very easterly point puff your way up to the 5th target and land on the platform. Walk to the left to find the 6th target and puff upwards to find the 7th and 8th targets (you may need to try a few times to get these). Now go to the very top of the area to find the 9th target across a bridge. Now drop down through the bridge onto the moving platform again. The last target is tricky to get, you have to drop off the platform when it is at its most easterly point and puff your way upwards over the bridge to the final target. Remember to use a puff only now and again as you only have 5.

5. Jigglypuff

While we're on puffs now is the time to try Jigglypuff. Get the first two targets right beside you and move through the hot posts. If you touch off them they will damage you and knock you backwards (though it doesn't really matter). Smash the 3rd target and move through the next heat poles. The next target is in the top left corner and can be retrieved by puffing your way to the top. Drop down onto the main area where blocks are flying by and will carry you to your doom if you stop. The top blocks can be avoided by staying on the ground and the

bottom ones can be avoided by ducking. The first one is one the bottom and the next one is further one on the top row. Now the last four is a trouble area and one that is very difficult so here is my strategy, dash off the top platform not landing on the little island jutting out from the wall. Hit the 7th target without but still staying high and then use a jump and hit the 8th target. Use another two puffs to make it to the 9th target and use your final two jumps to make the 10th target. Remember to stay high up at all times. If that doesnt work for you, you could try getting the first two targets then returning to the island and then use three puffs to reach the 9th target and another two to reach the last target. But remember to stay just above each targets at all times (not so high that you cant hit them of course).

6. Peach

Ok first of all hit the one beside you and above you. Now move to the right and hit the target above you and fall down the hole into the bottom area. Jump over the pillars and hit the 4th and 5th target. Move to the very edge of the platform and use your turnips to hit the moving target at the bottom right corner of the screen. Now jump onto the platform above the pillars and use your third jump (parasol) to get onto the small platform suspended in the air. Jump to the right and deploy the parasol to hit the target between the two walls and then land again on the platform. Jump up and again use your parasol this time on the left target. Move back to the point where you started to find the final two targets. Drop down onto the moving platform at the bottom left part of the screen (use the parasol to land safely). Next jump up and use the parasol when the platform is at its most easterly point to hit the 9th target and land back on the platform. Use the same strategy on the target to the left and you got them all.

7. Bowser

The first three are simply right beside you so hit them. The 4th target is below you so jump down and over the flipper to get it. Next jump down to the bottom part and land on a small platform suspended in the middle (above the moving one). Hit the target above you and move to the left where you will find your next two targets. Now go back to the starting point and jump down onto a small slender pillar overlooking the target (not the one at the very top the one beneath that at the right side of the level) now jump slightly and when you are right above it use the Bowser bomb and you should hit it and grab onto the platform at the bottom. Pull yourself up and hit the 2nd last target. The final target is a suicidal target, you have to drop down and move to the right, when you are below the target jump and then use Whirling fortress and you should hit it.

8. Ice climbers

This one is completely different and is a lot like a platform level. You don't have nana here so your third jump is pathetic so beware. Now for the first target just jump over and hit it (smash up or you may break the stage). Jump up the platforms and hit the next two. Now to get up further you have to jump on one of the moving clouds so be quick and jump up to the next level and hit the 4th target. There is another two targets either side of you which are no problem to hit and the 7th target is just above you so jump and hit upwards. Jump up another two flights of clouds and hit up to get the 8th target. Jump up to two more platforms and you will see a target in the top left corner. Jump up and hit it and proceed to the 'roof' area. Up here there is a bird carrying the last target jump up and hit it to win.

9. Donkey Kong

Hit the two targets beside you and jump to the left. Hit the target there and jump upwards hitting the next two targets above you using the spinning kong if necessary. Jump down onto the sloping red ramp and hit the target on it, jump up to the platform above it and hit the target there and wait for the moving target to come near you and then hit it. The final two targets are at the very top left corner. Jump up to the moving platform and using the spinning Kong towards the left hitting the 9th target on your way. The last target is just sitting there beside you.

10. Yoshi

Similar to Kirbys in appearance. Jump up and hit the first target above you and the one just below the platform. Drop down to the left part of the bottom platform and hit the target beside you, use rumble tumble egg to hit to next one and then hit then one on the bridge beside you. Double jump to get the next one at the far left and then drop down onto the cloud platform at the bottom. This is tricky to get the next as if you double jump you will go through the bridge so instead throw some eggs or use an attack while double jumping. The final two targets are at the very top so go back to where you started and jump to the elevated platform beside you to the right. Double jump to the right to hit the target under the platform shaped like a stick. For the final one go to the platform in the middle that looks like an upside down L (its beside the starting point) and double jump to the left, when you are at the top of your jump fire an egg at the target and you should hit the final one.

11. Pikachu

Hit the two above you by jumping and using an A attack. Next move to the right and use spark off the side to hit the target suspended in mid air. Move to the far left side and use spark again to hit the 4th target. Now jump up into the C shaped area for the next target. Jump up two platforms and onto the moving one for the next two targets, just jump up to get them. Jump down into the U shaped area for the 8th target and jump up into the N shaped area for the 9th target. Finally jump onto the top of the C shaped area and jump off and curl your way into the backwards C area for the final target.

12. Link

Jump up and attack the first two above you. Jump to the right and use your down+a attack to nail the 3rd target. Jump up the gap to the right the get the next one and get up on the platform to find another target. Jump to the right from here and use your up+b attack in the air to hit the next target and then return to the starting point. Jump onto the moving platform left from the starting point and hit the 7th target above it. Jump down from here and land on the lowest platform to the right of the moving platform, from here jump up and use your up+B move for the 8th target and return to the moving platform. For the 9th target (which is nearer to you) use your arrows almost fully charged up to hit it and for the final one wait until it has dropped below the level of the wall and hit it with a fully charged arrow.

13. Samus

Use your down+a attack to reach the one on level with the starting point. Jump up to the left to find the next one and then use your screw attack to reach the one at the very top and then return to the starting point. Use a homing missile from the left and from the right to reach two more. Go to the right section and drop onto the moving platform to get the next target, jump upwards and then jump from here using a screw attack to reach the next target and again return to the starting point. Now drop below here and use your morph ball move to roll under the gap to reach the 8th target. Now move to the left side of the screen and

drop onto the moving platform. Use a screw attack to reach the second last target. Now the last one a suicide target. To reach it you have to wait until the moving platform is at its most easterly point then drop down jump and use a screw attack.

14. Fox

Ok its getting harder from here on, to get the target nearest to you jump upwards and then use your blaster. The one above that can be got be jumping towards it and using the firefox, the one below it can be got by jumping off and by using the firefox to come back (the target should hit you while you are on fire). Jump upwards to the next area and hit the target above you and beside you. Now use the firefox from here to get to the highest point of the stage and it's a soft platform so you can go right through it. Drop down through it and land on the platform. Jump up and use your blaster to nail the 7th target and the firefox to hit the one above you. Jump off the platform and onto the one right of the heated block. Again jump up and use your blaster to hit the 9th target. The final target is tricky to get, first use Fox illusion to get past the first set of heated blocks and carefully jump through the next one to reach the final platform, from here use firefox to hit the final target.

15. Zelda

Start off by hitting the target to your right and then jump and teleport to reach the highest point (in the middle of the triforce symbols). Hit the target and drop down while hitting the target on your way down. Use Dins fire from here to the right for the 4th target. Jump down to your left for another one on the stage and to the right of the starting point there is another target. Now Zeldas turn is over so transform into Sheik. Move to the left of the point where two targets are suspended in the air and use Sheiks whip to hit them both. Now move to the most easterly section and drop to the bottom part. From here jump up and use Sheiks darts to hit the 9th target and now move to the westerly area for the last target. Jump onto the platform over the target and drop down, hopefully you will hit it if not you will have to start again.

16. Falco

Start with a firefox to hit the 1st target, a blaster shot to hit the target moving around the heat block and a forward smash on the target to your left that moves around. Use a down smash to hit the target moving around below you. The 5th target moves around a lot but none of its locations are any trouble. For the 6th target drop to the left and use your B+Left/Right move when you are on level with the target to whizz through the heat block hitting the target along the way. Use firefox the hit the target at the top of the pole. The next part is tricky as you have to get out of here, the best way to do this is to jump through the heat blocks and fire fox your back to the top section. From here jump down on top of a row of blocks at the right side. A target moves aroun here every so often so use a down attack on it. The final one is your suicidal target, drop down underneath the area and firefox your way up to get the target.

17. Captain Falcon

Get the one bouncing around beside you and the one above the ramp. Next get the target one the platform above where you started and the one above the ramp, simple huh? Now go beneath the crowbar shaped object at the right of the stage and jump up to hit the 5th target. Land on the moving platform and jump up to reach the top of the crowbar for the next target. Drop down and go back to the ramp. Jump up to the platform above the ramp and jump into the moving object

with the target in the middle. Hit the target and jump off in the middle of the large poles to the left of the screen. Use your B+left/Right move here to hit the target near to you and finally land on TOP of the moving object to reach the top of the large pole, jump down and hit the final target on the way.

18. Ganondorf

Looks easy but actually isn't as there are spikes on the wall so can take some time. The only real advice I can give you is to stay at the starting post until you get rid of the first 5 and then jump upwards and try to take out the top 4 (which is difficult with the spikes). The final target appears to the left of the left and so a quick shot is needed to nab it.

19. Marth

Use your up+B move to get the first one. Move to the right and onto up to the area to get the next one. Jump up through the gap at the top of this area and jump upwards onto an L at the top right corner. Next move onto an elevated platform in the centre of screen for the next target and jump to the left (avoid the flipper) for another two targets. Drop down here to the right onto another L shape near the starting point for the 8th target. Drop down back to the starting point and onto the moving platform at the bottom. Duck to avoid the flipper and quickly strike one of the targets, duck again and try for the last one, it may be tricky but it can be done.

20. Ness

At the start here use 3 PK Thunders for one above you and the other two will have to be curled to reach them. From here jump up to the moving platform above you and PK thunder the target above you. Jump to the north easterly area and take out the 3 targets here with normal attacks and PK fire for the one on the far right. Exit the area and return to the starting point. Jump in between the red metal objects to the left of the screen and use some well placed PK thunders to take out these two targets. The final target is a suicidal target and is tricky to pull off. First drop off the stage to the left of the target, jump to get as near to the opening as you can and direct a PK thunder to hit it.

21. Mario

Now we are into the hard stuff, these last five are not for the weak hearted so prepare to slam your controller against the wall!! Now for Mario fireball or hit the target to your right, Drop down to the right and hit the two targets there and when you land send a fireball to the target to your left. Now double jump and then super jump up to the target up high and land again. If you position yourself right you should be able to hit the target over the water with a fireball and then return to the starting area. Now move over to the left and onto one of the platforms that are moving. Keep jumping up towards the top and aim a fireball through the gap for to hit another target. Once you reach the top jump off to the left and hit the 8th target. Drop down again near to the water and hit the target to the left with a fireball. Now one of the hardest things out of all the target tests when the platform is at its lowest jump to the right and use your super cape repeatedly over the water to the last target, you will also probably need the super jump for a last desperate attempt to get it.

22. Roy

Sticking with the hard theme Roys is one of those that seems impossible with about 3 or 4 seemingly suicidal targets. Hit the first one above you and then jump off the stage to the right, when you are level with the target in the box use his rising flare to hit the target and bring yourself back up (its important

to do this early on incase you fail). Hit the target on top of the box and use your sword to hit the one in the second box. Now avoid the flippers and double jump and use rising flare to hit the next target and reach the platform above. Move to the left and hit the target above, take a deep breath and jump off trying to hit both the targets in one go and hope that the flippers are generous to you. If your lucky you will end on the platform to the left where the 9th target is waiting and the one and only suicidal target so jump off and use rising flare on it.

23. Pichu

This is so darn hard!! All right first of there is no land here, you jump from platform to platform. Hit the targets below the swinging platform with two well placed sparks. When the moving platform appears to the left jump and fire a spark at the target in it. When the swinging platform reaches its max height to the left jump off it and onto the platform at the far left. Break the target here and use a jump attack on the one above you to the right. Use a quick attack to go all the way across the 3 oddly shaped objects onto the highest platform on this side, jump and fire a spark onto the oddly shaped platforms to waste that target. Drop down onto the swinging platform and use thunder on your way down to hit the target. Now jump over to the right section and onto a platform. The key to get higher here is quick jumps not wasting time to stop or use quick attack. It takes practice but it's the only way that you will be able to get the height needed to hit the final 3 targets.

24. Doctor Mario

In short very difficult, to many the hardest target test but to me the docs test is only eclipsed by one. Ok the first target basically sums up the entire course suicidal? Ok you see the first target below you and here's how you get it drop down use your cape to hit the target, jump and then super jump to make it back. Now jump up a few platforms and hit the target underneath the platform above. Continue jumping until you reach the top platform and then jump off towards the right and use your cape to hit the two targets (one is through the wall) and drop on the red backwards C. Drop down into the middle of the C and hit the target there (or go to the platform above the starting point and use a fireball). Now head back to the starting point and up the platforms again and onto the red bar at the top middle of the screen, jump off here and onto the platform to the right of the screen. When the platform is at its max height jump off to the top right and super jump to hit the next target. To hit the target below the platform bounce megavitamins while on the platform off the wall and onto the target and again return to the starting point. Jump up the platforms again and this time head left to the blue bar. Stand at the top of the blue bar and jump followed by a super jump to hit the top left target and return to the blue bar. Now drop off and use your cape to hopefully hit the final two targets. Congrats you have done the impossible and completed this stage.

25. Young Link

This stage is the only one that actually asks you to wall jump even though all characters can do it. Anyway this is the hardest stage and is very tricky to even know how to get some of the targets, however unlike Doctor Mario's stage when you know the know how it's actually not that bad. First take out a bomb and throw it upwards. Next wall jump your way to the top (press jump against the wall) When at the top ignore the target in the box and jump onto the log hitting the next two targets. Now jump up to the top right and hit the target there and repeat this time jumping to the platform below it (when the log isn't blocking it). Now stand on the main log again and fire the boomerang to the right and

when it comes back jump over it and hopefully it will hit the target in the box (the boomerang can go through walls when returning). Now drop down onto the arrows and fire an arrow to the right through the small hole. Drop through the arrows onto the square platform and hit the target. Now stand on top of the box and fire an arrow to the left to hit the bottom target to the far left. And now for the last one stand at the top of the wall jump section and throw the boomerang to the right dodging it on its way back and hopefully you will hit it (it takes a bit of time but you can try it has many times as needed). Whew bet your glad that's over.

11. Classic mode

The standard mode of play, in classic mode you play against various opponents in different kinds of matches, of course the higher the difficulty the tougher the challenges.

1. Melee- Against one character (random)
2. Team melee- You and a computer character face two computer characters (random)
3. Break the targets- Depending on which character you are using this stage varies
4. Melee- Against one character (random)
5. Team melee against Giant- You and two characters go up against a Giant opponent (random)
6. Grab the trophies- Three trophies fall from the sky and you have to hit them onto the centre stage, if you do that you win them.
7. Melee- Against one character (random)
8. Smash melee- You against 10 opponents all the same character all weaker than normal (random)
9. Race to the finish- You simply run through an action stage and finish by walking into one of the many doors.
10. Metal melee- You face a metal opponent (random)
11. Final destination battle- You fight a big huge hand but you don't smash him instead you wear down his HP like in a stamina match, except you still have your percentage. In normal mode or higher a left hand joins in making it even harder.

12. Adventure mode

Like the classic mode except there are more action stages than battles.

1.Mushroom Kingdom

Simply walk across the stage and defeat the weak yoshis near the end.

Fight Mario(or Luigi)and peach

2.Kongo Jungle

Fight two tiny D.Ks

Fight a giant Kong

3.Underground maze

Action stage,walk through the maze fighting Links as you go along,when you find the triforme you win.

Fight Zelda

4.Brinstar

Fight Samus

Jump to the top of the action stage within the short time limit.

5.Green Greens

Fight 10 weak Kirbys with powers already from characters

Fight a giant Kirby

6.Corneria

Fight Fox

Fight Falco(if hes unlocked if not fox again) with airwing crew shooting at you.

7.Pokemon Stadium

Fight 10 weak pokemon

8.F-Zero grad prix

Race in an action stage avoiding the cars.

Fight captain Falcon

9.Onett

Fight 3 Ness?s

10. Icicle Mountain

Jump your way to the top

Fight two ice climbers

11.Battlefield

Fight 15 fighting wire frames

Fight Metal Mario

12. Final Destination

Fight Bowser to beat adventure mode.

13. All Star mode

This becomes unlocked when you have unlocked all characters and beaten classic mode with them.

You will have to face the 24 characters at some point throughout all star

mode(you wont play one twice) and you will play game and watch at the end always.You also have a kind of world map here which you go to at the end of each battle,you have three heart containers here which can be used at any time during the mode.

- 1.Melee- One character (random)
- 2.Melee- One character (random)
- 3.Melee- One character (random)
- 4.Melee- Two characters (random)
- 5.Melee- Two characters (random)
- 6.Melee- Two characters (random)
- 7.Melee- Three characters (random)
- 8.Melee- Three characters (random)
- 9.Melee- Three characters (random)
- 10.Melee- Three characters (random)
- 11.Melee- Three characters (random)
- 12.Melee- Against about 20 Game and watchs

14.Trophies

This is a list of all the games trophies that can be aquired through the lottery and by completing various tasks(see secrets)

- Alpha
- Andros
- Andros (metallic)
- Annie
- Articuno
- Arwing
- Ayumi Tachibana
- Baby Bowser
- Baby Mario
- Ball Kirby
- Balloon Fighter
- Barrel
- Barrel Cannon
- Battlefield
- Bayonette
- Beam Sword
- Bellossom
- Birdo
- Blastoise

Bob-omb
Boo
Bowser
Bowser (smash)
Bowser (smash)
Bubbles
Bucket
Bulbasaur
Bullet Bill
Bunny Hood
Capsule
Captain Falcon
Captain Falcon (smash)
Captain Falcon (smash)
Captain Olimar
Celebi
Chansey
Charizard
Chikorita
Chozo Statue
Clefairy
Cleffa
Cloaking Device
Coin
Crate
Crazy Hand
Crobat
Cydaquil
Daisy
Diskun
Ditto
Dixie Kong
Donbe & Hikari
Donkey Kong
Donkey Kong (smash)
Donkey Kong (smash)
Donkey Kong Junior
Dr. Mario
Dr. Mario (smash)
Dr. Mario (smash)
Dr. Stewart
Dr. Wright
Ducks
Eevee
Egg
Eggplant Man
Electrode
Entei
Excitebike
Falco Lombardi
Falco Lombardi (smash)
Falco Lombardi (smash)
Falcon Flyer
Fan
Female Wire Frame
Fighter Kirby
Fighting Wire Frames
Final Destination
Fire Flower
Fire Kirby

Flipper
Food
Fountain of Dreams
Four Giants
Fox McCloud
Fox McCloud (smash)
Fox McCloud (smash)
Freezie
F-Zero Racers
Game & Watch
Ganondorf
Ganondorf (smash)
Ganondorf (smash)
GCN
Giga Bowser
Goldeen
Goopy
Goomba
Gorin
Great Fox
Green Shell
Hammer
Hate Giant
Heart Container
Heracross
Heririn
Home-Run Bat
Ho-oh
Ice Climbers
Ice Climbers (smash)
Ice Climbers (smash)
Igglybuff
Jeff
Jigglypuff
Jigglypuff (smash)
Jigglypuff (smash)
Jody Summer
Kensuke Kimachi
King Dedede
King K. Rool
Kirby
Kirby (smash)
Kirby (smash)
Kirby Hat #1
Kirby Hat #2
Kirby Hat #3
Kirby Hat #4
Kirby Hat #5
Klap Trap
Koopa Clown Car
Koopa Paratroopa
Koopa Troopa
Kraid
Lakitu
Landmaster Tank
Like Like
Link
Link (smash)
Link (smash)
Lip's Stick

Lon Lon Milk
Love Giant
Lugia
Luigi
Luigi (smash)
Luigi (smash)
Mach Rider
Majora's Mask
Male Wire Frame
Marill
Marin
Mario
Mario (smash)
Mario (smash)
Marth
Marth (smash)
Marth (smash)
Muruo Maruhige
Master Hand
Master Sword
Maxim Tomato
Megavitamins
Meowth
Meta-Knight
Metal Box
Metal Mario
Metroid
Mew
Mewtwo
Mewtwo (smash)
Mewtwo (smash)
Misty
Moltres
Monster
Moon
Motion-sensor bomb
Mr. Game & Watch
Mr. Game & Watch (smash)
Mr. Game & Watch (smash)
Mr. Resetti
Mr. Saturn
Mute City
Ness
Ness (smash)
Ness (smash)
Ocarina of Time
Octorok
Pak E. Derm
Paper Mario
Parasol
Party Ball
Paula
Peach
Peach (smash)
Peach (smash)
Peppy Hare
Pichu
Pichu (smash)
Pichu (smash)
Pidgit

Pikachu
Pikachu (smash)
Pikachu (smash)
Pikmin
Pit
Plum
Poison Mushroom
Poke Ball
Pokemon Stadium
Polar Bear
Poliwhirl
Poo
Porygon2
Princess Peach's Castle
Professor Oak
Raccoon Mario
Racing Kart
Raikou
Raphael Raven
Ray Gun
Ray MK II
ReDead
Red Shell
Rick
Ridley
Roy
Roy (smash)
Roy (smash)
Ryota Hayami
Samurai Goroh
Samus Aran
Samus Aran (smash)
Samus Aran (smash)
Samus' Starship
Sandbag
Scizor
Screw Attack
Sheik
Sheik (smash)
Sheik (smash)
Sheriff
Shy Guys
Slippy Toad
Smash Coins
Snorlax
Squirtle
Stanley
Star Rod
Starman
Starman (EarthBound)
Staryu
Steelix
Sudowoodo
Suicune
Super Mushroom
Super Scope
Target
Thwomp
Tingle
Toad

Togepi
Tom Nook
Topi
Totakeke
Totodile
Turtle
UFO
Unown
Vacuum Luigi
Vegetable
Venusaur
Viruses
Waddle Dee
Waluigi
Wario
Warp Star
Wezzing
Whispy Woods
Wobbuffet
Wolfen
Yoshi
Yoshi (smash)
Yoshi (smash)
Young Link
Young Link (smash)
Young Link (smash)
Zapdos
Zelda
Zelda (smash)
Zelda (smash)
Zero-one

15. Legal stuff

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16. Final Note

Just to say thanks to Nintendo and Hal laboratory for creating Super Smash Bros. Melee possibly the greatest game ever!!

Also I would like to thank people who have already voice their opinions of my guide on the gamefaqs message boards, so thanks

LLCoolDave
Starzoneedge128bits
helsing

Also if you would like to contribute to the Faq please just e-mail me with your comments, opinions, strategys to smurfsdabomb@hotmail.com

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My Rpg - www.geocities.com/dragonsofdestructionrpg
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