

Super Smash Bros Melee FAQ (w/ bowser194)

by Dr. Omicron

Updated to v3.72 on Jan 10, 2006

Hello, and welcome to my Super Smash Bros. Melee FAQ that I'll (hope to) complete! Well, I finally got the internet on my sister's computer, and after some deeds for her, she let me use it as much as I wish. This may end up to be one of the largest FAQs for a Nintendo game ever to be on the Web, so it'll take time. This is only the most recent version. When I'm finished, future versions will include input from people who e-mail me. So, what that really means is that this will never get truly complete. Only everything you need to finish SSBM. So, why keep you waiting? If you're impatient or aren't going to read every letter in this FAQ, you wouldn't even be reading this, so why don't we head on straight to the real deal?

Dr. Omicron's 2nd FAQ
"Super Smash Bros. Melee"
Version 3.7

#<-my mines for dividing sections, again

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**indicates that this section will probably be frequently revised.

#

>>>Version History<<<

version 1.0

Jan. 29, 2002

What a lot of stuff! I did everything up to the All-Star Mode as well as the last three sections.

version 1.5

Feb. 18, 2002

I added in dates to the version history! Also, this FAQ now has a sites list! Wow! You probably want to see the Events section I put up though. And now I have a DK Rap recording on the computer, I no longer have to recite it from memory! Speaking of which, some more CPU weaknesses have floated to the top of my head.

version 1.6

Feb. 27, 2002

Dude, I don't seem to know squat about updating. Since this FAQ is so large, I've corrected any errors I've made over updating this to ver. 1.5.

version 1.8

Mar. 20, 2002

If anyone's still stuck on SSBM, I now have Target Strategies for 21 of the characters for all you late buyers and renters. And I corrected some typos along the way.

version 2.0

Mar. 24, 2002

Hey hey! 2.0 is finally here! All of the Target Tests are up! Whoa! Most of the description for Onett got deleted! It's probably best simply to leave out everything altogether. It's a pretty simply-structured place. More typos corrected, and only one more major section to go!

version 2.3

May 22, 2002

60 of the Bonuses are finished! Whoohoo! That's almost 1/4 of all the bonuses! 189 more to go... Speaking of which, on a personal matter, it seems that my Gamecube has been fixed and is now waiting at the post office waiting for me once more.

version 2.6

Jun. 20, 2002

I decided to take a break on the Bonuses section and do the whole trophy section all at once. It turned out to be much longer than I thought, but it should lighten the load on my e-mailbox. I also started the section dealing with the official Nintendo Power SSBM Guide, the last section of Other Stuff. Say goodbye to the chart comparing the characters to the stages, as that's merely dependant on your playing style.

version 2.7

Jul. 7, 2002

Not much to say except there's a message for someone with an "invalid address" and that I finally redid the Onett section, which got mysteriously deleted for some reason.

version 2.8

Jul. 16, 2002

After a whole lot of e-mails, this FAQ is more complete than ever! Want some advice in Events 46 and 48? Need some reinforcement on the authenticity of Sonic and Tails in this game? Want to contribute to the Hall of Shame? Look below for all of the answers!

version 2.9

Jul. 17, 2002

Two updates in two days? Wake me up! I have ten more bonuses done, so now they're up to 70! Wow!

version 3.1

Jul. 29, 2002

A trophy rumor...check out what it is below the list of unlockable trophies. Also, no update this far into this FAQ would ever be complete without more..bonuses! I'm up to 100! Hooray! Sorry it took so long for so little, but Project Howville really slowed me down on this.

version 3.2

Aug. 17, 2002

Power to the people! Dozens upon dozens of requests, corrections, and suggestions have made it worth another update! I'm still working on the Bonuses section, though I'm trying to finish the Project Howville by August 22nd. Progress may speed up then, but for now, be patient.

version 3.4

Aug. 24th, 2002

With Project Howville behind me and Super Mario Sunshine just around the corner, there's no better time than to put up 27 (that's right, three cubed) more Bonuses onto the list! I now have everything up to Quintuple KO registered on what is currently the largest SSBM FAQ I know! Only 122 to go...

version 3.6

Sep. 5th, 2002

Those lazy hooligans at the post office should have the Super Mario Sunshine Bundle Pak at my doors by now! It's been ten days and not even a letter from the mailman saying to pick it up! They're just horrible. About the FAQ itself: The Hall of Shame has now been erected, courtesy of an ignorant gamer named BracamonteAndy@msn.com! I also have all of the bonuses up to 160, making me officially less than a hundred to go!

version 3.61

Sep. 6th, 2002

A very special update for a very special person! That's right, GoKart456. If you are reading this, your name is now officially in this FAQ! If you can't find it, copy and paste the FAQ and use the Search or Find option to look for it. It's in there somewhere... By the way, I still have no Sunshine.

version 3.62

Sep. 27th, 2002

Time really flies...I've gotten those 120 Shine Sprites, and Super Mario Advance 3 is already out! Then there's Mario Party 4. With three games with "Mario" in their titles coming out in three months, Nintendo is really trying to dump out everyone's wallets. Anyway, there's a whole bunch of contributions, including another Hall of Shamer whom I've lost the message for :(, plus the usual additions from fans of this game. It's still going strong, and it's already been out for ten months.

version 3.71

Nov. 1st, 2002

More power to the people! Due to an overwhelmingly huge onslaught of letters into my e-mailbox, I'll be doing a full update, complete with over thirty new bonuses contributed by bowser194.

#

>>>Introduction<<<

Me, Myself, and I

I guess I can compare myself to Leonardo da Vinci...and maybe Vincent van Gogh too: I'm not able to finish FAQs once I start them. However, like translating Doraemon into English (very indirectly if you know me), I feel that it needs to be done. As for information about me, I'm not giving away my real identity or any other private crud. I'll just tell you that I have no clue as to how a computer works, so I can't fix one, and that I'm acclaimed by my peers that I'm an excellent artist. Unfortunately, I'm not very good at anything else, but I hope you like this FAQ. I guess I'll also say that I've always sucked at history.

What is the Smash Bros. Concept?

The system of Smash is Nintendo's first attempt at fighting games. The Big N, as some of you like to call it, has developed a series of games for every gaming genre I can think of, as well as create some new ones themselves. On April 26, 1999, the Nintendo64 got Super Smash Bros., which turned out to be a big success and made the Players' Choice charts. The game itself was pretty low-tech compared to other games around that period and HAL Laboratories's mascot is a dog who just bore

a litter. That sounds like the best game on earth, huh? Anyway, what you do in Super Smash Bros. was not to deplete your enemy's/enemies' HP to zero, but to knock him/her/it/them clear out of the arena, so far they explode. Depending on what mode you play, you can either have lives for each person or have a point system based on KOs. As for the characters, they were stars of Nintendo games (as well as a couple of sidekicks) brought together. Lots of fun, begging for a sequel, sequel arrives, and the rest is history.

Super Smash Bros. Melee

In SSM, all 12 of the characetrns were fighters themselves--everyone from Samus, a bounty hunter who goes across galaxies and fights major monsters, to Mario, an overweight Italian plumber, to Jigglypuff, a living plush toy. In Super Smash Bros. Melee, many of the newbies who arrive star in games with little to no fighting at all. You've got some princesses of two kingdoms. You've got the Ice Climbers, a couple of Eskimos who carry ice-breaking hammers. You've even got Dr. Mario, who prefers to find a cure for AIDS than anything else but is in here anyway. SSBM actually has no story at all, so I'll improvise:

One day, there was a spoiled brat. He was so spoiled, he had 25 special figurines of Nintendo characters, plus 265 more. His Nintendo collection was complete, and he was shocked. Nintendo replied to him in a phone call that they aren't making any more figurines for a long while, so he took the one for Capt. Falcon and threw it at the Ice Climbers. To his surprise, the Ice Climbers figurine sailed across his room and made a huge thud at the other side. So he thought, Maybe they can fight each other! Yeah! Some action-packed battles of Nintendo characters will pass the time! And so, SSBM was born.

#

>>>Characters<<<

So, the brat thought up a rather large set of different moves and assigned them to each character. The 4 unique atattacks, which are called "special attacks", are designated with the B button. Along the way of giving the 25 characters a set of special moves (and one with two), he came across a block and decided to give the remaining 7 characters without special attacks yet a similar moveset to another character he already assigned mvoes to. He called them "clones".

In General

Before this kid could start any battles, he had to make up a set of rules:

1. A KO is when you knocks someone else away and they blow up.
2. A Fall is when you blow up from someone else's attack.
3. A Self-Destruct is when you blow up without anyone else causing it.
4. Damage is figured out in %'s, which can go up to 999.
5. The higher the damage, the farther you get thrown from an attack.

The moves he gave to each and every character are listed below. They may look different from character to character, but the use is the same.

Key:

A=A button

B=B button

Z=Z button

L=L button

R=R button

X=X button

Y=Y button

(C)+direction=C-stick in that direction

>, ^, <, \/=move control stick gently

>>, ^^, <<, \\/=move control stick hard

>>A=move the control stick right really hard and press the A button at the same time.

>>,A=move the control stick right really hard, then press the A button.

D=Up on D-pad (that's all you'll be using)

On the Ground:

>=Walk

>>=Run

\/=Crouch

^, X, Y=Jump (I personally recommend the X or Y button.)

(D)â^â: Taunt

(D)>, (D)<, (D)\/: Nothing

A: Standard Weak Attack

You can press A over and over to keep the barrage going, and as long as the enemy is still in the range, he or she will continue taking damage.

>A: Standard Strong Attack

This should do a higher amount of damage and send the enemy flying somewhat. It's the attack used when you're in a group of opponents, either to do some damage or get them out of your way because of its speed.

>>A, <<A, (C)>, (C)<: Standard Smash Attack

This is the attack you'll use to KO someone. It either does a ton of damage, make the opponent fly really far, or both. However, there's a charge time, which means you shouldn't use it all the time. If you can take your time, however, you can hold down A to charge some more, then unleash the force!

>,A, <,A: Moving Weak Attack

It stops your walk, but it's stronger than the Standard Weak Attack and weaker than the Standard Strong Attack.

>>,A, <<,A: Moving Strong Attack

Again, it stops your movement. It's stronger than the Standard Strong Attack but weaker than the Standard Smash Attack.

\/A: Standard Ground Attack

This attacks enemies on the ground. It's moderate strength. Enough said.

\/,A: Trip

You trip someone over next to you on the ground. They fall over, you come to pummel them.

\\\/A, (C)\/: Downward Smash Attack

Basically, this attack sends anyone around you to the ground so quickly they bounce right up. It's generally the vertical Smash Attack that focuses in power and not strength. You still need time to pull it off, though.

^^A, (C)^: Upward Smash Attack

It throws your enemies wayyy up, but the damage doesn't quite rack up as much.

L, R: Shield

Each character has a shield that looks sort of like a colored contact lens. It gets smaller both over time and as people attack you, and you become paralyzed when it gets so small your shield breaks, so don't overuse it! At least it neutralizes all attacks done to you when you

have it on, but you can't move while you bring it out. ~ You can also reflect projectiles or items thrown at you by shielding at the last nanosecond, near impossible to do.~ Yet, the computer players have no problem.

>L, <L, >R, <R: Roll

Roll around to evade attacks. Get behind someone either if you know what your opponent is going to do or if you have very fast reaction times. I prefer jumping out, though.

Z<, Z>: Sidestep

Do like Neo and dodge incoming attacks by moving your character's middle out of the way!

Z, LA, RA: Grab

Grab an opponent. While grabbing, press A to attack them or choose a direction on the control stick to throw them. ~The Links and Samus use grappling hooks instead of actual grabbing, making it long-distance, as well as a device for hanging onto a ledge. However, it takes much longer to grab someone. Also, along with the A button, the Z button can be used with L to catch items thrown at you.~

In the Air:

< and >: ~Slam back and forth to stop your tumbling.~

^, X, Y: Double-Jump (B-Up for a triple jump unless otherwise indicated)

A, >A, <A: Aerial Attacks

Attack someone in the air. Its strength depends on what you do.

>>A, <<A: Gamble Attack or Drill (depending on character)

Some characters, like Zelda, have an attack that'll either send someone flying or simply do 1% damage, depending on whether your timing was off or not. Others, like Pikachu, have an attack that damages opponents again and again and keep them in front. Again, it's hard to time but really devastates the victims.

\A, \/\A, (C)\/: Downward Attack åAKA Spikeå AKA Meteor Smash
(for many characters; not all)

If you want to be cruel, you can use this attack over the edge to send that poor sap hurdling down to the bottom of the screen! However, you'll need some time to recover enough so you can start moving again.

^A, ^^A, (C)^: Upward Attack

Someone who has a high damage % can be struck by this attack while falling down and be sent sky high! It's not as strong as a Smash Attack but is still useful.

L, R: Air Evade

Basically a Sidestep in midair. You can stop anyone trying to do a Downward Attack on you and send whoever that is hurtling instead. ~Also, when you get hit hard, you can press L or R right before you reach the ground to make a nice three-point landing. Well, the closest thing you can get to a three-point landing as your character.~ It's better than falling flat on your face, except when you're up against computer players. That's a different story. %Lightly hold on a button to make a thin shield that lasts longer, but you can't roll or sidestep.%

Z: Air Smash

It's the way to send someone flying while airborne! The game will count this as a failed grab, so don't do it in Bonus mode. ~It's equivalent to a regular A-button Smash, but if you're nearby an item, you can pick it up, as seen in the Special Movie. Pressing Z while holding an item will simply make you drop it, from the ground or air, particularly useful with explosive items.

Other moves:

A, while lying down: Out of the Way

If you fell flat, you can get anyone trying to pick on you out of the way by pressing A to do a medium-strength attack.

A, while grabbing onto a ledge: Kick
Press A when someone gets close to resume fighting and knock someone away in the process.
A, while grabbing someone: Grab Attack
Do damage to them while gripping them.
<, >, ^, \ / while grabbing someone: Throw
Up and Forward go distance, and Backward and especially Down focus on damage. Choose the situation right for you.

Weight Classes

The characters are put into 5 weight classes: Super-Lightweights, Lightweights, Middleweights, Heavyweights, and Super-Heavyweights. The lighter characters are more agile and are smaller targets, and heavier characters pack more punch per attack and can carry stuff more easily. Heavier characters also usually don't get thrown as far, but not necessarily. These are the characters in their respective weight classes:

Note: The weight classes may be uneven, since their divisions are based on groups of five rather than actual weight. Also, since all weight testing was done by rspitzer@sprynet.com, don't ask me questions. These are simply a bunch of estimates based on speed, jumping ability, and knock-outability. For example, although Ness seems to be lighter than Mr. G&W, Ness doesn't fly nearly as far when hit compared to Mr. G&W. I may need to do some weight-testing myself to find out.

SUPER-LIGHTWEIGHTS:

Pichu
Jigglypuff
Kirby
Pikachu
Young Link

LIGHTWEIGHTS:

Ness
Mr. Game&Watch
Ice Climbers
Peach
Zelda/Sheik

MIDDLEWEIGHTS:

Falco
Fox
Marth
Luigi
Mario

HEAVYWEIGHTS:

Dr. Mario
Yoshi
Capt. Falcon
Samus
Mewtwo

SUPER-HEAVYWEIGHTS

Roy
Link
Ganondorf
DK
Bowser

King Bowser J. M. Koopa
Master of the Koopa Troopas

Premiere: Super Mario Bros. (NES)

Bowser is the slowest character in the game, but he hits exceptionally hard. Surprisingly, his biggest threats are the super-lightweights, since they not can jump much higher than him and are much quicker, but some characters are so short Bowser will have a hard time attacking them! He's all-in-all a horrible jumper, but like any character, he can be mastered. Bowser's got a thing or 37 to settle with Mario, and SSBM is the chance he gets to beat the daylights out of that plumber.

B: Fire Breath

Bowser's famous for his fire-breathing abilities, and this atatch shows that. While it counts as a projectile and has fairly short range, it traps people in there and damage %'s goes up and up. Don't overdo it; its range decreases from inferno to a toaster in the mouth.

>B, <B: Koopa Klaw

Bowser grabs someone to his mouth, and he starts gnawing. I'll bet it's excruciatingly painful, but if you're merciful enough to stop mashing the B button, maybe they'll thank you. Nah...

^B: Whirling Fortress

On the ground, it throws anyone who comes in contact with Bowser around. Use it in the air, though, and you can cover great horizontal distances.

\B: Bowser Bomb

It's a butt-stomp for Bowser. Major damage, major ground attack. It's best if you use it in the air.

Captain Falcon
Collector of Space Race Trophies

Premiere: F-Zero (SNES)

Capt. Falcon is very unbalanced. He's really fast while running around, but he's slow in just about everything else. There aren't too many people who pick the Captain as their favorite, since you have little control over him. He's almost as bad a jumper as Bowser, and he falls down quickly. It's up to you, but again, he's masterable. He never showed up in F-Zero or F-Zero X in person, but you can pilot his F-Zero car, the Blue Falcon, which just happens to be the name of the superhero in Dyno-Mutt (a pretty old Hanna-Barbera cartoon).

B: Falcon Punch

Anyone can see this attack from a mile away. It does some nice damage, but the idiot has to yell out "Fal, cone, PUNCH!" whenever he does it. Maybe turn down the volume all the way...? You can use this attack to pick on someone who is about to fall back down next to you, at least.

>B, <B: Raptor Boost

It's a quicker, less powerful version of Falcon Punch. Thankfully, he doesn't yell it out.

^B: Falcon Dive

He grabs someone, and in one mighty explosion he's immune to, he blasts that sucker. This and Ganondorf's Dark Dive are the only two attacks that can do anything against Kirby's Stone attack, making the Showdown event very difficult.

\B: Falcon Kick

What a loudmouth...Does he HAVE to yell this out too? It's basically a cross between Falcon Punch and Raptor Boost.

Donkey Kong
The First Member of the DK Crew

Premiere: Donkey Kong (Arcade)

Nintendo again got special permission from Rare UK to use Donkey Kong. Unusual, since Nintendo originally had the rights. DK has similar attributes to Bowser in jumping, except he's pretty fast. DK has no projectiles, so he just relies on pure muscle to get rid of his foes. The DK crew, which consists of friend and family of DK, is a group of apes called Kongs who travel in British adventures, once against Mario, now against King K. Rool.

B: Giant Punch

While you're out of the way, hold down the B button to charge it. When you see him stop, get up close and personal to unleash that steam! You will get the Coward anti-bonus, but who cares? It's worth a KO.

>B, <B: Headbutt

Grind someone into the ground with this. They'll pop out, but until then, they're immobile.

^B: Spinning Kong

DK's arms turn into a propeller as he whirls across the skies like a beautiful butterfly.

\B: Hand Slap

DK is invincible against all things except projectiles, since anyone who touches DK like this is sure to get sent flying straight upwards.

Dr. Mario
The Cure for All

Premiere: Dr. Mario (SNES)

Dr. Mario got his degree at the Mushroom Kingdom University. The marching band sucked, so Mario decided to get a degree in medicine. Together, with his trusty nurse Peach by his side, he dropped his Megavitamins into bottles of virii and eliminated two epidemics that ran across the whole kingdom: one by an outbreak, one by Wario. As for how he does in SSBM, he's basically a slower Mario with stronger attacks.

B: Megavitamins

They bounce higher than Mario's fireballs and make Dr. Mario noises. These things do twice the damage than Mario's regular fireballs.

>B, <B: Super Sheet

Dr. Mario's Super Sheet deflects projectiles and leaves people spinning from his doctor coat. It's a bit narrower, but it's somewhat faster.

(H) You can also use this as a recovery move. (H)

^B: Super Jump Punch

It throws people really far. He's recommended for those teams against you in the 1-player mode.

\B: Dr. Tornado

While Mario's Tornado traps people in his arms and Luigi's Cyclone throws them out in one big swoop, the Dr. Tornado traps people in and sends them flying...in random directions.

Falco Lombardi
The Bluebird of Happiness

Premiere: Star Fox (SNES)

Falco is another one of the right-hand men serving to fight in SSBM. For a talking animal, he's really quite a sour lemon, more than Fox himself. He's a bit slower than Fox on the ground, but he can use his

mighty wings to jump up really well. I guess Falco is best suited for people whose strategy is lots of jumping, as well as frequent players in the Icicle Mountain arena. The problem is that he falls really fast (which is unusual for a bird, since they have hollow bones to reduce their weight) and although has benefits, it obviously brings Falco a disadvantage. I wonder if Peppy and Slippy will be characters in a future Smash Bros. game...

B: Blaster

Falco's Blaster is a lot slower than Fox's, though each blast has enough momentum to actually stop your target from further advancement. It's a great projectile and has nearly infinite range.

>B, <B: Falco Phantasm

It's exactly like Fox's. Just don't do it when you're facing the edge, or you'll fall right off.

^B: Fire Bird

Like Fox's, there's a charge to this attack, but it deals major damage. Again, you can control its direction during the charge by holding the control stick in a certain direction. â Sadly, a difference is that the Fire Bird doesn't take you as far of a distance as the Fire Fox. â

\B: Reflector

It's a special shield that intensifies the power of any projectile heading Falco's way and bounces it right back. In addition, you can now turn it on while next to someone else to do some damage.

Fox McCloud

The Classic Shrouded-in-Mystery Mammal

Premiere: Star Fox (SNES)

As Fox travels through that Lylat System stuff, he's going on a wild goose chase. No one has any clue of the real identity of the mad scientist Andross, and that's why. The Starfox crew is led by this guy, whose rights were recently given to Rareware (again) to make Dinosaur Planet, a game that's been in progress for who knows how long. Fox is nearly as swift as Captain Falcon while running, and his attacks are pretty fast, though he doesn't quite put the hurt on folks.

B: Blaster

Fox pulls out his laser gun and starts blasting away at rapid fire. His targets don't really care, since they do between 1-3% damage and it doesn't stop anyone's movements.

>B, <B: Fox Illusion

Fox stops for a moment and dashes forward at lightning speed, leaving the others eating his dust and with about 9% more on their meters. aThis move doesn't hit toward the end of the dash a

^B: Fire Fox

It's a jetpack kind of headbutt that takes some charging time. You can control its direction during the charge by holding the control stick in a certain direction.

\B: Reflector

Turn anyone's projectiles targeted at you right back at them! aAlso does decent damage to adjacent enemies. a

Ganondorf

King of the Gerudos

Premiere: The Legend of Zelda: Ocarina of Time (N64)

The Legend of Zelda (NES) as Ganon

Before Ganon claimed the Triforce of Power (that's one of the three little triangles that make up the Triforce), he was the only male

Gerudo of his century, named Ganondorf. Although the Gerudos are self-centered and reclusive, they never had any intentions as to ruling Hyrule until Ganondorf decided to start his plans to plunge the country further into the Dark Ages, more than what it already is. In SSBM, he stole Capt. Falcon's moves, added power, and lowered speed and jumping ability. Basically, he's a heavyweight-kind of guy. Except he's one of the heaviest.

B: Warlock Punch

Ganondorf pretty much gets a hemorrhoid and vents out his rage into a super-powerful punch with a range smaller than it looks.

>B, <B: Gerudo Dragon

Faster, but less powerful. Also, like Capt. Falcon he doesn't yell it out, which is good.

^B: Dark Dive

For any Kirby player who loves to use the Stone attack. It's a grab, then an explosion, then recoil. Don't accidentally throw yourself off the ledge, because Ganondorf's a terrible jumper. No, make that "horrible".

\B: Wizard's Foot

Ganondorf's only somewhat fast attack. Doesn't excel in damage but can get you out of the fray. aThis can also give you unlimited jumping ability. It allows you to re-do the second jump until you use Dark Dive. a

Ice Climbers

Eskimo Hikers

Premiere: Ice Climber (NES)

How many games of Ice Climber (NES, 1985) was bought? Very little, both from the unappealing look of the game to the poor release strategy, only weeks after Super Mario Bros. came out. Who knows? Maybe if Ice Climber came out before SMB, Popo and Nana would be the dual mascots of Nintendo. Anyway, the game Ice Climber was about...the Ice Climbers. They were in search of miscellaneous vegetables and fruits commonly mistaken for vegetables dropped by a condor (was it?) on the top of the Infinite Glacier. They were getting nowhere fast, but so what?

When it comes to fighting, the Ice Climbers know how to hit and hit hard with their hammers. It's not their only weapon, but almost. If you choose to play as the Ice Climbers, keep in mind you're only playing as one Ice Climber, while the other one hangs out behind you and does whatever you do (sort of like Tails in Sonic 2). Should the other Ice Climber get KO'ed, all of your moves will be severely cut down in power and some won't even be useable, so play with caution! Ice Climbers are like Ness: everyone says they suck until they play as the Ice Climbers for a while. Personally I think they're quite lethal.

NOTE: If you don't know who you're playing as, it's the Ice Climber in the darker color coat. Sometimes it's Popo, sometimes it's Nana, but it doesn't matter. BTW, Popo's parka is blue or green and Nana's is in the red end of the spectrum.

aNOTE 2: You can also play as one Ice Climber. If you use Taunt and hold the up direction, the second Ice Climber will continue taunting a few times while you have complete control over the first. a

B: Ice Shot

Not very useful. It's a slow projectile with small power and minimal throw distance. Two mini-glaciers come out of the ice hammers of Popo and Nana are there, and one if the second one is gone. They travel along the ground for a pretty long distance, so you can do this over and over while the others are fighting far away.

>B, <B: Squall Hammer

The Ice Climber(s) spin(s) around and whack(s) opponents using those

hammers. It's twice as powerful while having both Ice Climbers, since they face opposite directions as they spin across the ground. This can also be a pseudo-third jump for a lone Ice Climber.

^B: Belay

If both Ice Climbers see themselves falling, and they're close to each other, then the Belay maneuver sends a gummy grappling cable between them and get pulled up. This is almost completely useless, since the other Ice Climber may not be anywhere close (or may be KO'ed). In that case, you just swing your hammer and go up maybe an inch as your triple jump. Might as well try; it can make all the difference. a If you have both Ice Climbers, this teleports the farthest one toward the one you are controlling. a

\B: Blizzard

Whatever Ice Climbers are left of your mighty duo breathe out ice, sometimes freezing people in their tracks. It's pretty cool, but it doesn't throw people. You just use it to build up damage. Use it over and over to skyrocket %'s.

Jigglypuff

The Singing Wonder of a Balloon Pokémon

Premiere: Pokémon Red/Blue (Game Boy)

While Pikachu is at #1, Jigglypuff stays at #2. Well, ever since the Gold and Silver cast of Pokémon came pouring in, opinions quickly shifted, and favorites became Marrill and Lugia. No character will be spared from Super Smash Bros., and Jigglypuff is still here... Her power has just about quadrupled, and she's got a new Rollout attack. She gets tossed around like hell again, but her midair control has dramatically changed for the better. Normally, a Jigglypuff would be given moves like Thunderbolt, Fire Blast, and sometimes Hyper Beam, but this Jigglypuff has settled to a moveset truer to itself.

B: Rollout

Simply pushing B won't get you anywhere. However, if you hold down B, you can go on a KOing rampage through the arena. Either that or deal some incredible damage, ridiculous for something with eyes as big, round, and adorable as that. Just move away from the action and roll at 'em. aAnd, as shown in the Classic Game End movie, you can bounce off the walls with this. a

>B, <B: Pound

This used to be Jigglypuff's regular B attack, dealing 4% and merely tripping people. It turned into a B-smash attack, dealing 16% or maybe even more and launching those fools sky high. Its range is still as short as ever, unfortunately. If you get smacked far as Jigglypuff, you can alternate between jumping and pounding to make a nearly horizontal path back to the playing field. aThis is a decent setup for rest, too. a

^B: Sing

Jigglypuff doesn't use ^B to perform a triple jump. No way. What you do is jump over and over, and maybe Pound between each jump if you need to cover additional horizontal ground. Instead, Jigglypuff's Sing is assigned as ^B. Also, it only works on opponents on the ground. So its use is recommended in Team Battles, preferably with Friendly Fire on. Speaking of which, the amount of time they sleep is dependent on the amount of damage they took. <More damage=longer sleep time.<

\B: Rest

It doesn't cure status problems or heal all your health, unlike what Rest is supposed to do, but this attack, made almost useless by the downgrade in Sing's sleep. You're supposed to stand next to someone and bring them 26% closer to a KO as soon as you fall asleep. I guess you can use it when you're surrounded, but you fall asleep yourself for

a while. aIf you do at least 32%, it's a instant KO (Assuming of course that there's nothing in the way) a

Kirby*
Pop Star Psycho

Premiere: Kirby's Dreamland (Game Boy)

As of this game, Kirby is officially defined as a "he". He's been in games rather prolifically, starring in 6 or 7 games in a single year. Actually, he started as a virtual paperweight--they put Kirby in there while designing Kirby's Adventure as a place holder for the main character, yet to be designed. Then a change of mind... Anyway, Kirby's highlight is in his seemingly black-hole lungs and his almost dopple-ganger-like qualities. Actually, he can shapeshift, but he doesn't assume the form of someone else. The 8-inch-tall competitor is quite a fighting force in both Smash games; he's fast, has a quintuple jump, and Kirby can steal abilities from other characters. he needs that quintuple jump, maybe even the ^B final jump, since he's one of the lightest characters in the game, and also THE lightest of the nonsecret characters. IMO, Tiff reminds me a lot of Mandy from Grim & Evil, but I know the two characters are vastly different.

(Many fans of SSB hoped for King Dedede, archenemy of Kirby. King Dedede is a penguin who can do most, if not all of Kirby's moves.)

B: Swallow/Absorb/Use Stolen Power

Hold B to get Kirby to start inhaling. He can't move so hope someone comes close. After putting someone in your mouth, press A to spit them out, or crouch or press B to Absorb the character's power and get an outfit similar to the character copied. *(Look at Mr. Game&Watch Kirby. Pause and look around him, maybe even when doing the Chef attack.) If you got someone's move, press B to use that like you would when playing as that character. Taunt to get rid of it; transfer another Kirby's power to you by swallowing that Kirby in.

>B, <B: Hammer

It's horizontal while on the ground and vertical while in the air. Either way, it's a powerful attack.

^B: Final Cutter

Kirby draws out a sword, leaps up into the air, and comes down again, leaving a shockwave that also does damage. You still have control over Kirby's direction by holding the control stick left or right.aIf you land on a shell after going up, you'll bounce back up with the sword. a

\B: Stone

Kirby turns into one of four different types of rocks. There's no difference; but unless you just want to stay invincible for a while, jump up into the air and fall down on those suckers to get some major damage done. If you're quick enough, they won't be able to do anything to you.

Link
Rebel Keebler

Premiere: The Legend of Zelda (NES)

Link is an elf in green who is the sole challenger to Ganondorf/Ganon. Using an ordinary sword with a few upgrades and an arsenal of weapons he keeps between his back and his shield time and time again he got rid of the demon pesteribng tyhe magical land of Hyrule. Shigeru Miyamoto, creator of link, Mario, and a billion other Nintendo characters, is deciding to go for the Samurai Jack look on his next Zelda game. SSBM is probably the last game to feature Link realistically like this. Link is pretty fast and has better jumping now, and all of his fans' moves

are back.

B: Bow

Link pulls out a @Silver@ Arrow and tries to hit someone with it. It doesn't encase people in ice, but the longer you hold B, the farther and higher it goes. I always have a tendency to shoot the arrows clear over everyone's heads when I use this attack. Young Link seems to be a bit better at it.

>B, <B: Boomerang

It does what every boomerang does--injure people and comes back for more. You can control the boomerang while it's flying, and it can go right behind you. Don't worry... link will never lose it, no matter what. aIt's great for the Multi-Man Melee's, as well. a

^B: Spin Attack

It's not the same Spin Attack that Sonic has, but Link whirls his sword around like a beautiful butterfly. aWhich launches people upward, unlike his younger incarnation's. a

\B: Bomb

Press \B to pull out a Bomb and treat it like it was an item. Don't take too long; it'll explode! ¶However, you can use it as a fourth jump (though it's small) by having it blow up in link's face if he happens to be holding a bomb after a triple jump.¶

Luigi P. Mario
The Eternal Understudy

Premiere: Mario Bros. (Arcade)

Luigi has always been in Mario's shadow. He's been the hero in three games that don't quite go into Nintendo's Hall of Fame: Mario is Missing, which nobody likes, Mario vs. Wario, which never came out here, and Luigi's Mansion, which reviewers liked but the masses didn't. Luigi is, of course, similar to Mario. He's a bit slower in everything, but he's one of the best jumpers in the game. (He even falls slow, which is a definite yes.) He has enough differences to get some people to not consider him a "clone" character, but at heart, he still is.

B: Fireball

Unlike Mario's Fireball and Dr. Mario's Megavitamins, Luigi's Fireballs are unaffected by gravity, so it just goes straight ahead until something gets in its way, when it vanishes. It's clearly better on arenas with straight horizontal floors, like the Fountain of Dreams, but it's not recommended for the more bumpy places, like Hyrule Castle. âThese things also tend to dissapate rather quickly. â

>B, <B: Green Missile

Hold down B to charge this tremendous headbutt. It's just like Pikachu and his Skull Bash, but there's a 1 in 8 chance that luigi will start off his attack with a bang. aThis can be used as a escaping move, such as when Giga Bowser is about to smash you. a

^B: Super Coin Jump

It's slower than the regular Coin Jump and doesn't trap people, but if done right, it will leave your victim on fire and flying. Also, don't forget the solid 25% damage.

\B: Luigi Cyclone

Again, it doesn't trap people, but it sends them flying in one heavy-damage swoop.

Mario P. Mario
The SuperStar

Premiere: Donkey Kong (Arcade)

The Italian plumber who single-handedly brought home video gaming from an obscure Atari thing into a popular concept is back, and he hogs the spotlight again in SSBM. He's had almost no change from SSB to SSBM, and the staff consider this Koopa-beatin', warp-pipe-travelin', Subcon-savin', golfin', partyin', tennis-playin', Wario-combatin', commonly-referenced-to dude the standard of weight. Not me. I'd say he's on the heavy side. The Jumpman reputation has been completely demolished from his so-so jumping, but he was designed to be picked up from by beginners.

B: Fireball

This thing bounces across the ground just like in SMB. You distinguish Mario's and Luigi's Fireballs by their color, so you don't accidentally see one of his Fireballs as one of your own, or vice versa. It bounces, but the bounces are very small, so it's almost a ground-based attack.

>B, <B: Cape

The cape in SMB3 is back, and you can daze and confuse your enemies with it (E doing 10% damage E) or dodge projectiles. Quick reaction times needed. (H) You can also use this as a recovery move. (H) å I was told that it reflects any attack, meaning a swift Mario expert can be near-invincible. å

^B: Super Jump Punch

With a classic SMB bound and the noise, Mario drags opponents skyward, doing 1% for each time a coin appears. And it accumulates, so better watch out. This attack overrides almost everything, but it's hard to aim.

\B: Mario Tornado

Mario spins around with his arms like a beautiful butterfly, trapping anyone who comes by, followed by a fling.

Prince Marth

Who?

Premiere: Fire Emblem (Super Famicom)

US Premiere: Fire Emblem Advance (GBA)

I have no clue who Marth is. All I know is that he was the prince of some kingdom in Fire Emblem, a Japan-only RPG made by Intelligent Systems, and his precious little kingdom is destroyed. Anyway, he's moved on. His sword is strongest at the tip, for some reason, completely defying the force-distance formula we all know in physics. He's also surprisingly fast and a good jumper. His attacks, however, don't pack as much a punch as Roy's does. {It seems that Marth's Japanese name is Marusu. I have yet to know if that means anything, <though due to lots of mail telling me and taking that last line too seriously, yes, that is the closest Japanese pronunciation you can get to the word "Marth".< ßIn addition, when Marth does an attack with a Smash Attack with a Whacking item, he hits with the sword before he hits with the item, so if you get lucky, you can get a ton of damage done.ß

B: Shield Breaker

Remember those guys with swords in animé who just hold their swords stayling still for a long time, then they charge their swords with incredible strength? Yeah, that. Hold down B...

>B, <B: Dancing Blade

Press B over and over and Marth'll do some swordplay, swinging his butterknife around like mad. He'll do up to 4 swipes, so hope for the best. (H) You can also use this as a recovery move, but it's most efficient when you only use the first swipe. (H)

^B: Dolphin Slash

Marth quickly leaps up with his sword ahead of him. There's little practical use for this other than to damage the others somewhat, since it does a poor job of dragging people up. <Another little tidbit of ineffectivity: The range is tiny.>

\B: Counter

If you know someone's about to attack you, press \B to block whatever that attack is (if someone's coming to hit you) and return a swipe of that sword. Pretty useful, but it doesn't block grabs. aIt's useful for Master Hand, though. a

Mewtwo Psychic Kitty

Premiere: Pokémon Red/Blue (Game Boy)

Mewtwo was created by Giovanni, head of Team Rocket. He's not really a cat, but a team of scientists headed into a jungle in search of Mew, who is believed to be the strongest Pokémon alive. Giovanni ordered improvements upon news of a successful source of Mew DNA, and after failed attempts of Bulbasaurtwo, Charmandertwo, Squirtletwo, as well as Ambertwo, the head scientist's dead daughter's cloned subconscious, Mewtwo escaped the clutches of Team Rocket twice: once alone and once with the help of Ash and his crew. Mewtwo may be only slightlier than Ganondorf in SSBM, but his speed is more of a middle-weight--and Mewtwo flies like a light-weight. Except when using the Parasol item, Mewtwo never uses his hands or feet to battle. Almost everything is done using his unimaginable psychic powers.

B: Shadow Ball

If you happen to be far away from the rest of the gang, face away from them and start holding down B. This'll charge up the Shadow Ball. Why the other way? Mewtwo charges this attack from the back, just like in DBZ. Anyone who comes close to Mewtwo's back will suffer the effects of a charging dark purple ball. Once released, the squiggly path of Shadow Ball may work with or against you. aIt does less charging damage after it's fully charged up. a

>B, <B: Confusion

Confusion is normally the Psychic-type tackle in the Pokémon games, but this is his main damage-dealer. Anyone in front of Mewtwo gets tossed around and eventually gets set back onto the ground at about 9% more damage. This can happen twice a second. You can probably tell from the way this works that it's an excellent trapper move, so use it when there's only one opponent. (H) You can also use this as a recovery move. (H)

^B: Teleport

This does nothing other than relocate Mewtwo two body lengths (sometimes three) up. No damage. Use it sparingly, maybe a way to get up to another platform when you're stuck in a pummel.

\B: Disable

This temporarily paralyzes someone close to you and facing you. Disable is probably a key element in most expert Mewtwo players. aDo it twice in rapid succession for a nice smash attack a

Mr. Game & Watch The Stick Figure with an Attitude

Premiere: Game & Watch Series 1 (1980)

^Gumpei Yokoi, who died in 1997 from a car accident, created the Game and Watches, along with everything Nintendo made that ends in "Boy" (yes, the Game Boy too), R.O.B. the Robot, the D-Pad, and a bunch of

other peripherals. If you have any sense of chronology, you'd know that he wasn't involved with the Game Boy Advance, since he was dead by then, but that doesn't end in "boy", now does it? He, in fact, turned Nintendo into a gaming company. He resigned from Nintendo and made the Wonderswan Color, an independant portable game system that refuses to lose to his own original creation, the Game Boy.^ Without him, Nintendo would still be a Hanafuda card company. As a special tribute to him, I assume, Mr. Game & Watch was created as the last secret character. There were dozens of Game & Watches available, including the ever-popular Donkey Kong. Mr. Game&Watch, as it's spelled in SSBM, is a flat filled-in stick figure with a nose, balls for hands, and ovals for feet and a torso. His non-B attacks look pretty unusual, but at heart, they follow the rules of the regular attacks in terms of results. For example, the continuous A-button attack is a bug spray barrage, but it works just like a bunch of kicks and punches. Since he's flat (actually his outline is 3-D), he doesn't have any real volume, so he gets tossed around as easily as Jigglypuff and Kirby. He's pretty darn fast, is a good jumper, and his throw is hilarious also.

B: Chef

Mr. Game & Watch holds out a frying pan and anyone who gets hit with the sausages he flips gets damaged. The sausages travel almost straight up and should land a few feet in front of him, but you can, like all other attacks of this sort, alter its path by holding the control stick in a certain direction.

>B, <B: Judgment

The classic mallet comes out, and Mr. Game & Watch hits the other guy with it. The special part: A 1-digit number appears over his head. I haven't taken a good look at all of them yet, but these are the ones I can remember:

1=Exceptionally Weak Koopa Shell

2=Regular Hammer

3=Slash

4=^Strong Hammer^

5=Electric Attack

6=Fire Attack

7=Health-Restoration Attack

8=Ice Attack

9=Forward Smash Attack (it's NOT an instant KO...I've seen it not work, but I'll admit that it's right up there with the PK Flash and Rest.)

^B: Fire

Considered by many to be the best Game & Watch game, Fire's goal is to get as many falling people down a burning building as possible. In this game, however, the trampoline serves the opposite effect: it launches Mr. Game & Watch up a significant distance, and Mr. G&W becomes a projectile. The firemen look pretty neat.

\B: Oil Panic

Many people have no clue of what it does, but I know. Ha. Mr. G&W takes projectiles thrown at him, puts it into the can, and after three projectiles is when the attack is unleashed. ¨Press \B again after the bucket is filled to unleash the oil on your enemies.¨ Depending on what projectiles you got, in there, it can do as little as 3%, or as much as 154% and instant KO! It's one of the most advanced attacks in the whole game though, since you need to train yourself really hard to use Oil Panic at any projectile. ¨Don't use this to block Sheik's Needle Storm, though, because then you get a pathetic charge. ¨

Premiere: Earthbound (SNES)

Ness is a boy from the tiny town of Onett who reacted to the meteorite in his backyard, realizing an alien invasion is coming. With the help of some other kids, like Paula, Jeff, and Poo, the Mr. Saturn aliens, and a wild cast of miscellaneous characters, Ness stopped the bad extraterrestrials from world conquest. In SSBM, Ness is small, but he's dense, as in physics. He falls slowly, but he has a somewhat easier time carrying large objects, is slower, and can withstand upwards of 250% before being blasted away. Ness's attacks usually involve either the PK (psychokinetic) powers he learned from Paula or regular kid weapons used for injuring someone, like a baseball bat and a yo-yo. IMO, the way Earthbound is set up means it's begging to be made into a cartoon. Since Ness is my favorite character, I'll be supporting for it. aNintendo keeps planning for a Earthbound 2, but they never finish it.a

B: PK Flash

What is this? It's an incredibly slow charge attack that barely covers any distance. Hold down B until someone gets into the green flashing thing that came out of Ness's head. Then, release B to do what may be Ness's strongest attack! Try holding L, R, or Z while pushing in Ness's direction to increase its distance. This thing can do up to 42% damage though, and it's an instant KO after 50%. Powerful stuff!

>B, <B: PK Fire

It used to be just plain B. But ah, who cares? PK Fire starts out as a tiny line coming from Ness's eyes. If that little line hits anyone, he or she gets encased in a column of fire and can't get out until it dies down. A second PK Fire can't start inside the first one, so you can't use this to pile on damage. However, you can use that bat to swing away at the hostage you put in the flames.

^B: PK Thunder

After releasing it, you got 2 seconds to steer it with the Control Stick to where you want it to go. You usually would use it like a homing missile, maybe to strike people or to eliminate Bob-ombs and Motion Sensor Detectors before you blow up from them. However, if Ness is struck from it, it becomes the PK Headbutt, used as not only a triple jump, but as an attack that's more than a Smash Attack.

\B: PSI Magnet

If you feel that a projectile is coming your way and you're high in damage, the PSI Magnet can be activated to turn harmful missiles into a recovery technique. Ness's damage % gets subtracted an amount equal to the projectile's damage if it were to hit Ness. Very handy against the Master Hand's bullets. aAlso a incredibly cheap way to play team matches with Friendly Fire.a

Princess Peach Toadstool Fruity

Premiere: Super Mario Bros. (NES)

Here we meet one of the damsels always in distress. Poor Peach. She's always getting captured by Bowser, once simply as a kidnappee, now with Bowser around trying to convince her to do some stuff with him. She's got many talents, much like Mario and his pals. Just play any of the Mario Party games to see what I'm talking about. Here's her chance to lay the smackdown on Bowser, since with SSBM comes superpowers, as shown by her B attacks. (H) Oh, man! Everyone who's played as Peach should know this. How could I forget? Press the X or Y button and hold it down to open an umbrella that will float you back to safety. Thanks, Hyman! (H)

B: Toad

Toad is a very strange shield. I guess it works a lot like Marth's Counter, except \hat{a} with spores instead of a sword. \hat{a} By the way, what Peach does is pull out Toad from behind her back. The little guy is kay, though. Don't worry.

>B, <B: Peach Bomber

What the heck is this? Peach bumps into someone and they explode. You can also probably relate this to Capt. Falcon's Falcon Dive, except it's horizontal rather than vertical.

^B: Parasol

Peach has no need for the Parasol item (or does she?) because her ^B triple jump involves launching up with a Parasol in her hand and floating straight down. Anyone who touches the umbrella takes damage, and it's obviously the most when the Parasol is sharpest.

\B: Vegetable

Press \B to take a turnip out of the ground, like in SMB2 (Doki Doki Panic). Then, use the Vegetable as an item. \mathbb{E} Also, other items, such as Bob-omb and Mr. Saturn, can be pulled out of the ground using this method.

Pichu

Should a Baby Pokémon Go Through This?

Premiere: Pokémon Gold/Silver (GBC)

Pichu is a baby Pokémon. That means it can't breed, has lower-than-usual stats, and evolves into what should be a Basic Pokémon. In short, a Baby Pokémon is little more than a novelty to be cute and fill your Pokédex. What I think is the reason why Pichu made it into the cast of SSBM is from the mini-movie for Pokémon the Movie 3, called "Pikachu and Pichu". It guest stars two Pichu brothers, who always get into trouble with the other local Pokémon but are members of a small community itself, living in a huge pile of car tires with gears and cogs and doodads inside from an old clock tower. Phew. Anyway, Pichu is probably the #1 Pokémon of the new series in Japan, which may explain why Calimon, a Digimon with a major role in Season 3, has Pichu-like proportions. In SSBM, Pichu is an incredibly light character, mentioned in its trophies as the lightest character in the whole game. Weighing in at 2 pounds, this probably justifies it. This also means the lightest of the super-lightweights has an incredible speed and can jump like no white man can (no offense, I had to put that in there). What the main reason why Pichu is considered by many to be the worst character though, is the fact that any electrical attack it does, plus Quick Attack, does damage to itself, so your aim had better be sharp or you'll damage yourself a lot for no reason. On the other hand, many of Pichu's attacks hit as hard as a heavy-weights but are rather fast...

B: Thunder Jolt

For each Thunder Jolt Pichu does, it damages itself by 1%. Maybe it's to upset the fact that anyone hit by this attack takes 8%... The Thunder Jolt isn't a real Pokémon attack, but it works like a faster version of Mario's Fireballs. Otherwise, it behaves exactly like Pikachu's.

>B, <B: Skull Bash

Be thankful that Pichu takes no self-damage from Skull Bash. (It's the only B-attack Pichu has that doesn't.) Hold B to charge up from a distance, then unleash the Skull Bash with deadly power. You can also do this from the air. aPichu takes forever to charge this move. a

^B: Quick Attack

Pichu takes 1% from the first Quick Attack and 3% on the second one. It's even slower than Pikachu's, so use it only when you think you'll fall into oblivion without it. Pichu dashes up, and hold another

direction on the control stick to do another one in another direction. You can't do two in the same direction, though.

\B: Thunder

Pichu calls lightning from the sky down onto Pichu itself. Anyone caught in the electricity will be sent flying, and you can keep this up to bring them higher and higher until they get KO'ed. Pichu may take 3% for each of this attack, but only if the thunder actually hits it. If Pichu has a platform overhead or if it's on a moving platform, the attack won't hit Pichu. Unlike Pikachu's Thunder, which launches people diagonally, Pichu's is almost straight up--directly in the line of the next Thunder, should you call another one. aDon't use this on Icicle Mountain.a

Pikachu
1' 8" and 12 lbs.

Premiere: Pokémon Red/Blue (Game Boy)

Well, does anyone need to know why Pikachu made it into both of the Smash Bros. games? Of course not...I'll get right down to Pikachu's how-it-does in SSBM. Pokémon, it seems, is the fastest change in popularity for any Nintendo concept to date. Before 1996, when Nintendo makes a game, it either stays popular forever, like Mario, or it stays in the corners of Nintendo's libraries, like Custom Robo 2. Pokémon, during its first four years it came out, overshadowed even Mario in Nintendo's sales and brought the Game Boy back to life. Now anyone who plays it is considered a loser. If you want to know, I still play it, and I'll bet the very people who say this takes out their GB, GBP, GBC, or maybe GBA in their closets and keep playing their Gold versions or whatever. Pikachu is an exceptionally fast character. Probably only Capt. Falcon, Fox, and Pichu can outrun Pikachu. Pikachu also jumps well, but I guess it complements how Pikachu can get sent flying at less than 70%.

B: Thunder Jolt

Press B to send out a little bolt of electricity that bounces across the ground and electrocute anyone who gets in its way. This thing can follow the curvature of an arena and can even go down walls and on a ceiling below. If done in the air, it first turns into a little ball that travels 45° downward, then it retains the normal properties of a thunder Jolt once it hits the ground.

>B, <B: Skull Bash

Hold down B to charge up, then release it (or let it automatically release when it's fully charged up) to produce a major headbutt! a Can be used for a recovery move. a

^B: Quick Attack

This attack does damage this time around, but it's still mainly used to get somewhere above really fast. Pikachu almost teleports straight up, and holding the control stick in another direction allows for another boost.

\B: Thunder

Pikachu calls Thunder down from the sky to itself. It stops at the first platform it runs into before hitting Pikachu though. Pikachu won't take any damage, but anyone who runs into the wall of shock will.

Roy
WHO?

Premiere: Fire Emblem 2 (Super Famicom)

Another character from Fire Emblem...I don't have any clue as to Roy's role in Fire Emblem, but he's definitely heavier than Marth in SSBM. He

functions like a halfway-point between the middle and heavy-weights: He hits hard, but not ridiculously hard, and he's respectably fast. His jumping is awful though. Aim for people with his sword's middle--that's its strong point. {Roy's Japanese name is spelled out as "Roi", and though completely mispronounced, "roi" is also French for "king".} ßIn addition, when Roy does an attack with a Smash Attack with a Whacking item, he hits with the sword before he hits with the item, so if you get lucky, you can get a ton of damage done.ß

B: Fire Blade

For some reason, the computer players know exactly the last millisecond to strike before Roy fully charges this up. (Hold down B, as usual.) If anyone gets hit by the attack fully charged, they'll get KO'ed if nothing's in their way, or at least a whopping 50% damage å and 10% to Roy. å

>B, <B: Double Edge Dance

(I'd expected the Koopa Kid Roy when I knew he was a secret character.) The Double Edge Dance is just like a slower version of Marth's, but each hit is 1% stronger.

^B: Blazer

It's not as fast nor does it go as high, but Roy's Blazer intensifies damage by setting the poor fellow in flames.

\B: Counter

Exactly like Marth's, except he strikes differently. Check out Marth's B-attack list for more info.

Samus Aran Galactic Bounty Hunter

Premiere: Metroid (NES)

Samus was just a regular girl, until she got some Chozo blood in her to improve her strength, as well as one of their fighting suits so she can do stuff like fire lasers and stuff. Then, she decided, I guess, to pursue the Metroids all around the galaxy. Well, I never played any Metroid game before, so why should I be telling you this? I guess it's from all that heavy armor she wears, but she behaves like a very heavy character, except with decent jumping. She's also fairly fast and doesn't get knocked out very quickly. Although she hits hard, like the Capt., she takes far too long to charge before doing any significant damage.

B: Charge Shot

Like every other freaking B-button charges, hold B. Once the ball on Samus's blaster disappears, that means you can fully charge it up. You can also tell because her blaster will also sparkle. Press B again to launch a giant-size NRG ball that'll incinerate anyone in its way!

aThis launches pretty well, too. a

>B, <B: Missile

You can walk/run, then press B to fire a heat-seeking missile. Well, actually, a smart bomb, since some of the characters don't look like they emit heat. Or, do as you do for a smash attack to launch a regular missile that does more damage.

^B: Screw Attack

This does little more than rack up damage, but is that necessarily a bad thing? This attack spins Samus up into the air, and anyone who touches Samus at this point gets beaten up while following her path. This attack may just be your best defense against opponents who love to use aerial attacks. aIf you pick up a screw attack, try jumping twice and then using this. a

\B: Bomb

Samus curls up into a ball (how does she fit into there?) and drops behind a mine that detonates in one second after release. It doesn't affect Samus, so just sit there if someone is foolhardy enough to come charging right at you.

Sheik

I Before E Except After Zelda in Disguise

Premiere: The Legend of Zelda: Ocarina of Time (N64)

When Ganondorf stormed the mystical land called Hyrule, for seven years Princess Zelda disguised herself as Sheik, named after the Sheikah people, nearly extinct. She had to find shelter wherever she could, because Ganondorf took over Hyrule Castle, making the Market a horror movie. She didn't return back to her original form until Ganondorf was defeated by Link and peace restored...for the moment. Sheik is the alternate form of Zelda in SSBM. Almost anyone can say that Sheik is superior to Zelda. She's faster, can jump higher, doesn't get knocked as far, and is generally more powerful.

NOTE: Hold A before and during loading to start out as Sheik.

B: Needle Storm

Zelda's transformation wields her an attack that half the Digimon out there already have... Hold B to charge up Needle Storm, and Sheik will shoot out a number of Needles (combing the victim) depending on how long you charge.

TheHenchman778 also says: When Sheik's Needle Storm is charging, you can press Z and carry them with you, sorta like Samus' charge shot. Press B again to release the needle. And Sheik DOES flash, so it's rather obvious to other human players.

>B, <B: Chain

This attack's wayyy fast...Basically an electric whip. You can control the direction with... sigh... the Control Stick. aThis can also go through walls on the Great Fox at Venom. a

^B: Vanish

With a classic magician's explosion, Sheik disappears in a cloud of damaging smoke and reappears somewhere else close by. You can also control the direction of this attack.

\B: Transform

Transform back into Zelda. See Zelda's move list for more info.

Yoshi

What Every Japanese Calls Their Pet Dinosaur

Premiere: Super Mario World (SNES)

Yoshi appeared in Super Mario World as Mario's pet. Yoshi served little purpose otherwise--you hop onto Yoshi's back and start kicking Koopa behind. Over the years since, fans clamored for more Yoshi until it got to the point where Mario seldom rides Yoshi's back (through his red saddle's still there...do you think it's some kind of membrane?).

Yoshi's Story is all Yoshi, no Mario at all. In SSBM, like in the Mario Kart games, Yoshi is a lightweight and, despite his prehistoric origin (and prehistory has quite a reputation for size) he gets flung around pretty far. He's fast, and his double jump makes up for his triple jump for being so incredibly large. Yoshi was only a so-so fighter in SSB, but like Jigglypuff, they greatly improved his power.

B: Egg Lay

Yoshi does the classic tongue thing and turns the fellow into an egg. The trapping thing with the egg falling into oblivion has been erased, since the egg automatically breaks after falling a certain distance.

Thus, the main point behind SSB players choosing Yoshi is gone, and classic fighting as Yoshi resumes...

>B, <B: Egg Roll

Yoshi goes on yet another power trip as he himself gets encased in calcium and rolls around bum,ping into people for major damage with infinite momentum. You can control whether Yoshi rolls left or right as he goes with you-know-what.

^B: Egg Throw

Nope. No triple jump for Yoshi. Instead, Yoshi throws explosive eggs, like in Yoshi's Story. (That's my 2nd reference so far to this game!) You can aim the eggs. I'm not telling what you use to aim it with. I've already mentioned it enough.

\B: Yoshi Bomb

There's the Yoshi Bomb, the Bowser Bomb, etc. This move has gone through a billion different names--Butt-Stomp, Pound the Ground, & Hip Drop, to name a few. He leaps up into the air and slams the ground with his rear end. Mario's signature move in Mario 64, it's now spread to every major Mario character except Toad. What's new?

Young Link The Little Kid

Premiere: The Legend of Zelda: Ocarina of Time (N64)

How little is he? We'll never know. All we know is that it's Shigeru's choice Link and that Young Link exceeds Link in speed and jumping. I have little to say about Young Link, since his story is basically Link's, except...earlier. That's all.

B: Fire Bow

Hold B to charge up to increase distance but also height for the arrows. It lights anyone hit by it ablaze.

>B, <B: Boomerang

Ducking and jumping, as well as moving in general, affects the path of this Boomerang. If it misses Young link during the return trip, it continues slicing and dicing for a few seconds behind him.

^B: Spin Attack

Again, no Sonic, but it traps people in like the Mario Tornado. aLaunches people sideways instead of up. a

\B: Bomb

Looks like the main difference between Young Link and Link is in Young Link's comboing. Except for the Boomerang, all of his B-button attacks combo, een this one. If someone's frozen, give them a gift that keeps on giving.

Princess Zelda Rebel Keebler 2

Premiere: The Legend of Zelda (NES)

Like Princess Peach, Zelda was assigned to be the damsel in distress... Poor Link. Not only does he have to work his way through a gazillion dungeons through the years to rescue and discover her seven times, but Zelda's the one who always gets her name on the title. (Majora's Mask never even had her) What did Nintendo do? They made her a playable character! She isn't quite worth it: She's slow, a terrible jumper, and she gets thrown about as easily as Kirby. That's why you want to play as Sheik more (if you'll play as Zelda at all).

B: Nayru's Love

A diamond-like 3-D polyhedron appears around Zelda, and any projectiles and characters around her get bounced off. It deflects missiles, combos

people, and later turns into a sword-like spin. The only thing superior to those qualities is none of her annoying voice when using this.

>B, <B: Din's Fire

Where Ness's PK Flash is mostly vertical, Zelda's Din's Fire is mostly horizontal. Once the move is executed, hold down B until it gets to someone, then release B to blast them! I always have a thing about never timing it right, but maybe it's me...

^B: Farore's Wind

This does what Mewtwo's Teleport and SSB Pikachu's Quick Attack does: transport you somewhere else instantaneously but do no damage. •I heard that if you Teleport right after someone falls on top of you, it actually does damage. •

Articuno1@earthlink.com states: In your Super Smash Brothers Melee FAQ, you said that Zelda's Farore Wind attack might deal damage, you weren't sure. Well, it does. It takes as long as Falcon Punch to charge up, and does an amazing, super, way-above-average grand total of 3%, but yeah, it deals damage.

\B: Transform

Transform into Sheik. See Sheik's move list for more info.

#

>>>Arenas<<<

There are 29 total arenas in Super Smash Bros. Melee. Eleven are hidden. Below is simply advice if you are on a certain stage preceded by a description of the place. If you want to know how to get them, go to the Secrets section. The arenas will be listed from left to right, top to bottom, according to the Stage Select screen, introduced by a map.

Terms to Know

Blast Line: The point where someone gets KOed. It's usually offscreen, and the character either explodes or gets sent far into the horizon, depending which blast line is crossed.

Scrolling Course: An arena that scrolls by itself. If you don't keep up with its pace, you get KOed, due to an also-scrolling blast line.

Course Hazard: Common term for anything in a video game level or area that come by and cause some kind of damage to one or more players.

Course Map

Key: ...= droppable platform

___= solid platform

—

letters= interactive arena pieces

<...>= moving platform

or <___>

///= falling platforms

Infinite Glacier

Icicle Mountain

(for example)

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x=breakable ice blocks

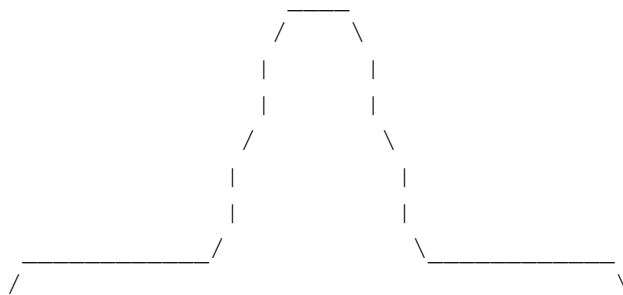
Size: Scrolling

Difficulty: Hard

This glacier really is infinite. No matter how long I set the game to, the thing keeps going up and up... What it is is a random arrangement of plank bridges, pieces of cliff from the mountains on either side, and slippery ice cubes. It's mostly the plank bridges, and they're platforms that you can go through and drop down from. At an exact time, the arena is always really small, and it never goes to the left or right because it's that small.

ADVICE: The arena scrolls in three different speeds, not including stopped. When it's at its fastest speed, concentrate only on surviving, evading anyone who comes by. (The computer players have a tough time when this happens and always get KOed). Don't stray too far from the middle either, unless it's unsafe. Also, it's best to KO someone to either side, since horizontal Smash attacks are almost always the strongest and it's a very short distance to the blast line. And, like in every other scrolling course, keep up with the movement.

Mushroom Kingdom
Princess Peach's Castle



Size: Medium-Large

Difficulty: Easy

Unless you're too ignorant to play Super Mario 64, you've probably already got a fairly good view of what this place looks like. If not, go play it and find out. It's exactly the same, except for incoming Bansai Bills (they're humongous) and little buttons that make platforms and Item Boxes (they obviously hold items) show up.

ADVICE: If you have any computer players, then watch for them to simply retreat to another side of the arena and stand there. That means a Bansai Bill (AKA Bullet Bill, only lots bigger) is heading for your half of the arena. Try as hard as you can to get to the other side, and if you want to go on the offensive, throw someone into the resulting explosion. It traps people in like a Legendary Pokémon, and damage can easily accumulate to over 200%. Just don't be a victim to it yourself. When Item Boxes show up from the push of a button, try to be the first to get that item. Far more often than not, it's a very useful one. One last note is the pillar in the middle--the middle of the course is usually the place farthest from the blast line, but this pillar keeps you close, so playing on this arena should become fairly short if you aren't on your toes.

Mushroom Kingdom
Rainbow Cruise

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          ...      xxxx
          ... ..... < .. <
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          \..... < _____ | <

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x=magic carpets (they go on a 180° arc)

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<= path of flying ship
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<=

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Size: Scrolling

Difficulty: Medium

Straight from Mario 64, the game's course #15 comes back as one big arena. It should be called Rainbow Ride, since that's its real name, but what's done is done. You start out on the Cruiser Crossing the Rainbow, and then you go onto several platforms, some magic carpets, a swinging platform, and finally more platforms.

ADVICE: Since it's a scrolling course, lighter characters get the advantage because their speed lets them get an easier time keeping up with the scrolling. Unlike Icicle Mountain, this isn't basic scrolling. The place scrolls in a SQUARE. Starting on the bottom-right and going around clockwise, you have to remember where the scrolling changes direction. It changes direction roughly after the ship drops, when the magic carpets appear, when the platform with the arrow comes into the middle of the screen, and when you end up back on the ship. Otherwise, it's smooth sailing, no pun intended. Just concentrate on surviving during the last leg of the journey, when the scrolling is fastest.

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          DK Island
          Kongo Jungle
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          .....
          .....
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Size: Medium

Difficulty: Easy

Welcome to DK's territory. Mostly known for DK Island's jungles, much of the island is made of an incredibly wide array of environments and climates. The Kongo Jungle is the most famous jungles, where DK himself resides. This arena, the second one in Kongo Jungle, is made of one big platform near the bottom, with two smaller platforms above each end. It's hard to spot, but there are two additional platforms, one to the bottom-left corner, one on the bottom-right. There are no course hazards; unless you count an occasional Klap Trap that comes by to occupy the Barrel Cannon on the bottom of the screen.

ADVICE: Here's another one where you want to stay in the middle. Go to

a higher platform if you want to score a KO and you don't have very much damage. The lowest platforms and the Barrel Cannon are to only to be used as a comeback should you get thrown. It's far too likely that you'll accidentally fall off and get a Self-Destruct, which is bad. Also, keep in mind that the Barrel Cannon turns as it moves, so if it happens to be facing up when it catches you, don't count on it blasting you up. The weight of the people on the bottom platform, since it's made of logs, will affect the two upper platforms and get them swaying around, again making the big bottom platform the safest by far.

DK Island
Jungle Japes

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Size: Medium-Large

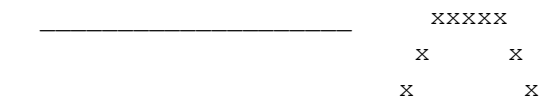
Difficulty: Easy

Jungle Japes is one of the basic places in the jungles of Kongo Island, and the old Kranky Kong lives here. In fact, his very house is the arena this time! Kranky doesn't seem to mind the commotion around his front deck; he seems to enjoy the noise. There's the front balcony being the center and largest piece of ground, and off to the sides are smaller floors. The left one leads to Kranky's outhouse and the right one is absolutely pointless to Kranky. Don't forget about a piece of roof sticking out of his house...

ADVICE: The platforms you should stay on are the middle ones. Also, the stairs to either side are misleading--they're behind the fight scene. Go to the other platforms if you want to score a KO, but again, don't go there if your damage is high. The rapids directly below the arena hide a ridiculously high blast line, so the instant you fall into the water, there's no hope but to await a ka-boom. Speaking of which, you may end up on the left blast line by the speed of the rapids, since they carry characters along with them.

Termina
The Great Bay

ttt ...
 ...



x=Turtle (... are palm trees on the Turtle)

t=Tingle's balloon (may pop and disappear)

Size: Small to Medium

Difficulty: Medium

This is a very unusual place. Like Jungle Japes, it features the residency of an odd fellow who doesn't mind the fighting going on outside. This time, it's the eccentric scientist's pad. The main platform is his deck, and there are two rafts underneath that rise and sink with the weights of characters. The size of the arena itself is doubled when the Turtle is present--this giant beast is a majorly long crooked platform! In the distance, you can see the moon falling down onto Termina, and, without an Oath to Order, the four Guardians come and

push the Moon away whenever it gets too close.

ADVICE: Tingle's balloon overhead can work as a comeback platform if you ever get thrown up a long distance, and it can also be used as a sanctuary if you know everyone else playing with you has forgotten about it. Computer players will always gang up on you if you ever try this with them around, though. It's also slippery and easily pops, so it's either a hit or a miss. Also, don't stay on the Turtle for too long. It dives back into the depths moments after it surfaces (esp. if you're Player 2, who starts on the thing). If you're ever on the rafts, play defensively. There's no smackdown worse than a smash attack toward the main platform, since you'll hit your head on it overhead and go nosediving down with little hyou can do about it. Or, if you want to be cruel, go for it. BTW, the blast line, even with the Turtle, is closer to the left.

Hyrule
Temple



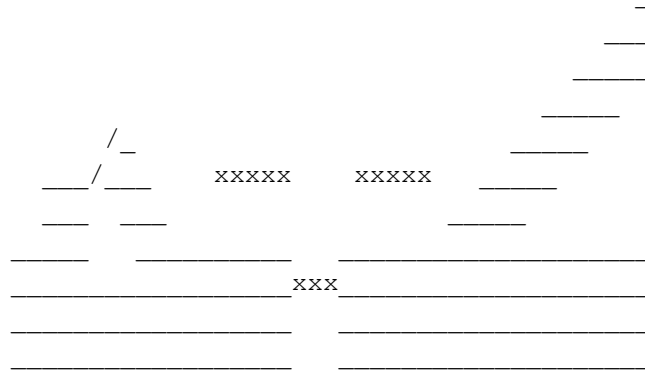
Size: Too Freakin' Humongous

Difficulty: Easy

Many complaints were made in SSB about the arenas being too small. This should suit their needs. A temple in ruins stays suspended in the air in the skies of Hyrule, and these folks plan to duke it out there. The arena itself has no real hazards, but due to its huge size, that may just be a hazard itself, since you're likely to find a renegade Bob-omb on your way to the action on the other side, or maybe a Motion Sensor Detector someone laid on the ground ten mintues ago. There's a small gazebo on the far upper left, and the path continues to a hallway with a ceiling overhead. A tunnel underground interrupts this, with some rugged terrain all the way to the right. The underground tunnel leads to a lower balcony, with a small floating part of the ruins further below in the middle, barely big enough for a two-player brawl.

ADVICE: If things start looking grim for you and your damage gets high, get away from the upper area! Instead, head for the lower areas, where it's hard to KO anyone in any direction, mainly from a solid ceiling above and a hard floor below. Also, whenever possible, do those Smash Attacks TOWARDS the edge. Someone can have over 300% damage, and a mere wrong direction will let them survive some more, due to this arena's tremendous size. This is probably just a big arena meant for all-out fighting, with Stamina Mode in mind.

Yoshi's Island
Yoshi's Island



x=blocks

Size: Medium

Difficulty: Hard

The arena's actually smaller than it looks, since this place refuses to scroll all the way across the arena. It's from the classic Super Mario World, complete with diagonal pipes and those weird blocks that flip when attacked. To the left is a vertical pipe with another pipe leading to the ground leaning against it. The main area has two sets of those blocks overhead, as well as three of them bridging a gap underneath. The right side of the arena has a very long 45° slope that reaches all the way to the blast line.

ADVICE: If you're going to stay in the middle, do your best to keep those blocks from flipping. When they're flipping, it counts as if they aren't there, so you'll fall into the pit! Unless your character has decent comeback skills, you'll be doomed. Also, if you want to stir up trouble, just keep pushing anyone dumb enough to be on the right side of the screen to the right. Once at the edge of the screen, a Smash Attack is usually enough to send them to the blast line. Speaking of blast lines, the blast line ceiling for this stage is really low. Kirby with a bunny hood could be easily sent flying into the background simply by jumping. Actually, any character with the bunny hood can. Finally, items are, for some reason, usually bunched up over the vertical pipe.

Yoshi's Island
Yoshi's Story



x=clouds

<, >, V=path of clouds (goes back and forth)

Size: Medium-Small

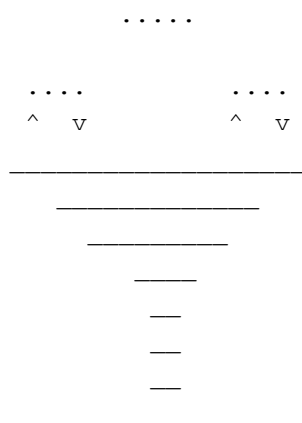
Difficulty: Medium

As the name suggests, this takes place in the Yoshi Storybook, where entire landscapes are seemingly crafted from a variety of fabrics and

corrugated cardboard. You've got one big piece of land, and you also have two smaller droppable platforms above. One last platform is higher above the center. It's also pretty hard to notice, but there's also cloudies that follow dotted lines somewhat close to the bottom that can be used as comeback platforms.

ADVICE: Since this is a pretty straightforward course, there isn't any real strategies that'll help you win in this place. The platforms can be used to get away from the action. Also, don't use the cloudies unless you just got knocked an incredible distance and it's your only hope. They're usually hard to see because they're so low, and more often than not you'll miss. Add that to the fact that their path also goes BELOW the blast line and you know you're in trouble.

Dream Land
Fountain of Dreams



^ v: these platforms rise and fall

Size: Small

Difficulty: Medium

Kirby resides in Pop Star, a planet in an imaginary solar system where dreams are made. The Star Rod powers the Fountain of Dreams, suspended above the atmosphere of some planet I don't know. Instead of producing water, like other fountains, the subconscious flows like mercury (and reflects like it too) off the platform into a fine mist below. Add the strange flora that grows behind the fountain, and you've got a scene straight from Lisa Frank. But all respect to legendary areas are completely disregarded as the Fountain of Dreams is designated as one of the battlefields of SSBM! The Fountain of Dreams itself is the major platform, with two platforms that go above and below the dream material by means of springs that gush out and bring the platforms up. There's one last platform at the center top permanently suspended in the air... space...whatever.

ADVICE: Since the dreams you're battling on on the main platform reflects everything perfectly, save some ripples, Motion Sensor Detectors are particularly hard to see in this place. You may also see some rings below the main platform of the Fountain of Dreams. It's not, I repeat NOT, a comeback platform. You go through it, as well as the mist below, which is why I left it out of the map. The moving platforms can also completely sink into the main platform, leaving you with the Fountain and the upper land at times. Also, don't feel bad if the Star Rod appears and someone picks it up to abuse other people with--it's just an item.

Green Greens

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_____xxxxxx_____ xxxxxx_____
_____xxxxxx_____ xxxxxx_____
      xxxxxx          xxxxxx
      xxxxxx          xxxxxx
      xxxxxx          xxxxxx
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x=blocks (about 1/25 are explosive)

Size: Medium

Difficulty: Medium

The Green Greens is a section on Pop Star where Whispy Woods took root only to get beaten by Kirby several times. It's also the second arena in the Super Smash Bros. series to feature the tree you love to hate! As you can see from the map above, the blocks form two columns that fill gaps between the three platforms. They don't go all the way to the blast line though. Here's how the blocks work: They work like a regular piece of solid stuff until someone attacks it. Any attack done to it will get rid of any blocks within the attack's range. As for Bomb Blocks: They behave like ordinary blocks, except the moment they're provoked, they cause an explosion about that of a Bob-omb's. Whispy Woods is back in the background blowing wind at the fighters, but this time, he occasionally throws apples at everyone.

ADVICE: The apples he throws can also be used as an item. You pick them up and throw it at people to cause some damage. As usual, the center is the safest spot, but the two platforms overhead may make the whole thing a lot longer. Also, Kirby himself may have a home-field disadvantage, should he turn on the Stone ability over the blocks, which will break away as he falls and plunge into his abyss. If people are hanging out by the blocks and there's a Bomb Block somewhere in there, you can throw an item at the Bomb Block to blow them away.

Lylat System Corneria

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Size: Large

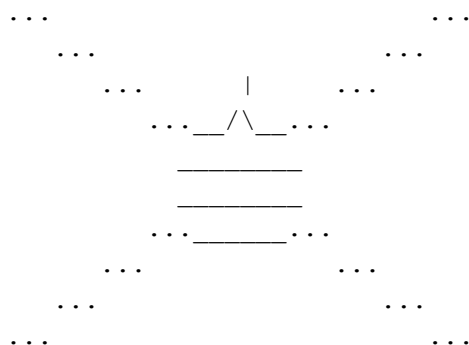
Difficulty: Easy

This is exactly like the Sector Z arena in SSB, right down to the Arwings that swoop down and blast people to smithereens. This time, though, the guns on the Great Fox (.....) can be used as a platform that can break away, as well as a course hazard. =It can also be broken off by attacking the bulky part, though there's not much point to it except getting yourself killed.= There's actually a small incline

towards the nose of the Great Fox, but it's not on the map. I almost forgot to say that this takes place over the oceans of Corneria, not in space.

ADVICE: This is a long course without any significant droppable spots, so it's all-out fighting. When the Arwings come, they may be useable as droppable platforms, but they move too randomly to be of good use, and chances are they'll fly right through the blast line in a few seconds. If you want to stay away from the action, human players tend to stay on the long left part, and computer players love the small right section, so go to the other part. Also, chances are an item will appear at some part or another, so you can always throw a Motion Sensor Detector where you think they'll step on, or chuck a Capsule to get their attention.

Lylat System
Venom



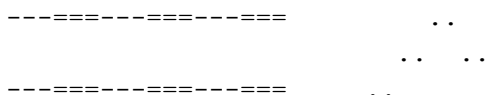
Size: Small

Difficulty: Medium (Hard on occasion)

This arena takes place again on the Great Fox, but this time it happens across the wings of the ship. It's also sailing along a circuit on Venom, Andross's planet-for-a-base. It sails through a canyon, then a cave, then over some lava pits, a clearing, and finally through another canyon. Along the way, there's going to be some flying debris that work as course hazards. Also, another place is the cave, where it can get completely dark, or a stalactite may just barely graze the upper wings.

ADVICE: The safest place to hang out are the upper wings and the ship in between, since it's slanted down and the blast line is pretty high up. In contrast, if you were to be at the bottom, there's again a high blast line, but this time in a negative context. It's slanted toward the outside, which gives you a greater chance of falling off from sliding. There's also very little room here to do aerial attacks. Also, dropping down from the bottom platforms is extremely unsafe anywhere. Like in Corneria, there's Arwings, but they're even more unsafe because they'll immediately swoop up, with little time to get out. This is certainly not an easy arena, so stay out until you feel you've got the hang of SSBM.

Superflat Land
Flat Zone



-, =: Disappearing Platforms

Size: Small

Difficulty: Hard

Welcome to Mr. Game & Watch's LCD world. If you don't know, LCD stands for liquid-crystal display, which is the same stuff that that digital alarm clock with the black numbers in your room uses. The Game & Watch series is basically a handheld-game series which works like that, except with pictures. And after almost 22 years without anything Nintendo made relating to the G&Wes, they dedicate a special arena to look like one. The platforms up ahead appear and disappear, and they only work as droppables when they're visible. The roof of the house to the right also acts as a droppable. There is a strangely large amount of hazards here, very unusual for such a low-tech place. The monkey just hangin' around is...just hangin' around and provides no impact to the game (unless you get distracted or you're playing as Mr. G&W and you think it's him), but another G&W citizen comes out of both doors from time to time to pour out some oil. It's near impossible to go anywhere on this oil, due to an almost-complete absence of friction. Add the problem of wrenches, screwdrivers, and buckets falling after a while and you got yourself one of the hardest arenas in the game. If you pause, you can see that your characters are flat as well. I had recently found out that the monkey actually restocks your disappearing platforms. A vry hectic place indeed!

ADVICE: Do not play this on Giant Melee. The blast line is extremely close at all times, except on the bottom, where it's nonexistent. (You can't fall in this arena.) One false move and you can go ka-blam on the sides. Also, an unusual amount of capsules, barrels, and crates are explosive. It suggests that Flat Zone is meant for very quick battles or very high KOs, depending on which mode you play. The safest spot, since you've relied on me to tell you in every arena, is the bottom ground. You never know when the upper ones will disappear, and you can be sent flying at 60% with one good Smash Attack regardless of who you are playing as up there anyway. The roof on the right, however, seems to be another safe spot, as strange as it may seem, when playing with computer players. They like to stay away, but when they come, they come without attacking. This also goes without saying, but see the parts flying above you before they hit you. As for the oil, the Ice Climbers have awesome traction on their shoes. you'll go through with barely any change in speed.

Planet Zebes

Brinstar

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x  
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```

x=Snap-Above-Platform-Up Membrane

,=Goey Stuff That Binds Bottom Platforms Together

Size: Medium

Difficulty: Hard

times, so you can get major damage and still come back safely.

F-Zero Grand Prix

Big Blue

(for example)

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rrrrrrrrrrr  rrrrrrrrrr rrrrrrrrrr  rrrrrrrrrr

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r=Race Cars

Size: Scrolling

Difficulty: Hard

In Mute City, you're going along with the track on a moving platform, with the camera looking at the cars come by. In Big Blue, however, you are put onto a very fast-moving arena through the racetrack, following some of the cars around. You start out on the Blue Falcon, which is also moving really fast. Then, the Blue Falcon picks up speed and you have to drop down to the race cars below. Trailing behind the Blue Falcon are rocket-powered platforms, as well as a strange, round robot that stays near the platforms. After a while, the Blue Falcon comes back And the process starts over.

ADVICE: Try not to go onto the road itself. You'll be pushed really hard to the left, which gives you a 60% chance of blowing up on the also-moving-rapidly blast line. For some strange reason though, when you're in the air, you aren't affected by the scrolling. Thus, the best place to knock someone is left, because should they end up on the road, they're done for. The safe spot, strange as it may seem for a scrolling stagem, would be on the platforms above. They're somewhere in the middle of the screen, meaning that if you get thrown, there's a greater chance you'll survive by going onto the race cars, which I think are merely comeback platforms, than returning to your original height, which you have to do if you get knocked off on a race car. his arena will test your defensive and jumping abilities to the max, and you won't last long if you aren't good at either of them.

Kanto

Pokémon Stadium

Normal Mode

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Fire Mode

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Rock Mode

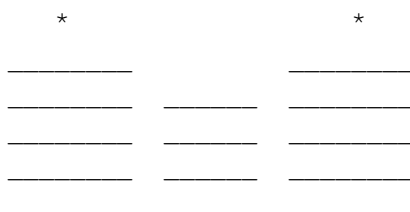
x=blocks
==lift platform

Size: Medium-Large
Difficulty: Medium

This place is a lot more cluttered up than the original Mushroom Kingdom in SSB. The style is still exactly the same, minus the pipes, Piranha Plants, and POW! Blocks, and add in Item Blocks. The blocks are breakable if attacked, although they aren't quite as flimsy as the ones in Green Greens. These actually stop you momentarily if you do, say, Kirby's Stone attack. Occasionally, a few turn into Item Blocks. If attacked or hit from below, they crumble away and give you a free item. This makes them very common in this stage, but even with the extra assistance, along with a pulley elevator with platforms marked as "==", KOs are still hard to make. It's too filled up with blocks and they regenerate too quickly.

ADVICE: Your best bet (and only good one) to KO someone is to do it near where the magnifying glass thing begins. This puts them only a short distance from the blast line, without anything in your way. Kirby has a HUGE field advantage here, since you can swallow someone near the edge and spit them out into the blast line. As for the usual info on the safe spots...there is none. You'll have to tough it out and use items to get yourself up the ranks to #1.

Mushroom
Kingdom II



*=possible Birdo spots

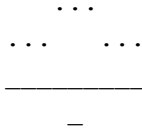
Size: Small
Difficulty: Easy

Wow! The first easy secret stage! And small too! You'll find many KOs here too. It's basically a scene from Super Mario Bros. 2, with a main flat hilltop in front of a waterfall with platforms falling down as logs. To the left and right of the hilltop are two other hilltops, each a bit higher up. From time to time, on one of those hilltops, Birdo will show up and spit eggs. They do damage, but by stomping on the eggs you can let them drop to the ground. And, as you may remember in Super Mario Bros. 2, three hits is all it takes to get rid of Birdo.

ADVICE: Like in two other stages in SSB history, AKA Saffron City from SSB and Fourside in SSBM, you've got the falling-off-in-between-the-buildings KO possible here, thanks to the narrow gap, except they're hilltops, and not buildings. Again, this gives Ness a huge disadvantage in taking away his triple jump. Like in the Mushroom Kingdom I, Kirby has an advantage with his ability to suck. This place is quite simple, with Final Destination being the only simpler location. The safe spot is in the middle. It's way too unsafe to get out to other places because the blast line is pretty close on all four sides. Birdo's eggs

should go over everyone's heads while on the middle platform, so that's another reason to stay in the middle. As mentioned earlier, the KO counts should be many.

Special Stages
Battlefield



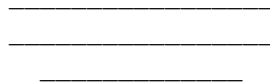
Size: Small

Difficulty: Easy

The Special Stages take place in some surreal world, just like the Special Stages in the Sonic games. Although the game refers to this stage as the "basic" one, Final Destination is, IMO, the real basic arena. Anyway, take a look at the map... After that, you need no more information about this place, maybe except for the cyberspace-like backgrounds, but absolutely nothing else would happen that can concern you. This is also the stage that features the Fighting Wire Frames (for info on the Fighting Wire Frames look a bit farther in this FAQ). All battles that involve them take place here.

ADVICE: There is no advice for this arena. Nothing special happens. However, some general advice, like in almost every other arena, is the safe zone being in the middle of the bottom platform. The droppables are also to work to your advantage, either defensively, by running away, or offensively, to force everyone into a tiny piece of ground.

Special Stages
Final Destination



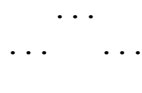
Size: Medium

Difficulty: Easy

Yes, if you couldn't see it from the map, Final Destination is just one big chunk of solid ground. No droppables, no slopes, no nothing. I guess the main highlight of this arena is in its background, which has no relation to the battles at all; they're just a really cool sequence from outer space into "reality" and back through some cyberthing like in Battlefield into space.

ADVICE: Do I really need to give you advice on a single-straight-platform course? Of course not. The field itself is as simple as you can get...it's just that the Master Hands hang out here.

Past Stages
Dream Land



Size: Small

Difficulty: Medium

Do you realize I keep copying and pasting that map you see above you?

x···x=moving platforms (special)

Size: Medium

Difficulty: Medium

Ahh, the last stage. The standards to get this course is pretty tough, but you do get to obtain a rather strange place from SSB. Like its return trip to SSBM, this stage has a Barrel Cannon on the bottom. Otherwise, it's exactly as the map shows you, except the upper two unmoving droppables are slanted down toward the outside. The moving platforms are droppables that move in a counterclockwise circle, meaning that they'll get really close to the bottom platform, and then they go up in an arc until they're really high up. Not much to see here but the leaves on the tree, since they'll be facing you at all times.

ADVICE: Well, here we go... You want to stay in the little indented part (well, actually, not so little) as the safe place. Also, for some reason, the moving pieces of ground are always stacked with items. If you're going for a KO, the top unmoving platforms are the best. However KOs will be pretty few and far between in this place, probably due to the Barrel Cannon down there. I guess people are actually lucky enough to fall into them.

#

>>>Items<<<

What would SSB and SSBM be without random props from their games? A big load of nothing, that's what. Different kinds of items fall from the sky, and if you ever need to know what any of them do, or you just want to know new ways to clobber your opponents with their specialty items, look no further! Also, you can play with any item as much as you want in Training Mode.

Item Controls

(special controls will be covered in the item's description.)

General:

A: Pick up

Z: Weak Throw

Walk, Z: Throw

Run, Z: Dash Throw

>Z, <Z: Strong Throw

Healing:

A: Pick up and eat

Gun:

A: Shoot

Z: Throw away

Whacker:

A: Weak Whack

Walk, A: Walk Whack

Run, A: Smack Whack

>A, <A: Smash Whack

Thrower, Heavy, Container:

A, Z: Throw (with directions)

Battering:

A: Pick up and start kicking butt

Special:

Transformation: See description for info

Touch: Transform

Name: Food

Type: Healing

Game: Kirby's Dreamland

Rarity: Common

If you ever see two-dimensional pictures of random foods, you know you can pick them up to heal anywhere between 2-14% damage, depending on how big the food is. In real life, that is; they're all the same size in the game. I'll C&P this, but Healing Items can now be picked up even when you're already holding an item.

Name: Maxim Tomato

Type: Healing

Game: Kirby's Dreamland/Ice Climber

Rarity: Uncommon

These work just like foods, except they heal a whole 50% off of your health meter. In SSB, they subtracted 100. Healing Items can now be picked up even when you're already holding an item. Kirby absolutely adores any Tomato; they heal all of his health in his games.

Name: Heart Container

Type: Healing

Game: The Legend of Zelda

Rarity: Rare

The Heart Container has double the power of the Maxim Tomato at half the volume and falling speed, healing 100% from the meter. In SSB, they healed it down to zero. Healing Items can now be picked up even when you're already holding an item. Link will search all over Hyrule and Termina for one of these; each boss has one that'll increase Link's health by one heart. â Don't forget about All-Star Heart Containers (more below). They bring your damage down to zero. â

Name: Warp Star

Type: Special

Game: Kirby's Dreamland

Rarity: Common

The vehicle that Kirby uses to transport himself all over Dreamland has arrived in SSBM. If you pick one up, you'll fly all over the place and land over wherever you picked it up. This causes an explosion that'll wipe out anyone nearby. You can sort of steer this with the control stick to alter its landing zone.

Name: Ray Gun

Type: Gun

Game: Super Smash Bros.

Rarity: Common

The Ray Gun works exactly like the way it did in SSB. The thing can send out up to 16 fast projectiles, one at a time, straight forward and do a bit of damage to anyone it hits. After you're done, throw it away to take advantage of its metallic material. Be careful where you aim, because if it hits a wall, the attack will get absorbed.

Name: Super Scope

Type: Gun

Game: Super Scope 6

Rarity: Uncommon

It's usually found with the Ray Gun. Don't be mistaken for the same thing though. You use this much differently. Mash the A button to send out a barrage of small attacks that only do 1% but leave your opponent stunned to get hit by another. â If your aim is true, you can also trap multiple people, since they go through characters that you're shooting at. La la la la la la la. â Or, hold the A button to launch one big charge shot. You can't hold the charge though, so you'd best do it

when no one knows you're there. The Super Scope, if you've ever owned one, wears out the batteries quickly, so you only get 6 seconds of ego trip, or three charge shots, or maybe a combination. When doing rapid fire, hold in the direction of the projectiles on the Control Stick to prevent recoil.

Name: Fire Flower

Type: Gun

Game: Super Mario Bros.

Rarity: Uncommon

This one doesn't work like the Ray Gun or the Super Scope. It works much like a flamethrower. It'll float gently down to the ground, so you can pick it up and leave your enemies in cinders. Hold down the A button to send out some flames from the innocent-looking flower. It pushes them back, so turn it off when they're out of range to conserve its power. Although they rack up damage like the Super Scope, in Coin matches, they don't generate coins, so they aren't too useful unless you just want to make them easier to KO. Once it runs out of power, you can still keep the heat up by throwing it at someone. It doesn't go very far, since it's the second-lightest item you can pick up. It doesn't turn Mario or Luigi into their Fire versions in SSBM. Sorry.

Name: Lip's Stick

Type: Whacker

Game: Tetris Attack/ Panel de Pon

Rarity: Uncommon

What you do with a Whacker is whack someone with it. You pick it up, and the hit generates some damage. How much damage, how far they're thrown, and any special abilities it has depends on the item. The Lip's Stick was used to destroy blocks in Tetris, making flowers grow out of them. If you want to know, yes, it was a stick owned by someone named Lip. In SSBM, anyone you hit with a Lip's Stick, a flower grows out of their head and leeches their power out. The size of your whack will determine the size of the flower. Bigger flowers means more damage. The power of the Lip's Stick itself is of your average Whacker. It falls off after a while, especially when you torture your control stick, and limit one flower per head.

Name: Star Rod

Type: Whacker

Game: Kirby's Dreamland/Paper Mario

Rarity: Rare

What you do with a Whacker is whack someone with it. You pick it up, and the hit generates some damage. How much damage, how far they're thrown, and any special abilities it has depends on the item. Star Rods aren't as rare as the Heart Containers, but there's a reason for their scarcity: they're the second-most powerful item in this category. It's a high-powered Whacker (meaning it sends people really far) that emits a projectile in the shape of a star if it ever misses. The projectile travels horizontally and isn't affected by gravity. Also, it's pretty fast, but it's a terribly underpowered attack. That's why it's best to hit people with the Star Rod. It's the source of dreams in Dream Land, and it's the source of wishes in Paper Mario.

Name: Beam Sword

Type: Whacker

Game: Super Smash Bros.

Rarity: Common

What you do with a Whacker is whack someone with it. You pick it up, and the hit generates some damage. How much damage, how far they're

thrown, and any special abilities it has depends on the item. With the Beam Sword, anyone can become like Link! It's basically used like a regular sword; they only reason it's beam is probably to differentiate regular swords, like Marth's, from this one. It's power is above average, but it does some good damage. It's also one of the fastest of the Whackers, with the Fan being the only faster one. Excellent for edge-guarding. This was probably ripped off directly from the light sabers in Star Wars, but the trophy says it's from SSB.

Name: Home Run Bat

Type: Whacker

Game: EarthBound

Rarity: Rare

What you do with a Whacker is whack someone with it. You pick it up, and the hit generates some damage. How much damage, how far they're thrown, and any special abilities it has depends on the item. The Home Run Bat is rare in every SSB game because it's the strongest. Well, i a special case. It's normally a pretty weak Whacker, but its Smash Whack can send anyone flying right off the screen (if no one's in the way) at 0%. This means you can go on a KOing rampage with this, but you'll need to wait a bit for your character to get the little blue sparkles going. There's a loud "ping!" for this, but if you can hit someone as they're falling down directly on the tip of the bat and at the bottom-most part of the character while falling, the noise will disappear and the flight will be twice as long. This is Ness's favorite weapon to use in EarthBound. He's so proud of it it showed up in SSB before you can get him, and Ness carried a less powerful one to the battles.

Name: Fan

Type: Whacker

Game: Super Mario RPG

Rarity: Common

What you do with a Whacker is whack someone with it. You pick it up, and the hit generates some damage. How much damage, how far they're thrown, and any special abilities it has depends on the item. The Fan is blindingly fast that it's almost unblockable, but it'll rarely go over 4% per whack. It's only good use is to throw it, and what a great attack it is! It doesn't go very far, but anyone in its way will fly straight up and if they're over 80%, it's a Star KO for you. If they pull up a shield, it'll break, so the only way to evade this is to run away.

Name: Hammer

Type: Battering

Game: Donkey Kong

Rarity: Rare

Once you pick up the hammer, you lose all of your abilities except move and jump, and you start madly waving the hammer back and forth with the DK Hammer music playing, just like in the game Donkey Kong. You can cause some really cool damage as the hammer's still in effect. You can't let go of it until it wears off, and your only vulnerable spot, your Achille's heel, is being attacked from below, since you're only swinging that thing in a certain way. (Mewtwo can also get hit from above, because he swings the Hammer around him instead of back and forth.) 30% of the time, you'll get unlucky and get the Bad Hammer. The head of this hammer slides right off a bit after using it, which makes you completely unable to do anything to anyone else. (See Special Items to know more about the Headless Hammer.) When Jumpman (Mario) picked up a Hammer in Donkey Kong, he was able to break any barrels in his way.

Name: Green Shell

Type: Thrower

Game: Super Mario Bros.

Rarity: Rare

You pick it up and throw it. It's hard to aim because it'll speed on forward once thrown (unless straight up) and devastate anyone in its path. It'll keep going forward until it reaches a blast line or after 5 seconds after being thrown, whichever comes first. These used to be from Green Koopas, who will blindly walk off an edge if given the opportunity. Otherwise, it just walks at a constant velocity (and we mean speed AND direction) and change direction only if it hits a wall or another Koopa.

Name: Red Shell

Type: Thrower

Game: Super Mario Bros.

Rarity: Rare

The Red Shell is a bit more intelligent than Green Shells, so therefore it's rarer. Once you get one, though, it'll represent the Koopa it once belonged to and go back and forth on the platform that it was thrown onto (if it lands on one at all). It knocks people just like a Green Shell, and Red Koopas are smart enough to turn around if it sees an edge. â It's not really a KOer though, no matter how high their damage is. â

Name: Flipper

Type: Thrower

Game: Balloon Fight

Rarity: Uncommon

If Balloon Fighter isn't even in this game, why is his weapon? The Bumper in SSB proved too useless, so they give this slightly-more-useful substitute called a "Flipper" once thrown, it won't bounce back at you (unlike the Bumper) and after a short while will stay suspended in the air and turn around anyone who touches the area it occupies. After enough hits, it'll disappear. Or if it stays there too long. The Flipper will change direction once hit (it stays as a vertical line with two knobs, and ater a hit, it may become diagonal or horizontal) and has been a very infamous hazard among Balloon Fighters.

Name: Freezie

Type: Thrower

Game: Mario Bros.

Rarity; Uncommon

Freezies are very hard to throw at someone, because they already start moving once they appear, and they shatter after one throw if you miss. If you do manage to hit someone with a Freezie though, they'll get encased in ice, and you can pummel that person until they become mobile again. The Mario Bros. had to be careful with Freezies before they became Super; it froze any ground it hit as it jumped. â Try throwing it at someone jumping back into the fight and see what happens. â

Name: Mr. Saturn

Type: Thrower

Game: EarthBound

Rarity: Uncommon

Mr. Saturn is a very strange item. It stays and sits there for five seconds, and then it starts walking around and pushing any items off the platform. If you pick one up, you can do some damage, but you won't be making KOs with these guys. Instead of damage decreasing with each

hit, damage is actually increased if you can hit someone over and over. In Training Mode, I've seen it do up to 68% damage with one throw of a Mr. Saturn after hitting the poor fool about 40 times. The Mr. Saturn race of aliens is a pretty peaceful and wise one, and helps Ness out whatever way they can against the evil aliens.

Name: Poké Ball

Type: Thrower

Game: Pokémon

Rarity: Common

It's pretty common, but it's an excellent weapon. Use it like you would any other thrower, except a Pokémon comes out. For those of you who can't match names to shapes, I have what they look like in the list below. It's listed in Pokémon number order. For example, Murkrow, not in SSBM, is #198. The Pokémon you threw will not hurt you or your teammates except Electrode.

#3 Venusaur (a big blue-green ugly thing with a flower on its back)

I can make a lot of sick jokes about what it looks like it's doing. Actually, it's doing its Body Slam (?) attack, which throws anyone dumb enough to run into Venusaur (or anywhere within its radius) will go sky high. ☹ Or is this Frustration? ☹ It could be a lot of different things.

#6 Charizard (orange dragon)

Once Charizard comes out, it breathes fire to its right. Then it stops and immediately spews to the left. Then to the right, then left... It works like a double-sided Fire Flower. Also, anyone who touches Charizard will get blown away like Venusaur. Its attack is Flame-thrower.

#9 Blastoise (big giant blue turtle)

Its cannons come out of its shell as it does the Hydro Pump attack, shooting projectiles in the form of bursts of water. They trap people like the Ray Gun. However, Blastoise will inch back a bit with each water burst due to recoil. If you're not careful, it'll fall right off the stage. Blastoise will send anyone it touches up, like Venusaur and Charizard.

#35 Clefairy (pink, black-eared, Charlie Brown-eyed thing)

Clefairy's Metronome attack copies a Legendary Pokémon's attack. ♪ It's quite short-lived compared to the Legendaries though. ♪ Legendaries are Articuno, Zapdos, Moltres, Raikou, Entei, Suicune, Lugia, and Ho-Oh.

#101 Electrode (white-on-top-and-red-on-bottom sphere with a face)

Electrode will look like it's just sitting there, but it'll Self-Destruct, with a big explosion that counts as a very powerful attack, so don't stand too close. It affects EVERYONE. Also, you can pick up an Electrode and throw it to someone you want to blow up.

#110 Weezing (two purple gas clouds stuck together)

Weezing uses its Poison Gas to suck someone in who gets into its cloud around it and beat that person up inside the cloud until it disappears. You can stand inside the gas cloud if you threw it and perform a Smash Attack on any unlucky victim when they're trapped in there because there's nothing they can do.

#113 Chansey (pink egg-shaped things)

Chansey will bring out some eggs. Pick up all you can, because some heal HP and others can be thrown to reveal items! This may be harder

than it sounds, because the others will be trying to do the same.

#118 Goldeen (little fish)

The trophy says its Horn Drill can KO anyone in one shot, but don't be misled. They're referring to the Pokémon games, not SSBM. Goldeen does the Splash attack (which it shouldn't know in the first place). This attack, like in Pokémon, does absolutely nothing.

#120 Staryu (orange star)

This is quite an upgrade from the Starmie in SSB, despite the fact that Staryu evolves into Starmie (it means Starmie is an upgrade from Staryu for you guys out there). In SSB, Starmie barely even followed its target. Staryu, however, relentlessly follows the lead opponent's every move, and after three seconds, a rapid-fire Swift comes out of it, trapping the person and any other opponent in the way, much like a Super Scope.

#143 Snorlax (big fat cat-like Windows Desktop green thing)

Snorlax, except in the card game, is a powerhouse in every respect. The big brute, like in SSB, leaps up into the air and comes down with an incredible size, crushing everyone who it falls on, doing a ton of damage and bringing them straight up into the air. It doesn't damage the arena though. But isn't that a good thing?

#144 Articuno (big blue bird)

This will be the first Legendary Pokémon on the list. They're much rarer than the others, simply because they're one of a kind. Articuno is much snappier than the others. With one frosty wave, probably the Powder Snow attack, it sends anyone close to it encased in ice, just like a Freezie. Except a Freezie affects only one if you can time a hit just right. If they have enough damage, you score a Star KO.

#145 Zapdos (big yellow bird)

Zapdos is the one that works like most other Legendaries, Articuno being the different one. It sends out a shock wave called Thunder Wave to paralyze people in it and make them take damage by very quick increments of 1%. However, this will leave quite a scar, since they're going to leave with triple-digit %'s.

#146 Moltres (big orange bird)

See Zapdos, except the screen turns orange with his Fire Blast fury. Speaking of which, Articuno, Zapdos, and Moltres attack while hovering in midair, because they're birds after all... <Touching it while it's still going up though (but before it goes into the background) delivers a near-instant KO.>

#151 Mew (pink plush toy in a bubble)

Mew does absolutely nothing to help the battle. Unless you're playing Bonus mode, of which Mew will give you 10,000 points. It's the second-rarest Pokémon to be found in a Poké Ball in this game.

#152 Chikorita (green big-eyed bean-shaped creature with leaf on head)

Venusaur used to do Razor Leaf in SSB. Now, Chikorita is who's up to the task. Those are leaves it's shooting, and it's called Razor Leaf because it really hurts if you hit it. The damage is actually small, but it'll pile up, like a bunch of other Pokémon out there. The projectile has a pretty long range compared to many others, BTW.

#155 Cyndaquil (dark brown porcupine with fire for quills)

It shoots fire from its back after flipping up into the air and a

"Hino!" of squeaky might. It's much like Charizard, but its Flame-thrower has only one direction.

#175 Togepi (ecru hatchling with big fat spikes on its head)
Togepi does a shorter version of a Legendary Pokémon attack, or instead will turn the entire screen pitch black with a Night Shade.

#182 Bellossom (hula flower)
Bellossom sits (actually, dances) there for about 15 seconds, emitting a Sleep Powder that you have one guess to what happens to a character within its range.

#183 Marrill (blue walking talking ball)
Not sure what Marrill does, but the closest move I can think of would be Doubleslap. Marrill walks in the direction of the person who threw the Poké Ball when he or she threw it. It then repeatedly smacks a person until it falls off the edge or disappears. Absolutely devastating in the Mushroom Kingdoms and particularly Onett and Flat Zone.

#201 Unown (black bent sticks with one eye)
It serves what Beedrill did in SSB--one came out and sends a whole hive on them across the screen and serves as a barrier, sort of, for you. This time, though, Unown can fly in vertically, horizontally, or even diagonally in every direction, instead of Beedrill's right-to-left only technique.

#202 Wobbuffet (blue goofy-looking thing that says "Wobuh wo wob!")
Contrary to popular belief, Wobbuffet does NOT harm you or your teammates. You get smacked around by it, but you take no damage. What does it do? None other than Counter, which makes anyone who touches it get knocked back and forth by it, and damage builds up to your enemies!

#212 Scizor (red robot-looking tough guy)
Not sure what Scizor does...It's either Slash or Swords Dance, but it hovers along the ground for a second, and then it leaps up into the air and falls through the ground...into oblivion. Getting hit once is already pretty bad, but getting hit twice by Scizor is a usually a an instant KO.

#233 Porygon2 (pink and blue floating duck)
It's probably Tackle. Very weird. It juts out forward, which is an almost-instant KO. When it stops, it's rendered useless.

#243 Raikou (four-legged big yellow thing with a blue spark for a tail)
See Zapdos above. Except Raikou is on the ground.
<NOTE: It seems that Raikou's attack doesn't trap you inside, but is actually escapeable.>

#244 Entei (four-legged big orange thing featured in the third movie)
See Moltres above. Except Entei is on the ground and actually shoots out fire every time you see him. a Entei is also somewhat brighter than the others, leaving the fight if no one comes near him.a

#245 Suicune (four-legged blue thing with diamond shapes on its sides)
Unlike Articuno, Suicune behaves like Raikou and Entei, but instead of electricity and fire, Suicune seems to emit some sort of water particle stuff that swirls around him.

#249 Lugia (big silver-grey dragon-like bird)

Where Articuno does it with ice and Zapdos with electricity, Lugia uses its Aeroblast attack and traps the people in some big wind.

#250 Ho-oh (big red bird)

See Moltres, above. He's exactly the same, except he and Lugia do it from the background.

#251 Celebi (green fairy-like thing)

See Mew above, except you get the Celebi Catcher bonus.

Name: Bob-omb

Type: Thrower

Game: Super Mario Bros. 2 (USA)/Doki Doki Panic

Rarity: Uncommon

This may be the key behind many victories, but even those champions can fall because of this. If you don't know what a Bob-omb is, it's basically a walking bomb that explodes at will. In this game, however, it'll sit there for five seconds once one appears and right before it explodes. That's your chance to pick it up. After that, it'll light its fuse and start walking around the arena, and anything it touches other than a wall will cause it to explode! It's quite a powerful explosion, and to keep from blowing up in your face, the plague of many pros, just count seconds, if it doesn't distract you. If you reach five, give up and run away from it! Otherwise, just leave it be, and stay as far away from it as possible. Computer players will barely know it's there. Bob-ombs once roamed Subcon waiting to explode on someone, but now they're in every place.

Name: Motion Sensor Bomb/Motion Sensor Detector/Proximity Mine/Land Mine/Sensor Mine...

Type: Thrower

Game: Goldeneye 007/Perfect Dark/TOP SECRET

Rarity: Uncommon

It goes by a million different names, but whatever you call it, it's my favorite weapon. It's almost like a little disk until you pick it up. Whack someone with it, and when it falls to the ground, it'll become a proximity mine, which means it'll blow up when anyone steps on it. It's near impossible to see, so you better remember where it is to avoid tripping on your own trap. Or, if you're dealing with someone who has eagle eyes, don't whack anyone with it. Stand at a distance, away from the fray, and throw it and or throw it straight downward, though eagle-eyes may catch that too. Hopefully someone will come, not knowing you laid one, and KA-BOOM! Computer players actually don't even know it's there! Also, throwing it straight up at a droppable will put the thing on the platform. Throw someone into it, if you feel you should. Many a James Bond and Joanna Dark ended their lives with one of these.

Name: Super Mushroom

Type: Transformation

Game: Super Mario Bros.

Rarity: Uncommon

Touch it and you get bigger. The advantages are your sheer size, which means you don't get knocked off so easily, and your attacks pack more punch. You're even faster. The disadvantages are your sheer size, which means you're a big target to people, AKA rack up damage quickly, and in other words you'll be pretty easy to KO when the effect wears off. You will also have trouble doing attacks to short characters like Jiggly-puff, because it'll fly right over their heads. In SMB, it let Mario withstand 2 attacks instead of just one.

Name: Poison Mushroom

Type: Transformation

Game: Super Mario Bros.: The Lost Levels/Super Mario Bros. 2 (Japan)

Rarity: Rare

Touch it and you get smaller. The advantages are your small size, which means you're a smaller target and therefore harder to hit. This means your damage won't go up so far, and if you survive, you won't have much more damage than when you touched the Poison Mushroom. Taller characters like DK might attack right over your head if you're good. A disadvantage you can have is your small size, because you might get KOed at about 30% from a good Smash Attack. You do as much damage as you do when big, though. Although you have more advantages than disadvantages, don't think a Poison Mushroom is necessarily better, because the disadvantage will more often than not outweigh everything else. It killed Mario when he got it from an item box.

Name: Starman/Star/Invincibility Star

Type: Transformation

Game: Super Mario Bros.

Rarity: Rare

This is simple: touch one and you'll be impervious to all attacks for ten seconds. You'll get weird sparkles and have funny flashing colors, but that's all part of the stuff. Some experts consider this to be more lethal than the Hammer, but that's all up to you. Everyone will notice if you're invincible, especially because the music changes when you're flashing. Of course, if whoever you're playing against is or are unaware of this, just sneak up on whoever has the highest damage (preferably over 100%) and Smash Attack them! Or, if a Bob-omb, a MS Detector, or a Home Run Bat is nearby... Computer players will be on the complete defensive when you get a star and won't so much as even hit each other.

Name: Parasol

Type: Whacker

Game: Super Mario RPG

Rarity: Common

This will bring you to very high damage percentages without dying... if you can keep holding on to that until you're KOed. Why is that a good thing? Because it certainly beats getting knocked off at a regular damage percentage, right? What it does is automatically open when you're high up, so you can float down slowly, giving you the ability to return from, like what the game calls it, "incredible distances", as the game calls it. Opponents take damage from it while you're floating down, providing an anti-Meteor Smash barrier, and you can use it as a regular Whacker on the ground too.

Name: Screw Attack

Type: Thrower

Game: Metroid

Rarity: Common

This is all in all not much of a useful item. It was used by Samus as a gift from the Chozo which let her use, you guessed it, a Screw Attack. You pick it up, and every jump you make until you throw it will become just like Samus's Screw Attack, which is basically a series of quick flips into the air that drag your opponent along with you. Since you're actually holding this, it disables all your ground A-button attacks, as well as throws, but you can well, screw up their jumps by paralyzing them as the poortwerps fall to your aerial attack. (if you can get close enough to do it), throw it at the guy to inflict damage, and blow them away with a Smash Attack you can now do. Oh, and don't stand next

to someone you threw a Screw Attack to. They do a Screw Attack too.

Name: Metal Box

Type: Transformation

Game: Super Mario 64

Rarity: Uncommon

Instead of touching this Transformation item, you'll need to press A to harness the magic inside (it works if you're already holding an item). You'll have the qualities of Metal Mario when he used his Metal Cap in Mario 64. That basically means same size, but far heavier mass. This means you'll be reaching percentages of over 500% if you're good and still not get knocked off. Of course, if you're skilled enough to make it back at 500% then you're obviously skilled enough to not get 500% damage done to you in the ten seconds of metal it gives you. Also, when you ARE kicked out, you'll fall so fast, like as if you were carrying neutrons filled to the brim in your pockets. Well, not really to that extent, but try the thing in Training Mode and walk off as Falco or at least Fox to see what I mean. You can take advantage of this mass increase to finally Home Run that Bowser into the background or get the PK Thunder where it needs to go.

Name: Bunny Hood

Type: Transformation

Game: The Legend of Zelda: The Ocarina of Time

Rarity: Uncommon

Much like the Metal Box, the Bunny Hood needs A to be picked up. This, however, increases running speed and jumping ability, which is what the Majora's Mask Bunny Hood does. Therefore, you should use this defensively, because you'll have a much easier time getting away from the action. Use it when damage %'s are high on you, because the super-high jump will bring you back from afar, and once you're back on board, you can keep running away until the thing wears off.

Name: Cloaking Device

Type: Transformation

Game: Goldeneye 007/Perfect Dark/TOP SECRET

Rarity: Rare

This one makes you invisible. Again, you have to press A. While you're invisible, no one can see you (not even yourself, and that's a big problem) unless you registered your name in and it floats above your head. The good thing to this is human players will tend to miss you when you're invisible (but not computer players, rendering them almost impractical) and you won't take any damage. Of course, it doesn't mean you won't get knocked around or thrown or whatever, because you still can. Therefore, the Cloaking Device should only be used as a last resort, when you can't stand to take any more damage and you know your character AND the arena pretty darn well. That way, you can estimate where you are.

Name: Barrel Cannon

Type: Heavy

Game: Donkey Kong Country

Rarity: Rare

The Barrel Cannon doesn't do any damage, but it does do quite a bit of launching. It does exactly the same thing as the Barrel Cannon at the bottom of the Kongo Jungle stages. Once you throw it, it'll start to roll along the ground lengthwise (?) and trap anyone who can't outrun it. Then it blasts that person. However, that person may be you, even if you threw it, so watch where it goes and jump over it! You don't want to be blasted and score a SD because of your Barrel Cannon. On a

side note, there's a license plate on the bottom of the Barrel Cannon that says "2L84ME". ("Too late for me" for you guys who can't interpret these letter things.)

Name: Party Ball

Type: Heavy/Container

Game: Super Smash Bros. Melee/Kirby's Dreamland

Rarity: Common

Use it like any other Heavy item until it lands on the ground. Upon contact or five hits before it's thrown, you'll hear a little sound. The Party Ball will rise up, and the festivities begin! you have about a 50% chance of getting a few random items. There's also a 1 in 4 chance that it's a food banquet, meaning lots of Food to recover for everyone! Also, there's a 1 in 8 chance that there'll be three to five of the same item. Watch the madness when it chooses the Hammer! Finally the Bob-omb crew will come out during the last 1 in 8 chance, ensuring true madness! The Party Ball is so random you won't have any strategies for it other than to open one as soon as you see it to get some items.

Well, those are the Regular Items. Other items are ones that appear regardless of your Item Select options (other than setting it to None), items certain characters use, course hazards you can interact with, and a few more surprises.

The following items will appear when you have items on, no matter what your settings are.

Name: Egg

Type: Healing/Container

Game: Pokémon/Super Mario World

Rarity: Uncommon

Pick it up to see what it does! If it falls from the sky, bust it open to reveal an item inside. Or, if it came from Chansey, you can pick one up to see if it'll heal you. They recover 7%. There's also a 10% chance of it exploding, so watch out!

Name: Crate

Type: Heavy/Container

Game: Super Smash Bros.

Rarity: Common

It'll give three items when thrown or attacked. Sometimes they're the same items, but usually they're different. There's also a 10% chance of it exploding, so watch out!

Name: Capsule

Type: Container

Game; Metroid/Super Smash Bros.

Rarity: Common

It's like the crate, except it's small and only holds one item. There's also a 10% chance of it exploding, so watch out!

Name: Barrel

Type: Heavy/Container

Game: Donkey Kong

Rarity: Uncommon

The barrel, on a level surface will act exactly like a Crate: it holds three items, is heavy, and stands a 10% chance of exploding. However,

the Barrel can be used as more than just a throwing device, because if it is thrown onto or appears over an incline, it'll start rolling and do some major damage to anyone it runs over, including the person who threw it. The Barrel also seems to appear most often on Corneria, but maybe that's just my game.

These items only appear during special situations.

Name: Headless Hammer Head

Type: Thrower

Game: Donkey Kong

Rarity: After Any Headless Hammer

If someone were to be unlucky enough to fall within the 30% chance when he or she picks up the Hammer, the head will fly right off. If it isn't happening to you, then if possible find the Headless Hammer Head and throw it at the person, because this almost guarantees a KO of the Headless Hammer guy. It's got a lot of force, probably because it's heavy, but characters pick them up like a regular item, with no effect on their speed. The HHH disappears quickly too, so you need to find it fast! It also flies pretty fast, so your opponents may have a hard time dodging this big black chunk of lead.

Name: Apple

Type: Thrower

Game: Kirby's Dream Land

Rarity: On the Green Greens Stage

From time to time, as mentioned earlier, the Whispy Woods in Green Greens will try to make a difference during the competition by throwing apples at everyone. You don't want to get hit by them, because it'll astop your jump and do about 10% damage to you. That might not sound like a lot, but chances are you'll get hit by another while trying to recover, and then again, and again. Once Whispy Woods begins to shake, it means that he's about to throw those fruits, so go to the two platforms on the other side of the blocks to get away! Once they're on the ground, they're exactly like Mr. Saturns. Throw it at someone else, and they get barely knocked away at 8% damage. âI've never seen it, but I was informed that they may also explode or restore health. â

These are character-specific items.

Name: Link Bomb

Type: Thrower

Game: The Legend of Zelda

Rarity: Whenever Link uses B+Down

One of Link's attacks, this one causes a small explosion to bring up the damage. After five seconds or when it hits the ground, whichever comes first, it detonates, even if it's right in Link's hands, so throw it when you think it'll explode soon! Chances are it's not going to KO anyone unless their damage is insane. Those are what Smash Attacks are for.

Name: Young Link Bomb

Type: Thrower

Game: The Legend of Zelda

Rarity: Whenever Young Link uses B+Down

They may look identical and even have almost the exact same qualities as regular Link's bombs, except that a person can get trapped in the explosion and constantly take damage in increments of 2%. Pretty handy

to do to get damage levels high.

Name: Vegetable/Turnip

Type: Thrower

Game: Super Mario Bros. 2

Rarity: Whenever Peach uses B+Down

Unlike the two Links' bombs, these turnips can be caught by someone else, so you better not throw turnips at a person who likes to catch items! The damage done depends on the expression on the turnip. The happier the face, the more damage it'll do and the more distance it'll knock them, with one exception. If you happen to get a dead turnip (with X's for eyes and a stitched-up mouth), you'll score 37% damage and get an instant KO! Sometimes Peach will pull objects out of the ground that are normally items, like, what I said before, Bob-ombs and Mr. Saturns.

The following are the miscellaneous of the miscellaneous and cannot be defined in any category other than this one.

Name: Smash Coins

Type: Special

Game: Super Smash Bros. Melee

Rarity: During Coin Mode

(You may want more information in the Coin Mode section of this FAQ.) Touch it, and you get a certain amount of some mystery currency. (I'll call it S, for Smash.) Copper ones give you 1S, silver ones give you 5S, and the gold ones give you 10S.

Name: Enemy

Type: Special

Game: Super Mario Bros., The Legend of Zelda, Ice Climber

Rarity: Very Rare

Instead of items coming out of containers, sometimes you get a chance to score some points by having ENEMIES come out of them. You'll usually find a Goomba or a ReDead, but you may score a Koopa, a Paratroopa, an Octorok, a Like Like, a Topi, or even a Polar Bear. There are also rumors (which I think aren't true) about having Giga Bowser, Wireframe members, and the Master Hand coming out of these things, but Giga and MH are much too big to appear out of them, IMO

#

>>>>1-Player Game<<<<<

>>> Classic Mode <<<

It's about time I actually get down to the part about playing the game itself... After 149.2 kilobytes. This is going to be a loooong FAQ, maybe one of the longest in GameFAQS or CheatCodes or whatever site this FAQ will end up in.

Anywho, the Classic Mode is supposed to mirror the format of the original Super Smash Bros. 1-Player Game. Other than Target Practice and the long-gone Platform Boarding bonuses, that was the only thing you could get for the 1-pLayer Mode. Pretty bland, huh? That was a lot of people's complaints, and now they've increased the 1-Player Game probably fivefold or more. The Classic mode consists of 11 battles or events (marked by a dot or a pyramid, respectively) with randomly selected characters as your opponents. In SSB, the enemies were already

predetermined. Here's a chart comparing what you do in each Smash Bros. game:

Match #	SSB	SSBM
1	Fight Link	Fight a regular character
2	Fight Yoshi Team (18)	Fight a team with an ally
3	Fight Fox	Target Practice
4	Target Practice	Fight a regular character
5	Fight Mario Bros. w/ an ally	Fight a giant character with two allies
6	Fight Pikachu	Collect Trophies
7	Fight a giant DK w/ two allies	Fight a regular character
8	Board the Platforms	Fight a team (10)
9	Fight Kirby Team	Race to the Finish
10	Fight Samus	Fight a metal character
11	Fight Metal Mario	Fight the Master Hand/MH & Crazy Hand
12	Race to the Finish	(Credits shooting)
13	Fight Polygon Fighting Team	
14	Fight the Master Hand	

Obviously, since this is a Super Smash Bros. Melee FAQ and not regular Super Smash Bros., I'm not going to go into the SSB 1-Player Mode. I'll just focus on the SSBM Classic Mode. You get five difficulty levels: Very Easy, Easy, Normal, Hard, and Very Hard. Click the arrows to the left or right of "Very Easy" to select the difficulty. You get an extra 200,000 points at the end for beating Very Hard.

Also, you can set your stock (lives) from any whole number between and including 1 and 5. Set it to 1 for a challenge or a dare or to show off and set it to 5 if you're gonna try Normal or above and you don't think 3 lives or 4 is enough. Click the arrows below difficulty to change the stock #.

The Difficulty rating below is on a scale of one to ten. Easy and Very Easy opponents tend to get knocked off at lower %'s, and Hard and Very Hard opponents tend to get knocked off at higher %'s.

If you lost all your lives, you have to pay a continue fee to continue. You also have your score halved and lose 20,000 points in the end. All this doesn't matter if you're simply playing this to get to the end, but there are special trophies that can only be accessed without continuing. If you can't pay the continue fee or choose not to, you Game Over.

You battle a character in one of their Home Fields. Each character has at least one Home Field (and some are shared). Here's another chart...

Character(s)	Home Field(s)
Mario, Luigi, Peach, Dr. Mario..	Princess Peach's Castle
Bowser (default)	Rainbow Cruise Mushroom Kingdom Mushroom Kingdom II
Donkey Kong.....	Kongo Jungle Jungle Japes
Link, Zelda, Young Link,.....	Hyrule Temple
Ganondorf, Marth, Roy.....	Great Bay
Samus	Brinstar

	Brinstar Depths
Yoshi.....	Yoshi's Story
	Yoshi's Island
Kirby.....	Fountain of Dreams
	Green Greens
Fox, Falco.....	Corneria
	Venom
Pikachu, Pichu, Jigglypuff.....	Pokémon Stadium
Mewtwo (default)	Poké Floats
Ness.....	Onett
	Fourside
Capt. Falcon.....	Mute City
	Big Blue
Bowser, Mewtwo.....	Battlefield
(after getting stages)	Final Destination
Ice Climbers.....	Icicle Mountain
Mr. Game & Watch.....	Flat Zone

Match #1: Fight a Regular Character Difficulty:	Very Easy	1
	Easy	1
Time Limit: 5 minutes	Normal	3
	Hard	5
	Very Hard	7

It may feel like nothing when playing on the easier difficulties, but once you play it on Hard or Very Hard, you may end up getting your butt delivered to you this early into the Classic Mode. The character you fight is random, with basic qualities, on their home fields. The most important trick to this would have to be to know the arena and your opponent! Look on the above sections if you aren't too sure of what you'll be up against. Your score will not affect your game's outcome, so don't worry! It's just there so you can make a high score. Try practicing in Stock Mode during VS. with one computer opponent at the number of difficulty above and in one of their home fields. Practice until you can regularly beat this character without losing any lives, because they're all crucial later on!

Match #2: Fight a Team with an Ally Difficulty:	Very Easy	1
	Easy	1
Time Limit: 5 minutes	Normal	3
	Hard	7
	Very Hard	8

Why the big jump in difficulty between Easy and Hard? It's all in the ally. The ally is also random, and he or she can finish off both of the opponents pretty quickly in Very Easy and Easy. On Normal, your ally will be as good as the other characters, and by the time you get to Hard and Very Hard, you'll more than likely have to take on the two of them by yourself because your ally will have gotten KOed 10 seconds into the match. You should do what you should do during VS team battles of Stock. Single out an opponent and try to eliminate that one as quickly as possible so you can focus your efforts on the other one. If that guy's partner comes over, move to the other side of the arena to minimize double-teaming (that's when two people gang up on one person). Of course, this only applies to Normal and on. Otherwise, just sit back, stay on the evasive, and let your ally do all the dirty work.

Match #3: Target Practice

Time Limit: 2 minutes

You might want to see the Target Practice section of this FAQ for some information. During Classic mode, however, you got a time limit.

Match #4: Fight a Regular Character	Difficulty:	Very Easy	2
		Easy	3
Time Limit: 5 minutes		Normal	5
		Hard	7
		Very Hard	8

This is where things start to heat up. This is C&Ped: The character you fight is random, with basic qualities, on their home fields. The most important trick to this would have to be to know the arena and your opponent! Look on the above sections if you aren't too sure of what you'll be up against. Your score will not affect your game's outcome, so don't worry! It's just there so you can make a high score. Try practicing in Stock Mode during VS. with one computer opponent at the number of difficulty above and in one of their home fields.

At this point, it's okay to lose a life, because you're over one-third through. Unless, of course, you have this set to one life. Just try not to lost a life, because future fights will get much more intense than this.

Match #5: Fight a Giant Character...	Difficulty:	Very Easy	1
		Easy	2
Time Limit: 5 minutes		Normal	6
		Hard	8
		Very Hard	9

You'll fight a character who got a permanent Super Mushroom. This means dmage %'s will need to be high before you can KO this person. (You should start panicking when it's giant Bowser because you'll need to get %'s up above 400% in this case.) If you're playing as a short character, then good! Only attacks involving the ground will affect you in this case. Again, the sudden jump in difficulty is from the allies, who get more useless... but now there's TWO of them. They'll do an excellent job on Very Easy, making quicker time than Event 2. Another thing to watch out for is that Giant characters are superior, usually, in speed, damage doing, AND power than you, so a speedy character is also recommended. They're also huge targets, so your aim should also do well in this event.

Match #6: Collect Trophies

Time Limit: 2 minutes

What you do here is try to add trophies to your collection, if you're interested. If not, just skip it and do nothing for 10 seconds. If you are interested, watch where you are at the beginning. You'll be in the middle, and the camera will quickly shift in the direction of where the first trophy will be. Quickly run to that side, and once the trophy falls into your range of whatever attack you choose (depends on what your character is; experiment). After 5 seconds, the camera will jerk again, if the second trophy is on the other side. Then it'll do it again after 10 seconds. If you have at least 20 coins, however, this may just be irrevelant, because they make a habit of having trophies you already have fall down. All in all an only somewhat useful event. Another mystery is the unusually long time limit: what happens when it goes down to zero? Nobody knows.

Match #7: Fight a Regular Character	Difficulty:	Very Easy	4
		Easy	5
Time Limit: 5 minutes		Normal	7
		Hard	8
		Very Hard	9

You fight one last regular character, and it won't be easy. Unless the difficulty you choose says so. This is C&Ped: The character you fight is random, with basic qualities, on their home fields. The most important trick to this would have to be to know the arena and your opponent! Look on the above sections if you aren't too sure of what you'll be up against. Your score will not affect your game's outcome, so don't worry! It's just there so you can make a high score. Try practicing in Stock Mode during VS. with one computer opponent at the number of difficulty above and in one of their home fields. Hard and Very Hard feature true test of skill, where experts clash! The CPU will have unhuman reflexes. Actually, they're programmed to respond immediately to what you do. If you throw anything, it'll hold up the shield at the best possible time. Try to attack, and they'll instantly turn around and kick you out. Attack in mid-air, and they'll air-dodge you. How you can ever lay a dent in the Very Hard difficulty of this is pretty much a pure mystery, except to exploit weaknesses of computer players.

Match #8: Fight a Team of Ten	Difficulty:	Very Easy	2
		Easy	4
Time Limit: 5 minutes		Normal	6
		Hard	8
		Very Hard	10

This is nerve-grindingly, heart-poundingly, teeth-gratingly, controller-killingly one inferno to experience on Hard and up. They're lighter (meaning they get KOed at low %'s) than you are, but they can pull any trick that a regular character would do. You also fight three at a time, which easily gives you the Punching Bag bonus. They're also all the same character (usually Mario, Luigi, or DK). In Very Easy and Easy, one strong hit will get rid of them, like Kirby's Final Cutter or Link's Spin Attack. They barely attack too. On Normal, you'll need to do some damage to them before they're out. And on Hard and Very Hard, they seem to be as heavy as you are, if not heavier, which means facing TEN HIGHLY-SKILLED CHARACTERS, THREE AT A TIME. It really sucks, and only one word can describe what to do to continue: practice.

Match #9: Race to the Finish

Time Limit: 1 minute

You can just simply get to the first door, but what you want to aim for to achieve maximum points and coins for a reward is the last one. Just follow the path, and run. Don't walk. Jump over any doorway that may end your journey. When the path splits into three, take the bottom one. You may fall and get KOed at the bottom, but otherwise, you'll run out of time and just waste a minute of your life. Time your jumps right to make it across the tiny platforms. Any character can make it across. The doorway on the big spinning thingy is the third one from the last, so skip it. If you have less than 5 seconds left, go for the one right after the turbine room. If you have more, go for the last one. Wait until you have 1 second left to get a lot of coins. The points you get also can range anywhere between 100 and 50,000 points, depending on

which doorway you end in.

Match #10: Fight a Metal Character	Difficulty:	Very Easy	5
		Easy	6
Time Limit: 5 minutes		Normal	8
		Hard	9
		Very Hard	10

A Metal character has much more mass than a giant character, and this time you take him or her on without any allies! They don't get thrown very far, so you should stick with your character's A, A, A...attack to rack up damage. Also, edge-guarding is very useful here, because Metal opponents don't run and also tend to not use the shield or any defensive maneuvers for that matter. The pummeling level is about 100% for a Very Easy, about 250% for Easy, 350% on Normal, 400% on Hard, and 500% on Very Hard. (I faced Metal Ice Climbers on Very Hard...I did 949% damage before scoring a KO.) Time is also of the essence, because you only get as much as when you face a regular opponent. I'd say a rather swift way of accumulating damage is to juggle some lead. This means taking that Metal guy, attacking him or her into the air, and hitting them again when they're about to reach the ground. However, that may be harder than it seems, because they also fall like a bag of bricks.

Match #11: Master Hand Showdown	Difficulty:	Very Easy	3
		Easy	4
Time Limit: 5 minutes		Normal	5
		Hard	7
		Very Hard	7
	with Crazy Hand:	Normal	8
		Hard	8
		Very Hard	10

This isn't an ordinary battle. You're taking on the Master Hand itself. The Master Hand doesn't get thrown at all, for it has infinite mass (?) but limited health. After a certain amount of damage, Master Hand will be defeated and you have just conquered Classic Mode. Or have you? If you're playing on Normal or higher and halved the Master Hand's HP within thirty seconds, Crazy Hand will come in, with equal HP as Master Hand when the battle started. Crazy Hand has moves of its own, and the two hands can do attacks that require both of them to work. Every attack is preceded by a warning sign that it's about to happen. MH has 150HP on Very Easy, 200HP on Easy, 300HP on Normal, 330HP on Hard, and 360HP on Very Hard.

Here are the Hands' movesets:

Master Hand Only

·If the Master Hand closes all its fingers except the index and thumb, then it's about to do the Fingerbang (Normal and harder). It'll shoot bullets out of the index finger. Constantly jump to avoid it, or if you're Ness, the PSI Magnet will erase 20% of damage. It normally shoots just one bullet, but it'll shoot three if it feels it or the Crazy Hand is in danger.

·If the Master Hand closes all its fingers except the index and middle fingers, it's going to Walk Across the Arena (all difficulties). It walks across the arena, and when it gets to the end, it kicks. Touching it at any point during this will damage you, so when it starts walking, triple jump over it (or double jump as Yoshi or Ness) and wait until it goes back to its spot.

·If the Master Hand turns into a fist and opens up completely at the

top of the screen, then it'll do the Slap (Easy and harder). Once you see it stop at the top, run towards the edge, jump away, and jump back with the triple jump and by then, if your timing is right, the Master Hand should already have hit the ground. If you're hit, you'll be stunned for a little while.

Crazy Hand Only

·If the Crazy Hand floats a bit to the right and stops, then it's gonna have Seizures (Normal and harder). It's a very devastating attack, and its warnings are short. If you happen to be on the left side of the stage, better run away!

·If the Crazy Hand floats to the middle, then it's gonna drop some Bombs (Normal and harder). Stay to one side until it finishes, and as soon as the last bomb explodes on the ground, attack it.

·If the Crazy Hand wriggles for a second more than it normally does, then it'll do the Spider Crawl (Normal and harder). Jump over it.

Both are Able to Do...

·If a hand stops moving and looks like it's holding a giant invisible pill, then it's about to do the Lasers (Easy and higher). Get under the wrist and start attack the wrist. You should get its health way down. The Lasers only do damage where they hit the ground.

·If a hand closes its index and ring fingers, then it's about to do the Rocket (Easy and higher). Stay in the middle, and look for the hand in the background. Jump over it and duck as soon as you land, because when Crazy Hand zooms back, it can still hurt you.

·If a hand zooms offscreen as a fist, then it'll do the Rocket Punch (all difficulties). Jump over it, and the hand is done with the attack.

·If a hand floats to the top of the screen as a fist and stays a fist, then it's going to do the Punch (all difficulties). It'll miss if you keep running in one direction.

·If a hand simply floats to the top of the screen, then it's going to do the Flyswatter (all difficulties). Jump as high as you can once it appears in the background.

·If a hand closes all of its fingers except the index finger and is slanted down a bit, then it's going to do Pushbuttons (Normal and harder). Jump up into the air to get the hand to do it too up to hit you. Crazy Hand's can freeze you.

·If a hand is completely open and follows your every move alongside you, then it's going to do the Grab (Normal and harder). Move away from it to make it miss. Master Hand's does increments of 13%, while Crazy Hand does much faster ones of 3% and puts a flower on your head.

·If a hand does the Triple Swipe (All difficulties), there is no warning sign that's long enough to show you that it's coming. If it quickly floats up into the air a short distance, I guess that's your sign. It's not a huge one, but this attack's accuracy is horrible.

·If a hand floats off the stage and quickly comes back at a bit lower altitude, then it's gonna do the Ground Swipe (all difficulties).

Avoiding it is simple: just jump over it.

·If a hand makes itself really thin long, with all the fingertips together, it's about to do the Ground Grind (Hard and Very Hard). It's too fast for you to avoid in any way except shield.

Together, They Do...

·If the Master Hand does the "come here" thing with its index finger and the Crazy Hand's fingertips sparkle, then they're about to do the Crazy Knuckles (Hard and Very Hard). If you duck, you should be fine. The Crazy Hand flies a punch to the Master Hand, who catches it.

·If the hands are emitting some weird gas, then GET AWAY! That's sleeping gas! It's also about to Applaud (Hard and Very Hard), which

will KO you at about 30 or 40% if you're asleep. i tend to get caught in this attack, but if you can see it coming, then go to the very edge and hang there until they're done.

·If the two hands turn themselves into fists, you might want to duck. They're gonna Double Punch (Hard and Very Hard). If you're hit, you're pretty much done for.

After the Hand(s) is (are) defeated, your Classic Mode ends! Or does it? When the credits roll by, you can shoot the names in your spaceship to see more information about them. It doesn't count as part of your journey (credits scores aren't even saved), but you can play it as a mini-game.

Match #12: Credits Shooting Difficulty: 10

Time Limit: About 1' 40"

You've got about 150 names flying across you, and you use the Control Stick to shoot them and make them turn pink. These names include the occasional billboard as targets. I'd recommend you just rapidly press the A button, only stopping when there's a lack of names. If you manage to score over 130, that's really good. (My high score is 137.) If you choose not to go through the credits, press Start to make everything go by super-fast. If you want to read on someone, press B to stop it. Pressing the button again will bring things back to its regular speed. Oh, and I should mention that you can't shoot names when it's stopped, and staff members associated with secret characters will only appear after you get them.

Some of the "Congrats!" scenes are pretty clever too.

#

>>>Adventure Mode<<<

Fans clamored for more 1-Player Game, and despite that they probably will never have enough, HAL Labs has expanded the 1-Player Mode much farther than it used to be. The Adventure Mode is new to the Smash concepts, and it's a series of events, much like Classic Mode, except that the environments and foes are predetermined andn you have specific goals to acquire. Here's a chart, much like what I did for Classic:

Stage #	Location	Goal #	Goal
1	Mushroom Kingdom	1	Get to the Flagpole
		2	Beat Mario & Peach
		2 1/2	Beat Luigi & Peach*
2	Kongo Jungle	3	Beat Two Little DKs
		4	Beat Giant DK
3	Underground Maze	5	Find the Triforce
		6	Beat Zelda
4	Brinstar	7	Beat Samus
		8	Escape from Brinstar
5	Green Greens	9	Beat Kirby
		10	Beat Kirby Team
		11	Beat Giant Kirby*
6	Corneria	12	Beat Fox
		13	Beat Fox with Arwings
		13 1/2	Beat Falco with Arwings*
7	Pokémon Stadium	14	Beat Pokémon Team
8	F-Zero Grand Prix	15	Get to the Finish Line
		16	Beat Capt. Falcon

9	Onett	17	Beat Ness Team
10	Icicle Mountain	18	Beat Ice Climber Team
11	Battlefield	19	Beat Wireframes
		20	Beat Metal Mario
		20 1/2	Beat Metal Mario Bros.*
12	Final Destination	21	Beat Big Bowser
		22	Beat Giga Bowser*
		(23)	(Credits Shooting)

*these events are skipped unless you fulfill certain requirements. They will be explained in their sections.

The same rules apply to the Adventure Mode when it comes to difficulty selection, stock, Game Over, and Continue. I'll C&P it below for your convenience (and mine.)

You get five difficulty levels: Very Easy, Easy, Normal, Hard, and Very Hard. Click the arrows to the left or right of "Very Easy" to select the difficulty. You get an extra 200,000 points at the end for beating Very Hard.

Also, you can set your stock (lives) from any whole number between and including 1 and 5. Set it to 1 for a challenge or a dare or to show off and set it to 5 if you're gonna try Normal or above and you don't think 3 lives or 4 is enough. Click the arrows below difficulty to change the stock #.

The Difficulty rating below is on a scale of one to ten. Easy and Very Easy opponents tend to get knocked off at lower %'s, and Hard and Very Hard opponents tend to get knocked off at higher %'s.

If you lost all your lives, you have to pay a continue fee to continue. You also have your score halved and lose 200,000 points in the end. All this doesn't matter if you're simply playing this to get to the end, but there are special trophies that can only be accessed without continuing. If you can't pay the continue fee or choose not to, you Game Over.

Stage 1: Mushroom Kingdom

Goal #1: Get to the Flagpole	Difficulty: Very Easy	1
	Easy	2
Time Limit: 7 minutes	Normal	4
	Hard	5
Location: World 1-1	Very Hard	7

In this first romp through the Adventure Mode, don't get tense. All you will be doing is stomping on Goombas and Koopas and beating the living daylights out of a Yoshi Team of ten. My best advice is to take it easy and don't rush--you've got seven minutes and you can easily clear this in under two minutes, even on Very Hard. See the Goombas and Koopas coming ahead of you, and stomp on them to get them out of your way or dodge them and their slow movements. Time your jumps carefully, and when you get to the part above the water, stay on the ground as high up as possible. Sure, you've got Paratroopas, but your chances of losing a life by falling into the water is greatly decreased and you have far fewer actual enemies to push you in up there. Also, there are two trophies you can find here--one out in the open and the other one from a special Goomba somewhere on the field. If a Goomba touches you, you will get knocked back a moderate distance and take 10%. Touching a

Green Koopa (wings and no wings) brings you back further with 20%. A Red Koopa is worse, throwing you back even further with 26%. However, you can score 100 points for each Goomba you KO, 300 for each Koopa and 500 for each Paratroopa.

Now for the Yoshi Team itself: about 4/5 through, you'll come across a tall flat top hill with a Toad running back and forth. Once you reach the middle of it, the Yoshi Team will come, three at a time. You can't leave until you beat them all. On everything up to Normal, you can just use any strong attack you have and send them flying off the sides. Once you get to Hard and Very Hard, they'll start doing Meteor Attacks on you if you take flight, so you might want to brush up on the Air Dodge. If you let them keep doing this to you, you'll reach triple digits in no time. Then, all three of them will attack at once and take a stock from you. That's why you should always attack them and not let them recover. A strong attack from 20% on will finish them. What weaklings. Once you go a short distance from there, you'll see a flagpole. Go next to it to clear the goal.

Goal #2: Beat Mario & Peach	Difficulty: Very Easy	3
	Easy	3
Time Limit: 4 minutes	Normal	5
	Hard	8
Location: Princess Peach's Castle	Very Hard	10

The fact that this is a 2 on 1, you being the 1, is going to make this VERY hard. You'll easily get the Punching Bag bonus if you ever make a mistake or let your guard down in any difficulty, even Very Easy. Mario and Peach always seem to follow one another, like as if they're in love... Anyway, Mario is normally the aggressor, though Peach likes to use her Parasol attack as an opener. Should you get hit by one person, the attack is meant for you to fly right to the other, who'll hit you to the blast line if possible. Sort of like volleyball. You'll have to be light on your feet, and being a good jumper definitely helps in this match. Use your items to your advantage as possible, though they're inclined toward the same thing. Also, a Bullet/Bansai Bill is coming if they're both standing wayyy at one side and are acting purely defensively. Hang with them to avoid such a powerful hazard. Good luck!

Goal #2 1/2: Beat Luigi & Peach	Difficulty: Very Easy	3
	Easy	4
Time Limit: 4 minutes	Normal	6
	Hard	7
Location: Princess Peach's Castle	Very Hard	9

Maybe it's me, but Luigi's easier to beat than Mario on Hard and above but harder on Easy and Normal. If you finished Goal #1 with "2" as the ones digit of the seconds in time remaining (like 5:22:06 or 3:42:78), there'll be a cutscene of Luigi jumping on Mario's head and, Mario falls. Luigi will challenge you in place of Mario, and you skip Goal #2, hence #2 1/2. Luigi's more agile than his brother, which means he has better speed and higher jumps. Do what you normally do with Mario, except keep in mind that Luigi will jump a few feet higher than Mario and also loves to lift heavy items. You also get 20 points for a Luigi KO.

Stage 2: Kongo Jungle

Goal #3: Beat Two Little DKs	Difficulty: Very Easy	2
	Easy	3
Time Limit: 4 minutes	Normal	4

	Hard	7
Location: Kongo Jungle	Very Hard	9

Welcome again to DK's territory. I don't know what's going on, but in this battle, you're pitted against two little DKs. That means they fly faster but are just as powerful. No matter what difficulty you're playing this on, running at them and hitting them will always cause damage to them. And since they fly so far, they tend to use the Spinning Kong attack to get them back onto the field. Get them up to about 100%, and if you haven't KOed them already, lure them to one of the top platforms, then drop to the bottom as fast as you can and start charging an upward Smash Attack. They'll follow you down, and just when they're right above you, (they usually do everything together) let it go to get them into background city.

Goal #4: Beat Giant DK	Difficulty: Very Easy	3
	Easy	4
Time Limit: 4 minutes	Normal	6
	Hard	7
Location: Jungle Japes	Very Hard	8

If you made it through the two little DKs, this'll be a piece of cake. Although you are taking on Giant DK alone, he's a monstrous target, and you're much faster than he is. When the battle starts, immediately get onto the center platform above Cranky's window and start rapidly attacking. Regardless of difficulty, you will be getting Giant DK's % up really quickly. After a few seconds, Giant DK will get an opportunity to attack, so drop down and prepare an upwards Smash and escape to one of the planks on either side of the map. Sometimes, you'll luck out and Giant DK will fall down through the gaps, leaving you as the victor. If Dk makes it, attack him to get through and get back on the center platform and repeat the process. It won't keep up for long, because Giant DK is stupid.

Stage 3: Underground Maze

Goal #5: Find the Triforce	Difficulty: Very Easy	4
	Easy	4
Time Limit: 7 minutes	Normal	6
	Hard	8
Location: Underground Maze	Very Hard	10

After blasting through Mario's place and DK's place, your quest goes on through the land of Hyrule, meeting five Links inside the Underground Maze. The Links get thrown off approximately twice as far as a regular Link in that difficulty level, but it's still pretty hard. Luckily, there is a way for you to clear this without fighting any Links at all. When you start off, run to the right until you get into the main well hallway thing. Jump up, hugging the left wall as you go, until you hit your head on the small piece of rock that sticks out or at your highest jump if you're playing as a bad jumper. Pause and zoom out (X button) as far as possible, then use the control stick to turn the angles until you can see a room with something in the middle of the floor. If it's gray, unpause and drop down. If it's gold, use the platforms the ReDeads are on to get in that room. The next room is somewhere near the bottom. Fall, hugging the left wall again as you go. Go across the plank above the mechanical stuff until you see more gray floor. Pause again to check your surroundings. If it still isn't there, go directly across the well and go through the passage. now hug the RIGHT wall as you fall at the end of that corridor and (this may be tricky) jump as

far as you can to the right as you are about to hit the floor. If you don't get far enough, Link will come to attack you. Check the room. If it still isn't there, just follow the path up to get to the other three rooms. As long as you don't touch that room's floor, you won't fight Link, so Kirby and Jigglypuff, who can float, are recommended here. If you get unlucky and have to fight Link, you'll notice that items will start raining down on you. Link doesn't like to use items, so pummel him with them! He's also not too good in midair, but he'll act very defensively, so you will need to perfect your timing or do clearout attacks (like DK's Spinning Kong or Hand Slap, or maybe use Bowser's Whirling Fortress) until they're KOed. It'll be fast on an easier difficulty, but it'll get hard after that. You get a sympathetic 30,000 points as the Link Master bonus if you fought all five Links before finding the Triforce. There's also a trophy lying somewhere in this maze--can you find it?

Goal #6: Beat Zelda	Difficulty: Very Easy	2
	Easy	4
Time Limit: 4 minutes	Normal	6
	Hard	6
Location: Temple	Very Hard	8

Now that you found the Triforce, Zelda will come to defend her honor or something and battle you. She loves retreating into the lower parts of the arena, making KOing anyone difficult. Beat her up while she's down there. Don't wait to lure her out. You'll simply be wasting your four minutes. She'll eventually come up for air, so if she's over 100%, take her to the balcony ting left of the hole leading underground. Drop down and prepare an upward Smash. This, unless it's on Very Hard will send her flying. If she starts walking to the right, it means there's a powerful item that appeared there. Be prepared for anything from a Poké Ball to a Hammer. If you find an item along the way, pick it up too and use it. She can transform into Sheik, but the same rules apply. One last thing is that on Hard and Very Hard, she tends to get power-hungry with Din's Fire and her Chain.

Stage 4: Brinstar

Goal #7: Beat Samus	Difficulty: Very Easy	3
	Easy	5
Time Limit: 4 minutes	Normal	5
	Hard	8
Location: Brinstar	Very Hard	9

Your goal is simple: Beat Samus. This may not be as easy as it seems, because although you can simply beat her up in Normal and below, Hard and Very Hard has her being a defensive master, instantly responding to anything that comes her way. She also likes to use her grapple to throw you up. Motion Sensor Bombs tend to show up here, and it's recommended that you throw it up onto the center upper platform, her favorite hanging spot. Lure her there, especially after beating her up, which is only easy for me to say, and she'll get KOed at somewhere between 70% to 150%, depending on the difficulty. On a higher difficulty, she will still fall for the trick, but pretty much the only way to put a scratch on her armor is to stand directly below her while she's hanging out at her spot of choice, then jump and do an aerial Up+A. Repeat until the acid rises, because she'll leave herself open repeatedly when you do this.

Goal #8: Escape from Brinstar	Difficulty: 5
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Time Limit: 40 seconds

Location: Brinstar Escape Route

Oh no! The heat of the battle that took place here has caused a chain reaction to occur, ending in the destruction of Planet Zebes! The computer has calculated that you got 40 seconds to get to the topmost platform and zoom to Pop Star! Are you up to it?

This is basically a testing ground for how well you do in jumping. Good jumpers, like Jigglypuff and Ness, are going to breeze through this, while bad jumpers, like Bowser and Ganondorf, will have a tough time. Just remember that everything that's thin is a platform you can go up through, so don't waste time going around it. Once you pass through two of the yellow glass thingies, you can triple jump, if possible, to a platform right above you twice. After that, follow the path to the right, then go up more yellow thingies, this time with metal walls. Triple jump to get to the final yellow thingy (even a lone Ice Climber can triple jump up to the top). Get onto the lens to clear this stage. There's also a trophy you can grab along the way. Don't hang around too long to get it, because if your 40 seconds are up, you lose a stock!

Stage 5: Green Greens

Goal #9: Beat Kirby	Difficulty: Very Easy	1
	Easy	2
Time Limit: 4 minutes	Normal	4
	Hard	6
Location: Green Greens	Very Hard	8

Here's another 1 on 1 battle, this time against Kirby, the soft shape-shifting alien. Kirby likes to open with a Swallow attack (no pun intended) and spit you out. If you aren't playing as Kirby, he'll steal your ability and use it as his main attack. Seeing that by now you should know how to use your B-button attack and what its weaknesses are, fighting Kirby should be a walk in the park. Like I've mentioned above, use the upward Smash technique to get rid of Kirby, this time at 80%. Another trick you can use is the fact that Kirby likes to use Stone, even over the blocks, ensuring him a loss and a win for you.

Goal #10: Beat Kirby Team	Difficulty: Very Easy	1
	Easy	1
Time Limit: 4 minutes	Normal	3
	Hard	9
Location: Green Greens	Very Hard	10

There is such a dramatic difference between how hard it is to beat the Kirby masquerade of fifteen between Very Easy and Very Hard...If you're playing this on Very Easy or Easy, just use your strongest B-button attack, a bunch of Smashes, or a clearout to reel them into the horizon beyond. On Normal, you need to check if there's a Kirby overhead about to use his Stone attack, but it's otherwise the same. The Kirbys on Hard and Very Hard are, don't mind if I do, harder than the rest. It takes two strong moves to down a Kirby, and the three that come out at a time will line up their attacks to toss you around like a bunch of punks with a little boy's pencil. Your best strategy is, since they generally move together, to go to the other side of the stage and attack them as they come near. Charge a Smash and they're history.

Goal #11: Beat Giant Kirby	Difficulty: Very Easy	4
	Easy	5
Time Limit: 4 minutes	Normal	7
	Hard	9
Location: Green Greens	Very Hard	9

So you've successfully escaped from Brinstar and beat the Kirby Team in less than 30 seconds. You've been whooping before, but big whoop, because the whoopin' Giant kirby will come to whoop you like a whooping crane! Do what you did for regular Kirby, except because of his mass, you'll need to pull it off at about 200% with a speedier, jumpier, and more powerful version of the marshmallow you've known before! Run away when you need to and stay to fight while charging headfirst.

Stage 6: Corneria

Goal #12: Beat Fox	Difficulty: Very Easy	4
	Easy	4
Time Limit: 4 minutes	Normal	4
	Hard	7
Location: Corneria	Very Hard	7

For some reason, this is straightforward, and Fox doesn't seem to have a range of abilities. His strategy is to wear down on your time by running away, only attacking once in a while. Fox is one of the fastest characters in the game, so he's a natural when it comes to evasion. To punch a hole right into the middle of his strategy, use items! He'll deflect many of the projectiles that come out of items if you attack from far away in Hard and Very Hard, which is why the difficulty goes from 4 to 7. What's another way around this? If a Poké Ball shows up, chances are a Pokémon will come out and do some damage to Fox if it doesn't KO him. A Proximity Mine (MS Bomb) can be laid in front of Fox, then jumping over it and to Fox always works. A Bunny Hood can let you outrun and outjump Fox, and if you feel the item just isn't coming, just resort to old-fashioned good timing.

Goal #13: Beat Fox with Arwings	Difficulty: Very Easy	5
	Easy	5
Time Limit: 4 minutes	Normal	7
	Hard	7
Location: Corneria	Very Hard	9

After a short conversation between Falco, Peppy, and Slippy, they'll come in to help Fox out with his task of wiping you out. It's a whole new battle, and everything's exactly the same, except for them shooting at you and Fox now being on the offensive. He'll start out running toward you. Run right at him and attack with A before he does to send him back. Although the Arwings are there in the background, their aim is as true when you're on the ground as it is when you're in the air, so aerial attacks are the way to go, since Fox will only jump when necessary. As long as you keep moving as fast as you can, the Arwings can't hit you, so just move around as fast as you can and hit Fox when he comes by. If you can pull a Smash attack on him, he'll probably get hit by the Arwings' lasers during his own flight, KOing him. But the Arwings will get in your way more often than not, so just send Fox flying into the air as much as possible. You'll get that KO in no time.

Goal #13 1/2: Beat Falco w/ Arwings	Difficulty: Very Easy	5
	Easy	5
Time Limit: 4 minutes	Normal	7

Location: Corneria

Hard	7
Very Hard	9

If you have Falco as a playable character and met Giant Kirby's requirements, instead of taking on Fox again, you'll fight Falco. This is exactly the same as fighting Fox. Maybe it's even easier, since Falco isn't as fast, so he can get knocked around by the Arwings more. Either way, just keep moving and sending Falco into the air, and you'll be fine.

Stage 7: Pokémon Stadium

Goal #14: Beat Pokémon Team	Difficulty: Very Easy	3
	Easy	5
Time Limit: 4 minutes	Normal	7
	Hard	10
Location: Pokémon Stadium	Very Hard	10

You're fighting 12 Pikachus, and if you got any of them as playable characters, Pichus and Jigglypuff too. This fight is pure hell. It's that hard. Normally, to get past other characters, you would jump over them. In this case, the Pikachus and Pichus will use their Thunders to hit you when you're in the air. It's madness. Don't bother dueling them until the Poké Balls start appearing. Throw the items at them and let those Pokémon do the dirty work. These Pikachus, Pichus, and Jigglypuffs get KOed at half their regular damage %'s, so hang in there and perfect that air dodge!

Stage 8: F-Zero Grand Prix

Goal #15: Get to the Finish Line Difficulty: 6

Time Limit: 4 minutes

Location: F-Zero Grand Prix

This is similar to Escape from Brinstar, in that there are no computer players to fight, but simply to get to the end. This is a bit harder than the previous challenge in terms of the amount of danger in the course itself, but the time limit is now 6 times greater. You start out on a part of the racetrack of the F-Zero Grand Prix, and you need to run all the way to the finish line while avoiding the F-Zero cars. Depending on who you play as, where you stop to rest will depend on who you're playing as. If you're playing as Capt. Falcon, Fox, or Pichu, then follow steps labeled as (A). Anyone else will be labeled as (B). Kirby, Jigglypuff, and Ness can stay airborne for so long they can just jump over all of the F-Zero cars when they come by. Don't forget the "!" warning and the sound means the racers are about to come your way! When you begin, run as fast as you can. You'll notice some pink platforms above you. Stop on the fourth one (A) or rest against the wall the course makes when it drops (B). Keep running as fast as you can, and you can either get onto the sixth platform (B) or, when the course breaks into jumps, stop right after the first hole in the track and duck until the cars completely go by (A). Jumping over the holes are pretty tricky, and when the holes are all behind you (you can tell when you pass two pink platforms next to each other over nothing) stop and let the cars fly far over your head (A) or stop on the small pink piece of ground after the jumps (B). Either way, finishing the level is simply a run from there.

Goal #16: Beat Capt. Falcon	Difficulty: Very Easy	3
	Easy	4
Time Limit: 4 minutes	Normal	6
	Hard	8
Location: Mute City	Very Hard	9

I myself am not very skilled with Capt. Falcon, but after a romp on Normal or higher, you can bet the computer sure is. Capt. Falcon, at any difficulty, will open with either a Falcon Punch or a Raptor Boost. Both supersede a quick dash to the center of the stage. When Capt. Falcon stops, especially when you see the flames, jump straight up from where you are, and then double jump to ensure his opening attack misses you. He'll probably jump up to do an aerial on you, so respond before he can with a downward aerial attack. This requires precise timing, because by pressing down you'll also be falling faster. This move will either cause major damage to Falcon or do a Meteor Smash on him, which also does major damage. Beat him up while he's down, and once he recovers, jump to get out of another one of his Falcon Punches or Raptor Boosts. Look him up under "Characters" if you don't know what an attack of his does. Capt. Falcon is very speedy on the ground, but he lacks agility in the air. Use this weak spot of his to deal him damage. Don't forget that the Mute City arena will travel around the Mute City course, occasionally creating entirely different sets to play on. It's a safe bet that he'll go down after a Smash attack when he's at about 130%, but because he's so fast, it may be harder than it seems.

Stage 9: Onett

Goal #17: Beat Ness Team	Difficulty: Very Easy	6
	Easy	6
Time Limit: 4 minutes	Normal	6
	Hard	8
Location: Onett	Very Hard	8

It's a neighborhood rumble! Three Nesses, each going twice as far as a regular Ness, will be itching to pelt you with Mr. Saturns. You won't get any help from items here, save Mr. Saturn who aren't too reliable. Mr. Saturn is a useless item. Forget about them. They, however pop up all over the place, so instead of doing that Smash attack you intended to do to KO all three Nesses as once, you pick up a Mr. Saturn instead. Be careful! Mr. Saturn is normally of no good use, but when the Ness Team comes at you and throws Mr. Saturns at you like nobody's business, the 8% damage increases in really fast increments. If you're playing this on Hard or Very Hard, you'll be over 100% before you know what hit you. They also use the Mr. Saturns defensively--when you're leaping up to get them on a rooftop, they'll throw a Mr. Saturn at you, causing you to fall and throw off your timing. My best advice is to know when a Ness is carrying a Mr. Saturn and press A at the right time facing that Ness to catch the Mr. Saturn. Unfortunately, even that strategy doesn't always work because a Ness is always behind you. They're actually smart enough to split up to get you surrounded. Just get to one, preferably the red-capped one (green-capped if you're playing as a red-capped Ness) and get him to 90%. Lure him to one side of the stage and knock him away. This isn't as easy as it seems, due to the Mr. Saturns. Get Yellow Cap to 70% and KO him. Blue Cap is a piece of cake once he's isolated. Get him to 60% and abuse the child.

Stage 10: Icicle Mountain

Goal #18: Beat Ice Climbers Team	Difficulty: Very Easy	3
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	Easy	4
Time Limit: 4 minutes	Normal	6
	Hard	8
Location: Icicle Mountain	Very Hard	10

You go up Icicle Mountain, and after 53 seconds, you fight two pairs of Ice Climbers. Take your time though, but try to survive. The speed of the scrolling seems to be programmed to go along with the music, when it's unpaused. The first two times the music changes, the scrolling speeds up. If you unfortunately pause, it starts at slow, gets to medium after 25 seconds, and then to fast at 40. If you can endure the last 13 seconds of fast scrolling, then two pairs of Ice Climbers will fall from the sky to duel you. All four eskimos travel together, so you should see when they're coming and prepare a Smash for them. Sometimes, though, each pair will be on either side. In that case, run to one, beat them up and KO the leader (darker parka) if possible. If you can't by the time the other one comes, jump to behind them and Smash them at the blast line together. It usually works, unless they're below 20%. On Hard and Very Hard, they will take advantage of the close blast line by hitting you to a side and then Smashing you into it. Be careful and practice against the Ice Climbers. These Adventure guys hate to use their B moves except for Belay though, which they overuse, even when their assistants have already gone overboard. This should slow them down just enough to get rid of them in the harder difficulties.

Stage 11: Battlefield

Goal #19: Beat Wireframes	Difficulty: Very Easy	4
	Easy	4
Time Limit: 4 minutes	Normal	5
	Hard	6
Location: Battlefield	Very Hard	7

All the regular challenges are over. Here's a special arena where surrealistic characters come to fight. Your first challenger (or should I say "challengers") is the Fighting Wireframes Team, this time made up of fifteen of them. Don't be frightened by their numbers; as you can see on the difficulty chart above you, they're actually easier than the past few rounds you've been through. There are two different kinds of Wireframes: males modeled after Capt. Falcon and females modeled after Zelda. Males tend to come right up to you and duke it out, while females will rather stay in one place and defend the area. They come out, five at a time, and both are pretty weak in every aspect in this situation. Both only have two moves: a 2% damage basic attack and a 16% Smash attack. The harder the difficulty, the more they'll use Smash attacks. As soon as the match starts, run right at them when they begin to group together in front of you and press A when getting close to them to get them outta here. Repeat until all there's left are a couple of females guarding some of the platforms above. Jump up when you're underneath them and do any directional aerial attack to get rid of them and win. Be careful with the dash attack because some characters will continue charging forward for some distance, so don't start it at the edge, but more along the middle. The Wireframes on Very Hard though occasionally can stand up to a dash attack, but barely enough to.

Goal #20: Beat Metal Mario	Difficulty: Very Easy	3
	Easy	4
Time Limit: 4 minutes	Normal	4
	Hard	6
Location: Battlefield	Very Hard	7

Like in the original game, somewhat near the end of the 1-Player Game, you take on Metal Mario. He's permanently metal and can't talk, like all of the other metal characters. This isn't much of a challenge tough, because his reaction times are as slow as his steps. The match starts with him above you. Get an upward Smash ready and he'll fall flat on his back. Smash attacks usually bring the opponent far away, but this Mario is so dense that he'll barely go up. On Very Easy and Easy, you'll want to bring him up to 110% and grab him, get him either to the left or right in any way you can, and be cruel and edge guard, since he won't always go down at any %. On Normal, if you can get him to 220% the game is yours. Hard and Very Hard will feature a Mario so dense, even though he's almost as dumb, you'll need to get him to 400% before doing him in. Speed is the key here. Dash attacks and grabs are key, because Metal Mario is so slow, it's relatively easy to time.

Goal #20 1/2: Beat Metal Mario Bros.	Difficulty: Very Easy	5
	Easy	6
Time Limit: 4 minutes	Normal	7
	Hard	9
Location: Battlefield	Very Hard	10

There HAD to be a reason why Metal Mario was such a pushover...this is why. Once you get Luigi as a secret character, instead of fighting Metal Mario alone, from now on you'll be fighting him and his brother. Two metal characters will become a real hassle, but the challenge isn't quite doubled because the Mario Bros. will get even dumber than before. Try to defend yourself against them by attacking to do them damage. Get them to an edge, roll or jump to get behind them, and Smash them off the edge. You can finish Luigi off at a lower % because he's stupid enough to do a Green Missile when he falls below the playing field, eliminating him. You can then proceed to finishing off Metal Mario as you normally would.

Stage 12: Final Destination

Goal #21: Beat Big Bowser	Difficulty: Very Easy	5
	Easy	5
Time Limit: 4 minutes	Normal	5
	Hard	7
Location: Final Destination	Very Hard	9

The last stage of the Adventure Mode introduces you to two different Bowsers unique to the game. The Big Bowser isn't actually that giant; he's bigger than regular Bowser, but smaller than Bowser after a Super Mushroom. He's no wimp in any difficulty, because you'll have to follow strategies similar to a metal character to beat him. He's slow like a metal character and is as freaking heavy as one. Well, not really as heavy, but you will need to bring him to 200% to effectively finish him. He has lackluster defensive abilities, but they increase as you get from Normal to Very Hard. This should be your target! Jump up above him, and like all computer players, he'll simply stop to get himself hit by an aerial attack. Because he's so big, it'll be easy. Yoshi is particularly able to do this, since holding down A for his down+A aerial keeps his shoes flapping, possibly doing 40 to 50% in one shot! His time to get up from collapsing is also poor, so hit him as fast as you can before he gets up. It's advised that you get him to an edge when you can. On Very Easy and Easy, by the time you get him to the edge after one pummel, he'll be too weak to prevent himself from getting KOed, but from Normal on, you'll need to start edge-guarding.

If you don't know what it is by now, it means that you Smash someone off the edge, stand there, and Smash the person again when he's about to return. Just keep it up, though sometimes when Big Bowser grabs on a ledge, he'll roll back onto the playing field. Simply roll again to get back on the correct side and edge-guard some more. You now got yourself a KO to end the Adventure Mode!

Bowser turns back into a trophy and disappears into the distance. You are now soooo happy! But if you breezed through the Adventure Mode, should you be happy at all?

Goal #22: Beat Giga Bowser	Difficulty: Very Easy	/
	Easy	/
Time Limit: 4 minutes	Normal	8
	Hard	10
Location: Final Destination	Very Hard	10

What a whopping heap of trouble you just got yourself into! If you're playing on Normal or higher, beat the Adventure Mode in less than 18 minutes, including Big Bowser in less than one minute, you're gonna be in for it... Instead of ending with the Bowser trophy falling and your character being really happy, the Bowser trophy comes back, as if thrown by what I assume to be the Master Hand too far away to see, and the normal Mario arch-rival gets all of his muscles bulged and gets a facelift for the worse...

Giga Bowser is no ordinary character. He's even more demonic than the original Bowser, and it takes a double jump to get over his head when you're on the ground. That's how big he is. Despite his monstrous look, he's a pretty intelligent fighter, always going to an item to pick it up and put it to good use. He's slow as a snail though, so if he's about to get to an item, run, attack him when you get close to him to stun him a bit, and pick up the item. If you know you're good at it, pick it up and use it against him. If it's useless to you, throw it off the stage. Giga Bowser's favorite attack is his Fire Breath. It's as big as regular Bowser's fire, so you should have no problem jumping over that when Giga Bowser rears his head back. You'll need to get him to about 300% to turn him into a punching bag to KO, but you'll probably lose some stock as you do this--make sure you have at least two or three or you'll be biting off more than you can chew, since Giga Bowser only needs a couple of Bowser Bombs and Koopa Klaws to finish YOU off. Motion Sensor Bombs will really aid you here. Remember where it is, and you will be able to KO him much easier. Having two on the arena is even better.

Should you manage to finish the mighty Giga Bowser, his trophy will fall away, and this time, you see it shatter as it hits the jet black ground. There's no more. Shoot the credits. You're done. Did I mention you also get 30,000 points and a special reward for a Giga Bowser KO?

Goal #23: Credits Shooting Difficulty: 10

Time Limit: About 1' 40"

You've got about 150 names flying across you, and you use the Control Stick to shoot them and make them turn pink. These names include the occasional billboard as targets. I'd recommend you just rapidly press the A button, only stopping when there's a lack of names. If you manage to score over 130, that's really good. (My high score is 137.) If you choose not to go through the credits, press Start to make everything go by super-fast. If you want to read on someone, press B to stop it.

Pressing the button again will bring things back to its regular speed. Oh, and I should mention that you can't shoot names when it's stopped, and staff members associated with secret characters will only appear after you get them. Ha-ha. More C&Ping in your face...

These "Congrats!" scenes are a bit more clever than the Classic Mode ones.

#

>>>All-Star Mode<<<

Did you get all the secret characters? Good. You can now access the All-Star mode, a relatively difficult odyssey involving all the playable characters in the game.

You get five difficulty levels: Very Easy, Easy, Normal, Hard, and Very Hard. Click the arrows to the left or right of "Very Easy" to select the difficulty. You get an extra 200,000 points at the end for beating Very Hard.

The Difficulty rating below is on a scale of one to ten. Easy and Very Easy opponents tend to get knocked off at lower %'s, and Hard and Very Hard opponents tend to get knocked off at higher %'s.

If you lost all your lives, you have to pay a continue fee to continue. You also have your score halved and lose 200,000 points in the end. All this doesn't matter if you're simply playing this to get to the end, but there are special trophies that can only be accessed without continuing. If you can't pay the continue fee or choose not to, you Game Over.

What makes All-Star Mode different than Classic and Adventure is that you have only one life. Sucks, huh? Damage is also carried to the next battle. Sucks even more. Your only help is in the form of special Heart Containers you can pick up in between battles to bring your health back down to 0%. Are you ready to go? Okay...

Round #	What You Do
1	Fight a Regular Character
2	Fight a Regular Character
3	Fight a Regular Character
4	Fight a Regular Character
5	Fight Two Regular Characters
6	Fight Two Regular Characters
7	Fight Two Regular Characters
8	Fight Two Regular Characters
9	Fight Three Regular Characters
10	Fight Three Regular Characters
11	Fight Three Regular Characters
12	Fight Three Regular Characters
13	Fight Mr. Game & Watch Team
(14)	(Credits Shooting)

Finally, in All-Star Mode, each character gets a field to battle on. It may not necessarily be their home field, but they got their music.

Character	Stage
Mario.....	Rainbow Cruise
Donkey Kong.....	Kongo Jungle

Link.....Great Bay
 Samus.....Brinstar
 Yoshi.....Yoshi's Story
 Kirby.....Green Greens
 Fox.....Corneria
 Pikachu.....Pokémon Stadium
 Ness.....Onett
 Capt. Falcon.....Mute City
 Bowser.....Yoshi's Island
 Peach.....Princess Peach's Castle
 Ice Climbers.....Icicle Mountain
 Zelda/Sheik.....Temple
 Luigi.....Kingdom
 Jigglypuff.....Poké Floats
 Mewtwo.....Battlefield
 Marth.....Fountain of Dreams
 Mr. Game & Watch.....N/A
 Dr. Mario.....Kingdom II
 Ganondorf.....Brinstar Depths
 Falco.....Venom
 Young Link.....Jungle Japes
 Pichu.....Fourside
 Roy.....Final Destination
 (Big Blue and the Past Stages aren't used in All-Star.)

Rounds #1-4: Fight a Reg. Character	Difficulty: Very Easy	4
	Easy	5
Time Limit: None	Normal	6
	Hard	9
Location: Designated (see Classic Mode)	Very Hard	10

The first four rounds are more or less the same difficulty, only varying depending on your playing style. The only thing that makes it more difficulty would probably be your own budgeting abilities, unless you stop to get a Heart after each of these battles, which would be either really stupid because you'll need them later, or really smart because you won't. But if you don't, you shouldn't even be reading this FAQ in the first place, right? The difficulty scale there is cumulative meaning that those are the chances of you walking out alive from these rounds together. Anyway, here's more copying and pasting...

You'll go through four one-on-one battles. The character you fight is random, with basic qualities, on their home fields. The most important trick to this would have to be to know the arena and your opponent! Look on the above sections if you aren't too sure of what you'll be up against. Your score will not affect your game's outcome, so don't worry! It's just there so you can make a high score. Try practicing in Stock Mode during VS. with one computer opponent at the number of difficulty above (9 if it's on Very Hard) and in one of their home fields. Practice until you can regularly beat this character without losing any lives, because you've only got one!

Rounds #5-8: Fight 2 Characters	Difficulty: Very Easy	5
	Easy	6
Time Limit: None	Normal	7
	Hard	10
Location: Desig. Random (see Classic Mode)	Very Hard	10

On Very Easy, Easy, and Normal, it's more of the same, but Hard and Very Hard will give you a very harsh lesson on the value of teamwork! They'll toss you around like a British rag doll (no offense if you're

British). I have some major trouble with this myself, because their reflexes are lightning, and they're math whizzes--meaning they can time it exact to the point where the farthest farthest reach of their attacks will hit you at the exact moment. And since you're outnumbered two to one, don't even dare trying until you're extremely good at this game.

Rounds #9-12: Fight 3 Characters	Difficulty: Very Easy	6
	Easy	7
Time Limit: None	Normal	8
	Hard	10
Location: Desig. Random (see Classic Mode)	Very Hard	10

Can you say HARD? You're now doing this THREE on 1. On Very Easy and Easy, DK is the choice here, because many characters will be Star KOed in one hit by DK's Hand Slap. Pichu will get immediately blown away, but Ganondorf is able to take several hits. Either way, it's very efficient all through the All-Star matches. On Normal, it's not so efficient, but it works. It's absolutely stinky in Hard and Very Hard, because they know DK's weak spot during his Hand Slap attack: himself! That's right, the shock waves will kill them, but if they hit DK, they will kill YOU. It's best to single out a person, one at a time, finish that person off while defending against the others, if you can, then go on to finish off the second person while keeping the other guy away. Finally, it'll all be a one-on-one battle that you can (hopefully) handle. I have no advice other than to practice like crazy.

Round #13: Fight G&W Team	Difficulty: Very Easy	3
	Easy	3
Time Limit: None	Normal	4
	Hard	5
Location: Flat Zone	Very Hard	6

I guess it's because there's 25 characters total, and the first twelve rounds of All-Star only uses up 24 characters, but the finale pits you against a Mr. Game & Watch team of 25. It's a breeze compared to the previous challenges, only because Mr. G&W is so light you can get rid of them with a running attack all the way up to Hard. You just need to attack them left and right, and you're done. Later difficulties will let the Mr. G&W's do what any other team of high-level computer players would do: toss you around. They're still really weak and are easily outrunnable by dashing and attacking them. The main difficulty in this match is in Mr. G&W's arena itself, because not only is the blast line very close to the action, but there are also numerous hazards to avoid. See the Arenas section for more details, and maybe Mr. G&W's info in the Characters section.

#

>>>Event Matches<<<

The 1-Player quests don't end with the All-Star Mode. No, sirree. You still have 51 mini-quests to accomplish. They're progressively harder, but not quite evenly, like in every game...

For the best results, do whatever Events you can, then unlock all the characters, then get around to finishing the events you couldn't do. Hopefully, you could accomplish some Events you couldn't before.

Event #1: Trouble King

Fight Bowser in a classic Mushroom Kingdom Clash!

Difficulty: 3

Character: Mario

Type: Stock (Mario 2, Bowser 2)

Goal: Beat Bowser

Stage: Battlefield

My Hi Score: 0' 21" 11

Your Hi Score: _____

This is nothing at all. If you're already experienced with SSBM, you should be able to beat the stuffing out of the King of Koopas. When the battle starts, hold an upward Smash for Bowser to run into. He'll have little to no defensive moves, so keep jumping around and knocking him about, and then edge-guard when you feel that it's necessary. You'll get rid of him in no time.

Event #2: Lord of the Jungle

A duel of epic proportions! Which ape is top banana?

Difficulty: 5

Character: DK

Type: Stock (Giant DK 2, Little DK 2)

Goal: Beat Little DK

Stage: Kongo Jungle

My Hi Score: 1' 07" 52

Your Hi Score: _____

At first, it'll seem like this battle is nothing. But you're WRONG. Contrary to what it looks like, Little DK will have a big advantage over you, in that any attack he does can hit you at the same level, and only down attacks will hit him. Thus, what you should do is wait until Little DK gets close, and then Hand Slap like crazy! He won't stand a chance.

Event 3#: Bomb-fest

Bombs are everywhere in this explosive battle.

Difficulty: 6

Character: Any (whoever you do best as)

Type: Stock (You 1, Link 1, Samus 1)

Goal: Beat Link and Samus

Stage: Princess Peach's Castle

My Hi Score: 0' 18" 13

Your Hi Score: _____

What you want to do is get rid of Link and Samus, who are both crazy about their bombs. You also get Poké Balls containing Electrode, Bob-ombs, and Motion Sensor Bombs! What you should do is run away from these guys until an item shows up. Toss it at them. If it's a Poké Ball, just hang around until Electrode is about to explode, and then JUMP OUT! It'll blow them out of the sky. MS Bombs also work wonders in this Event.

Event #4: Dino-wrangling

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

Difficulty: 2

Character: Any (Kirby recommended)

Type: Stock (You 3, Giant Yoshi 1)

Goal: Beat Giant Yoshi

Stage: Yoshi's Story

My Hi Score: 0' 21" 78

Your Hi Score: _____

Finally! Here's an Event that's in your favor. Sort of. You've got three lives, but Yoshi has just one. The problem is the Yoshi's giant! What you should do is the same for every giant opponent: jump into them

and start attacking rapidly! This Giant character is much faster than previous ones you've faced, so he might just be a match... But probably not. Just try not to die and smack Giant Yoshi with any Smash attack until he's KO'ed.

Event #5: Spare Change

Don't stop until you get 200 coins!

Difficulty: 2

Character: Ness

Type: Coin (Ness, Capt. Falcon)

Time Limit: 1 minute 20 seconds

Goal: Get 200 coins

Stage: Onett

My Hi Score: 34" 15

Your Hi Score: _____

The only difficult part about this battle is properly controlling Ness. Capt. Falcon is pretty much a punching bag to supply you with coins. Just attack Capt. Falcon a lot with strong attacks, pick up as many coins as you can, try not to get KOed (but keep going if you did), and don't waste time! Once your coin count (above your %) reaches 200, you clear the game.

Event #6: Kirbys on Parade

Look out! A rainbow of Kirbys is after you!

Difficulty: 5

Character: Any (DK recommended)

Type: Stock (You 2, Pink Kirby 2, White Kirby 2, Blue Kirby 2)

Goal: Beat all the Kirbys

Stage: Fountain of Dreams

My Hi Score: 0' 37" 00

Your Hi Score: _____

This one can get a bit tough if you don't know how to handle the Kirbys right. You can just use DK's Hand Slap (B+Down) to extinguish these guys pretty easily. If you're playing as someone else, it's all about darting here and there to beat up some Kirbys. Try to single one out and clear his stock, and then going on to another. If they keep ending up grouped together, try to sweep them out with one blow. This means to Smash them together all at once. The Kirbys are twice as light as a regular Kirby, meaning one good Smash attack will KO them at about 30%. Just treat them like lighter, non-Mr. Saturn-Happy versions of Ness in the Adventure Mode.

Event #7: Pokémon Battle

Use Poké Balls to duel with Pikachu.

Difficulty: 4

Character: Any (Fox or Capt. Falcon recommended)

Type: Stock (You 2, Pikachu 2)

Goal: Beat Pikachu

Stage: Pokémon Stadium

My Hi Score: 0' 19" 23

Your Hi Score: _____

Fox and Capt. Falcon are recommended because they're really fast. They can outrun Pikachu, giving it the biggest disadvantage. Pikachu will be immune to anything you do except from the Pokémon you throw. It's even immune from the throw itself, taking damage only from its Pokémon. When you'll be playing as Fox or Capt. Falcon, you'll need to dart back and forth, evading Pikachu's attacks as you go, until a Poké Ball shows up. Run there as fast as you can, pick it up, and throw it down. This is the fastest possible way you can release a Pokémon. You may want to

wait for Pikachu to get close enough to you before throwing it, but he will probably Smash you. Either way, just keep going, and once a Snorlax or a Scizor or any other powerful Pokémon shows up, run off to go grab another Poké Ball while Pikachu stands around getting caught underneath the Sleeping Pokémon... Keep it up until you get lucky and KO Pikachu. And again. It's a test of endurance.

Event #8: Hot Date on Brinstar

You're interfering with Samus's Brinstar raid!

Difficulty: 6

Character: Anyone (whoever you do best as)

Type: Stock (You 2, Samus 2)

Goal: Beat Samus

Stage: Brinstar

My Hi Score: 1' 07" 06

Your Hi Score: _____

This is just like a regular Stock match against Samus, except you start out with 108% and Samus with 132%. I don't know where they got those numbers, but just work with them. You want to execute a lot of Smash attacks, because Samus will focus mainly on staying alive and attacking you in the progress. Once Samus gets to 200% though, it's pretty safe to say that Samus will be Star KOed with one Smash attack. Of course, Samus can do it to you too. And if you have a particularly strong B attack, like Ness's PK Flash or Luigi's Super Jump Punch, don't be afraid to use that too.

Event #9: Hide 'n' Sheik

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

Difficulty: 7

Character: Any (Charge-attacker recommended)

Type: Stock (You 1, Zelda 1, Zelda 1)

Goal: Beat the two Zeldas as Sheiks

Stage: Great Bay

My Hi Score: 1' 11" 58

Your Hi Score: _____

Dude, how cheap can you possibly get!? You can easily KO Zelda as Zelda but won't exterminate them! They need to transform into Sheik before you can rid them. Apparently they're exceptionally smart at taking advantage of this, because as soon as they transform into Sheik, they will hide and turn back to Zelda when you get close! They're probably taunting you (not the same kind as the D-pad thing) by transforming back when you're farther away. Also, when their damage gets high, sometimes they'll be particularly sinister by KOing themselves as Zelda so they appear back on the platform thingy with 0%! So what you should do is use Pikachu's Pichu's or Luigi's charge attacks to hit them unsuspectingly when they're standing on the right raft and you on the left! Just start out as close to the right edge of the raft as possible and charge up to the maximum. If you mastered Ness's PK Thunder, you can also do the PK Headbutt to get rid of them pretty easily too. Otherwise, build up on their damage and attack them from behind--the CPU can get sneak-attacked. It's going to take time...and it's going to be frustrating.

Event #10: All-Star Match 1

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

Difficulty: 8

Character: Any (Whoever you do best as)

Type: All-Star (this means you fight a bunch of characters and accumulate damage between battles) (You 2, Mario 1, DK 1, Yoshi 1, Peach 1, Bowser 1)

Time Limit: 4 minutes

Goal: Beat Bowser

Stage: Yoshi's Island, Jungle Japes, Yoshi's Story, Peach's Castle, and Final Destination

My Hi Score: 1' 15" 43

Your Hi Score: _____

If Hide 'n' Sheik was tough, better not try this one...It blows Event 9 out of the water. Mario, Yoshi, and DK are pretty simple-minded: They walk around and occasionally attack you. Attack them ruthlessly and Smash them when they're at about 100%. Peach will be a bit tougher than the previous three, but you can still do what you did. She's just going to use a lot of Smash attacks. As for Bowser, by then you've probably have lost a life and taken some damage, no thanks to Peach... Just keep attacking him and never letting him get one on you. Just to reassure you, it will take a couple of tries before you can get this one done.

To get beyond All-Star Match 1, you have to have beaten a majority of the Event #1-10. If you can't divide or are just plain stupid, it means at least 6 cleared.

Event #11: King of the Mountain

Ice Climbers protect their turf! Just try to survive!

Difficulty: 7

Character: Any (Preferably a good jumper)

Type: Stock (You 1, Ice Climbers Infinite, Ice Climbers Infinite)

Time Limit: 1 minute)

Goal: Survive a minute

Stage: Icicle Mountain

My Hi Score: 2 KOs

Your Hi Score: _____

You're not going to focus on getting rid of anyone in this Event. You just have to stay alive. The Ice Climbers are pretty fast and have mastered the art of blocking, meaning they're nearly invincible. All you have to do is basically play tag with the Ice Climbers, going from one side of the screen to another, dropping and going up platforms, and attacking them when necessary. Remember that you don't have to KO them to win; just make it through the minute. I know my advice isn't quite top notch here, but 80% of this Event all comes down to skill.

Event #12: Seconds, Anyone?

Take out Capt. Falcon in less than seven seconds!

Difficulty: 8

Character: Any (Mr. Game & Watch recommended)

Type: Time Stock (You 1, Capt. Falcon 1)

Time Limit: 7 seconds

Goal: Beat Capt. Falcon

Stage: Mute City

My Hi Score: 0' 00" 93

Your Hi Score: _____

looks hard, isn't it? Well, it's actually not impossible, because not only is Capt. Falcon a complete wimp, but both you and the Captain are set to 100% at the beginning. Use Judgment as Mr. Game & Watch and hope you get lucky. :)

Event #13: Yoshi's Egg

Try to protect the single Yoshi egg from being broken!

Difficulty: 6

Character: Yoshi

Type: Time (Yoshi, Pikachu, Fox, DK)

Time Limit: 55 seconds

Goal: Don't let the Yoshi Egg break!

Stage: Rainbow Cruise

My Hi Score: 2 KOs

Your Hi Score: _____

Pick up the Yoshi Egg on the mast of the ship when the battle starts. After that, go into the evasive, taking advantage of Yoshi's great jumping abilities. You don't want to go for KOs yet if you haven't beaten this Event yet, because any KO will be very hard, since not only are you up against computer players who are pretty good, but you'll have to do some babysitting as well. If it isn't clear to you, it means that if you're going to KO someone, you'll need to watch the egg at all times, because the whiny CPU will pick it up when they get close and throw it! If it breaks by having it Smash attacked once or regular-attacked three times, or if it's thrown off the stage, you lose.

Event #14: Trophy Tussle 1

Face off for a trophy! The prize this time is Goomba!

Difficulty: 7

Character: Any (Whoever you do best as)

Type: Time Stock (You 2, Random 2, Random 2, Random 2)

Time Limit: 3 minutes

Goal: Beat everyone else

Stage: Goomba Trophy

My Hi Score: 0' 58" 80

Your Hi Score: _____

Make sure you've finished all of the past events, (maybe except for All-Star Match 1) because if you haven't, you'll be biting off more than you can chew. You select a character, and then you fight against three randomly generated computer players. It's a free-for-all (no teams), and it all comes down to your skills. If you've had a fair amount of experience with SSBM, here's the place for training. What you want to do is get rid of one person at a time. Of course, they tend to bunch up, so a well-timed Smash Attack after charging up when they're approaching should blow them away. From what I know, I have yet to see a computer player survive five Smash Attacks unless they're all non-charged, so hang in there and build up your skill!

Event #15: Girl Power

A group of femme fatales have dropped by for a visit...

Difficulty: 8

Character: Any (Preferably a heavy one, though any will do)

Type: Stock (You 2, Peach 2, Samus 2, Zelda 2)

Goal: Beat the Femme Fatales

Stage: Fountain of Dreams

My Hi Score: 1' 41" 43

Your Hi Score: _____

This would be a cinch...IF YOU WEREN'T SO DARN TINY! If you're good, you can stand up pretty well, but there's three of them and half of you in a pretty small stage. They don't move around very much, and except for Samus, they don't attack much either. Since they're so big compared to little ol' you, you should focus on jumping right at them and attacking to get their damage up. Then, Smash them off at about 110%. Items, which seem to appear Very High, should also be used to your best advantage.

Only have 15 Events? You'll need to reach 10 Events you've won to advance.

Event #16: Kirby's Air-Raid

Warp Stars Are Everywhere! Climb aboard and hang on...

Difficulty: 4

Character: Kirby

Type: Time Stock (You 1, Kirby Team 10)

Time Limit: 38 seconds

Goal: Beat the Kirby Team

Stage: Corneria

My Hi Score: 0' 21" 99

Your Hi Score: _____

This is all about speed and timing. You've got 38 seconds to get rid of 10 seemingly-invincible Kirbys. Or are they? The only way to destroy them is to use the Warp Stars that should start appearing everywhere. Because you have a little more than one second after picking one up before you crash right down again, look for a group of Kirbys walking around. Wait until they're about 10 feet going toward you before you pick up the Warp Star. Also, getting one by the back parts of the stage is a big no-no, because you'll just be wasting time, since the yellow Kirbys will never go there. Also, you can steer a Warp Star slightly to the left or right if you're still having trouble.

Event #17: Bounty Hunters

Fight a fellow bounty hunter for the bounty on Bowser!

Difficulty: 7

Character: Samus

Type: Time Stock (Samus 1 & Capt. Falcon 1, Bowser 1)

Time Limit: 2 minutes

Goal: KO Bowser, not Capt. Falcon

Stage: Jungle Japes

My Hi Score: 0' 13" 90

Your Hi Score: _____

For a while, I wasn't able to clear this stage because I had no idea what they meant. A lot of times, I thought I KOed Bowser, but it seems that Capt. Falcon did it. If Capt. Falcon KOs Bowser or Bowser kills himself, you lose. What makes it so hard is this: You're Samus, paired up with a Level 9 Capt. Falcon as your teammate, so you can't hurt him unless you get an Electrode or something, up against a Level 1 Bowser. If Capt. Falcon kills himself, god! Proceed to killing Bowser to win. If the Captain stays on board (no pun intended), then wait for him to rack up Bowser's damage, and when you feel there's an opportunity, Smash Bowser into next week.

Event #18: Link's Adventure

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

Difficulty: 9

Character: Link

Type: Stock (Link 2, Dark Link 2)

Goal: Beat Dark Link

Stage: Hyrule Temple

My Hi Score: 2' 21" 53

Your Hi Score: _____

This Event is wayyy beyond the league of any Event before it and a lot of the Events after it too. Sure, you may have fought teams, had some disadvantages, and fought teams while having disadvantages, but this time, unless you're a real good Link player, Dark Link will kick your butt left and right. He's not only faster than you, but he's also pretty much mastered the art of close combat. This, therefore, exposes Dark Link's weak spot: not-so-close combat. You want to pelt Dark Link

with Arrows, Boomerangs, and Bombs, because any projectile thrown at Dark Link will hit him, doing some damage. Items also work wonders. once his % is in the triple digits, do whatever you can to sabotage his little mission to kill you (both of them) with Items that are available around you. I'd recommend powerful Items, like the MS Bomb, the Poké Ball, the Bob-omb, and the Freezie. This may seem like this Event is really easy, but remember that Dark Link is really speedy, so he could already be ready in close combat by the time you whip out your neat little projectile.

Event #19: Peach's Peril

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

Difficulty: 8

Character: Mario

Type: Time Stock (Mario 1, Peach 1, Bowser Infinite)

Time Limit: 1 minute

Goal: Let Peach survive for one minute

Stage: Final Destination

My Hi Score: 1 KO

Your Hi Score: _____

This doesn't quite stand up to Link's Adventure, but it's still pretty damn hard. You're Mario, teamed up with Peach, who's simply programmed to walk back and forth like a Psygnosis Lemming, and you've got a mid-level Bowser after Peach. Bowser won't bother to try to combat you; he just wants to get his hands on Peach. Since you only have a minute, you better start slowing down Bowser, and what better way is there than to grab him? If you can grab him, preferably after attacking him, you can just hold him as long as possible (don't throw or attack him) and you got yourself 5 seconds. It's not much when compared to 60, but this is something you can do over and over again. Like in previous Events where your score is KOs rather than time, you don't have to KO Bowser to win this Event.

Event #20: All-Star Match 2

Nintendo's realistic stars are out in force.

Difficulty: 8

Character: Any (Whoever you do best as)

Type: All-Star (You 2, Samus 1, Link 1, Zelda 1, Capt. 1, Fox 1)

Time Limit: 4 minutes

Goal: Beat Fox

Stage: Brinstar, Great Bay, Temple, Mute City, Corneria

My Hi Score: 1' 58" 28

Your Hi Score: _____

Event #20 features a second All-Star Match. This time, you face off against the "serious" characters--those who are meant to have proportions like real people and aren't too based on the concept called "comedy". The first battle is Samus. Jump to the middle platform, and you should get the first hit. Just keep duking it out, and once Samus is KOed, you go on to fight Link in the Great Bay. He too is stupid. Charge up your forward Smash attack and let him have it when he gets close. He'll keep coming back for more, so keep it up until he's KOed. Zelda's a bit tougher. If your character has a good upward Smash attack then lure her onto the rooftop thing on the upper left (not the tiny one, but the hallway-like one). Drop down, and when she follows, use that upward Smash attack (forward if you don't have a good upward Smash and pray it hits). Do what you did for Link. Capt. Falcon is going to be a bit tough. He'll be up to the exact same tricks in other 1-P modes so jump when his Raptor Boost is coming at you at the beginning. After that, just use your best tactics after a bunch of practice. If you have not lost a life yet, don't be afraid to. I actually advise you do,

since the Cap'n will be your hardest opponent. Well, when he's at 120% or above. If you die before then, just pummel him some more while you're still invincible. If you've met the requirements, then Smash away at him! Fox will be your last opponent. He's really not all that impressive, but if you ever let your guard down, you'll be KOed before you know it. Just prepare a forward Smash and let him have it when you think it's close enough, and keep hitting away at him and he won't stand a chance. The Arwings will try to keep this from being easy though.

To get anywhere further, you need to win at least 16 of the Events above.

Event #21: Ice Breaker

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

Difficulty: 9

Character: Any (Dr. Mario recommended)

Type: Time Stock (You 1, Ice Climbers 1, Ice CLimbers 1)

Time Limit: 1 minute

Goal: KO the two Nanas without KOing any Popo

Stage: Princess Peach's Castle

My Hi Score: 0' 23" 06

Your Hi Score: _____

Just remember that Popo is the one in the blue and Nana is in pink. The reason I recommend Dr. Mario is because of his Dr. Tornado attack. It throws the two eskimos in different directions. Usually. You start out next to a pair of Ice Climbers. Get to them and do a Dr. Tornado, and when it ends, follow where Nana goes and ruthlessly attack her, and try not to get Popo close, because you may have to start all over. Depending on where you are, after about 10 seconds of bashing her, do either an upward or forward Smash attack to finish her. Now ignore the Popo and head to the other side. Better check your timer, because if you've got less than 15 seconds left, you won't be able to pull it off unless you want to press your luck. Do the Dr. Tornado, and try not to hit Popo when you Smash Attack Nana, and you've cleared the level. It may be more convenient to throw a Popo to the other one, so they'll be grouped together. It makes KOing the Nanas easier, but you have two Popos jumping around and you waste time throwing Popo to the other side.

Event #22: Super Mario 128

Battle 128 tiny Marios on a wild endurance match!

Difficulty: 8

Character: Any (Link, DK, Luigi, and Mr. Game & Watch recommended)

Type: Stock (You 1, Little Mario Team 128)

Goal: Beat the Little Mario Team

Stage: Mushroom Kingdom II

My Hi Score: 2' 29" 06

Your Hi Score: _____

This one may be a real doozy if you don't pick one of the characters I recommend above. That's because this is like taking on the 100-Man Melee, except with 28 more enemies and they're Marios. As Link, stay where you are, if possible, and Spin Attack when anyone gets close. DK can simply use his Hand Slap. It KO's them faster and has a wider range, but they can hit you while you do this. Luigi can use the Luigi Cyclone to wipe them out, also pretty efficiently, but Luigi tends to get tossed around pretty easily. Finally, Mr. Game & Watch players can mash the A button while standing to one side. It doesn't have nearly as much

power as the other attacks, but you'll be almost invulnerable when you do this. Like any team with 10 or more members, the last one or two will try to hide from you. In this case, just go and do some old-fashioned butt whooping.

Event #23: Slippy's Invention

Slippy: With my new device, you guys'll be invisible!

Difficulty: 9

Character: Any (Kirby recommended)

Type: Stock (You 2, Fox 2, Falco 2)

Goal: Beat Fox and Falco

Stage: Venom

My Hi Score: 2' 25" 99

Your Hi Score: _____

Slippy has always been by far the most annoying member of the Star Fox crew, and for the first time on the Gamecube, he'll get on your nerves again. He's a mechanical genius, and he takes the credit for this Event where you'll be fighting an invisible Fox and an invisible Falco. Keep in mind that although you'll have a hard time seeing them, they have no problem seeing themselves, and particularly you, because you're visible. Therefore, you'll have to pick on a computer player weakness, using Kirby's Stone attack! Right off the bat, float straight up, and when Kirby is at his last jump, come straight down with a Stone attack. Naturally, both Fox and Falco will be right in your path, and if you hit it just right, you'll do 18% damage to both of them. Change back immediately and take to the air as fast as you can to repeat the cycle. Just keep this up, occasionally changing location, and you can easily get their %'s really high. Well, higher than yours. This method takes a while, as you can see from my record, but it's the easiest, and if you are reading this to beat the Event, which you probably are, you'd rather have the easiest way than the fastest, right? Sometimes, they'll get a hit on you, and you can get sent flying...Don't worry. You've got 2 lives. However, so do they.

wareagle2k@yahoo.com has a thing to say about this: Just choose Pichu and use his/her [forward] smash, I was able to complete the level in under 30 seconds, this level drove me crazy for days until I chose Pichu, but Pichu's smash throws them right off the board giving you an easy win ...

Event #24: The Yoshi Herd

Yoshis, Yoshis, everywhere! Defeat 30 in under 30 seconds.

Difficulty: 8

Character: Any (Dr. Mario recommended)

Type: Time Stock (You 1, Yoshi Team 30)

Time Limit: 2 minutes

Goal: Beat Yoshi Team

Stage: Yoshi's Island

My Hi Score: 1' 22" 50

Your Hi Score: _____

Normally, for speed, I would recommend Capt. Falcon, or maybe Fox, but because of the VERY uneven terrain and the hole you may make in the middle from a Falcon Punch or Fox Illusion, Dr. Mario takes the cake for this place. You fight Yoshis, three at a time. They're a cinch, at least until the giant Yoshi comes to town. The main factor behind this being an Event somewhere around the middle of the list is from the time limit. You get 2 minutes, or 120 seconds, or 1/30 of a hour to finish off the Yoshis, so just walk right up to one and use the Super Jump Punch to almost instantly KO them. If you see a couple or even three group together, you're in luck! Multiple KOs saves plenty of time. This

should be easy. If not, practice with Dr. Mario until you can consistently KO Yoshis really quickly. You should have somewhere between 45 seconds to 1 minute when the Giant Yoshi comes, who's always the last one. Go ruthless and attack him to the right side of the stage, pushing him towards the blast line, or, if you're almost offscreen and feel like it, do an upward Smash attack to Star KO Giant Yoshi.

Event #25: Gargantuans

Giant Bowser vs. Giant DK in a spectacular war of titans!

Difficulty: 9

Character: Bowser

Type: Stock (Bowser 1, DK 2, Mario 1, Peach 1)

Goal: Beat Giant DK

Stage: Fourside

My Hi Score: 0' 19" 25

Your Hi Score: _____

Out of the pure comicality of this Event, they decide to add in two more players who don't seem to influence this Event at all. You're playing as a Giant Bowser, and your opponent is a Giant DK. There's also a tiny Mario and a tiny Peach thrown in for good measure, the comic relief. As if this whole game isn't already comic relief. You may have noticed that I beat this Event in 19 seconds, but that doesn't mean it's easy. That's because DK has two lives and you only have one. He's also pretty good at fighting, and damage from both parties can reach 300% or 400% in seconds. Try to cash in on Lady Luck, and hope that DK falls in through the gaps after taking out Mario and Peach. To increase your chances, when DK's coming your way, start your Fire Breath to interrupt his flow. If he doesn't get KOed, better start doing this manually, and during his last life, he'll be much smarter. Whether he fell down through the spaces between the buildings or not, that's where you should be aiming, rather than outward to the blast line. If he falls through the gaps, he has very little chance of making it out, since his jumping is much more useful horizontal than vertical.

If you're still missing half of the Events, you'll need to beat 22 Events. See which ones you haven't beaten and get to work!

Event #26: Trophy Tussle 2

Another match for a prize...who will get Entei?

Difficulty: 7

Character: Any (Whoever you do best as)

Type: Time Stock (You 2, Random 2, Random 2, Random 2)

Time Limit: 3 minutes

Goal: Beat everyone else

Stage: Entei Trophy

My Hi Score: 1' 00" 01

Your Hi Score: _____

If you've been storming through the Events to get this far, then these three idiots you'll face won't be very hard, because they're at almost the same difficulty as Trophy Tussle 1. There will be two who will gang up on you, and there'll be one who just hangs out at Entei's head. He will only attack whenever necessary, so take him out first. Then proceed to finishing off the other two. Items help out a LOT. Trust me. Also, you'll be battling in Entei's cloud-like thing on his back, so remember where you placed your MS Bombs. If you're new to this Event, your most important thing to be aware of is the time. You've got 3 minutes, that's 180 seconds, to take out these three. Therefore, try your best, use the Z button when you're about to lose, and eventually, you'll be the victor. You may also want to try quitting and coming back

to see if the opponents are now people you're good against.

Event #27: Cold Armor

These metal bounty hunters take no prisoners!

Difficulty: 10

Character: Samus

Type: Stock (Samus 1, Metal Samus 2, Metal Samus 2, Metal Samus 2)

Goal: Beat the 3 Metal Samuses

Stage: Brinstar Depths

My Hi Score: 2' 26" 40

Your Hi Score: _____

If you're trying to clear the Events in order, you'll come straight to a screeching halt when you get to 27. This...Event...is...HELL. You have one life, and you need to take out three Samuses, who each have 2 lives, and are all metal. I can't tell the Samuses apart, but if you can, the best way to go at this is the single out a Samus, if you can even do it to a metallic character. Of course, you obviously can't, so here's where the real eagle-eyes have a field day: Just KO one Samus twice, because they're all dummies, though three of them with a Metal advantage will be tough, even if they're dummies. Once one is gone, the other two will fall like, as they say in Johnny Bravo, a bad soufflé. If you don't have eagle eyes, skip this Event and clear the other ones you have before attempting this one. If you can clear tyhe other Events up to 40, then you'll finally be ready to beat Cold Armor.

Event #28: Puffballs Unite!

Kirbys galore...each with a unique ability!

Difficulty: 8

Character: Any (Dr. Mario recommended)

Type: Stock (You 1, Kirby Team 15)

Goal: Beat the Kirby Team

Stage: Green Greens

My Hi Score: 0' 23" 55

Your Hi Score: _____

This is just like the Kirby Team in the Adventure Mode. If you play as Dr. Mario, this'll be a snap. Just Super Jump Punch everyone from the bottom platform, since the Kirbys like to hang out on the platforms above. I got the record you see above without even trying to set one. It's that easy.

Event #29: Triforce Gathering

Enter Ganondorf! Team up with Zelda and fight evil!

Difficulty: 7

Character: Link

Type: Stock (Link 1, Zelda 1, Ganondorf 2)

Goal: Beat Ganondorf with Zelda intact

Stage: Hyrule Temple

My Hi Score: 1' 02" 07

Your Hi Score: _____

Oh man...I have to type this up all over again because I accidentally permanently deleted this part of the FAQ...I need to be more careful next time... Okay, so anyway, don't forget that in order to win at this Event, you need to keep Zelda alive. This isn't like Event 19, Peach's Peril, since you're supposed to get rid of Ganondorf, and Zelda does some fighting. It might relieve you to know that yes, she does transform. Use all of the tricks you've learned that are common to all computer players against Ganondorf, because you'll get an extra-special reward for beating him. Ganondorf tends to bring the fight to the right side of the arena, and you should follow him, because Zelda will and she'll get beaten up if you don't. Use any items you can against the

big Gerudo, and edge-guarding at the right edge helps out a LOT. You'll end up doing a majority of the fighting though, since due to stats differences between Zelda and Ganondorf, Ganondorf can make quick work out of Zelda.

If you're lacking Event #30, check the ones you've beaten and see if they're below 27. If they are, better start beating some Events!

Event #30: All-Star Match 3

Kirby, Pikachu, Ness and Ice Climbers want to fight!

Difficulty: 9

Character: Any (whoever you do best as)

Type: All-Star (You 2, Kirby 1, Pikachu 1, Ness 1, Ice Climbers 1)

Goal: Beat Ice Climbers

Stage: Fountain of Dreams, Pokémon Stadium, Onett, Icicle Mountain

My Hi Score: 2' 39" 45

Your Hi Score: _____

Going relentless on Kirby and Pikachu will get you through this Event. Obviously, if you made it this far, the first two will be a snap. Ness and the Ice Climbers, on the other hand, are some real tough cookies! Ness may be well-equipped to take you out from the ground, but even though real Ness experts excel much more in the air, this Ness apparently doesn't. You can easily get him to over 100%, and then unleash a charged Smash attack at him when he approaches you. The best place, since Onett has so many platforms everywhere, would have to be the telephone wires on the right. If you have at least 1' 30" left when you face the Ice Climbers (of which you probably don't), then keep jumping. They can't keep up with the scrolling when it gets fast. If you don't, then attack them from the platform below. After a while, they'll stand little chance from a well-timed Smash attack, because the blast line is so close to the heat. Or should I say cold?

If you cleared all the Events above and still can't go any further, see if you already unlocked Luigi, Falco, Young Link, Dr. Mario, and Jigglypuff, because they're part of the requirements to get the next 10 Events.

Event #31: Mario Bros. Madness

A classic plumber clash in the Mushroom Kingdom!

Difficulty: 8

Character: Any (Kirby recommended)

Type: Time (You vs. Mario & Luigi)

Time Limit: 2 minutes

Goal: Get more points than the Mario Bros.

Stage: Mushroom Kingdom

My Hi Score: 3 KOs

Your Hi Score: _____

It's normally quite difficult, but with Kirby, it's a cinch. Actually, it SHOULD be a cinch, but the other brother will sure know how to put a monkey wrench straight into these plans. What you should do is stay on the left side of the stage, pretty close to where you start. Luigi should be the first one to head over to where you are. He'll try to sneak around you by doing a Green Missile over the blocks above your head, so turn around when he passes above you. Then, suck him up and spit him (A button after swallowing) into the blast zone. Be quick, because Mario will approach you all the while and attack you as soon as you start inhaling! Since you can't inhale both of them at once, this will become a major pain, so try to dodge them from the left part of the arena to the right as you go.

Event #32: Target Acquired

Incoming Arwings! KO Jigglypuff more than they do!

Difficulty: 9

Character: Any (maybe Capt. Falcon)

Type: Time (You vs. Jigglypuff)

Time Limit: 1 minute

Goal: Get over half of the total KOs done to Jigglypuff

Stage: Corneria

My Hi Score: 2 KOs

Your Hi Score: _____

Basically, you need to KO Jigglypuff as much as you can without help from the Arwings in the background. This stage will come as pure luck whether it's good luck or bad luck... you'll have to see for yourself. As Capt. Falcon, you can Falcon Punch Jigglypuff as she comes by, practically scoring a KO in the progress. However, what gets even the best players at this game mad at this Event is that sometimes an Arwing will blast Jigglypuff offscreen, obviously without you knowing, and end up having all your hard work wasted. Hang in there and remember that Jigglypuff is programmed to just walk around!

Event #33: Lethal Marathon

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

Difficulty: 6

Character: Capt. Falcon

Time Limit: 45 seconds

Type: Adventure (well, a part of it)

Goal: Get to the finish

Stage: F-Zero Grand Prix

My Hi Score: 0' 34" 75

Your Hi Score: _____

This is an Event that will, strangely, dramatically decrease in its "hard" factor once you know what to do! Just see Goal #15 for advice on gettin' the hell out of the racetrack!

Event #34: Seven Years

Young Link vs. Link! How can you fight yourself?

Difficulty: 10

Character: Young Link

Type: Stock (Young Link 3, Link 3)

Goal: Beat Link

Stage: Great Bay

My Hi Score: 1' 40" 11

Your Hi Score: _____

Normally, regular Link would be a piece of cake to beat if you've managed to clear all 33 Events before this one, but as Young Link, you have a disadvantage in almost every way. Sure, you're faster and you jump higher, but that's outweighed by the fact that Link can reach farther than you due to a longer sword, Young Link has practically no KOing power, and you may confuse the two Links, because well, they're the same person. Elf. Hylian, Kokiri, whatever. You don't even get to outfit him differently or put a little name tag on him! :(Anyway, this battle is going to be tough, no matter how you cut the cheese. You can sometimes lure him into going into the water of no return underneath the main platform, if you feel lucky. Or, to speed it up, if he's standing on one of the rafts, use the aerial down+A attack to Meteor Smash him into it. It's really hard to pull off, but this is a really hard Event.

Event #35: Time for a Checkup

Are routine physicals supposed to hurt this much?

Difficulty: 9

Character: Luigi

Type: Time Stock (Luigi 1, Dr. Mario 1, Peach 1)

Time Limit: 3 minutes

Goal: Beat the doctor duo

Stage: Yoshi's Story

My Hi Score: 0' 27" 38

Your Hi Score: _____

Right off the bat, you can hit Peach as she approaches, but after that these two are untouchable! It's one of my favorite Events, but it functions much like Mario and Peach in the Adventure Mode. This time, you've got no walls to fend them off from and no Bansai Bills to get them cowering into the corner, so you need to resort to good old-fashioned brawling. Well, actually, I can't stress this enough, but items are your best friend. At least in this game. They fly far, and they let you hit them while you're in the air, so attack them aerially and throw everything you've got at them! (Including items, even if you would normally club people with them, but maybe not the Hammer.) A good and powerful item here can easily secure a victory on the green side.

Event #36: Space Travelers

Adventurers head for Earth! Ness is the welcome wagon.

Difficulty: 10

Character: Ness

Type: All-Star, no Time Limit (Samus, Kirby, Fox, Capt. Falcon, Falco)

Goal: Beat Falco

Stage: Fourside, Battlefield

My Hi Score: 2' 57" 83

Your Hi Score: _____

Like in Event #5, Spare Change, you'll be controlling Ness, which won't be easy unless Ness is your favorite character. Even though he IS my favorite character, it's still tough! As a gauge to see how you'll fare, if you take damage from Samus and Kirby, RETREAT AND PRACTICE SOME MORE. You won't be able to lay a finger on Falco if you can't acquire the skill. Whack 'em repeatedly with the Homerun Bat. Any Ness player will tell you that. And maybe backward-throw them. It's also surprisingly powerful. You can do that to Fox, but he's so fast, you will take damage before fighting Capt. Falcon. Fox also loves dodging you, so stay on the building on the far right and either bat him or backward-throw him, depending on where he is compared to you. You'll then switch arenas, to the Battlefield. This will be less in Ness's favor, since the arena is much smaller. What you want to do is start hopping from platform to platform, and when a good item shows up, blast the Captain and the bird away. Take your time; you don't have a time limit, unlike other All-Star battles. And you fight on the same arena when the next person comes (except Capt. Falcon). A very unusual All-Star match indeed, but it still isn't easy.

Event #37: Legendary Pokémon

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

Difficulty: 7

Character: Any (preferably Fox)

Type: Stock (You 1, Giant Wireframe 2, Giant Wireframe 2, Jigglypuff 2, Giant Wireframe 2, Giant Wireframe 2)

Goal: Be the last one standing

Stage: Battlefield

My Hi Score: 1' 19" 57

Your Hi Score: _____

You are pitted against four giant Wireframes, which means they won't be

nearly as easy to send right off into the blast line, and Jigglypuff, who'll be after the same bounty as you. They're all part of a 5-member team, so they won't be able to hurt each other. This battle should be very hard, but you've got assistance in the form of Poké Balls. Pick them up before Jigglypuff gets to them (she's programmed in this Event to get the Poké Balls) and throw them down to get the fastest results. Everyone will dumbly walk into the Pokémon except Jigglypuff, the mastermind that she is, and their %'s will soar. While they're being zapped, burnt, whatever, try to pick up another Poké Ball that may just be within the current Pokémon's range of attack (you won't be affected at all except when Wobuffet, who is far from legendary, shows up), because Jigglypuff will go and pick it up at her first opportunity. Also, if possible, finish off Jigglypuff as soon as possible, and the rest of this Event will be very easy.

Event #38: Super Mario Bros. 2

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

Difficulty: 8

Character: Any (Kirby recommended)

Type: Stock (You 2, Mario 2, Luigi 2, Peach 2)

Goal: Beat the Subcon team

Stage: Mushroom Kingdom II

My Hi Score: 1' 19" 83

Your Hi Score: _____

Here is another one-sided battle. You're going to see a lot of one-sided battles against you in future Events. They get even more ludicrous than the previous Event. You'll have to see for yourself (or keep reading on) to see what I mean. This is one of them. pick your best character, and see if you can successfully fend off and finish a team of three regular characters: Mario, Luigi, and Peach all playable characters from Super Mario Bros. 2 (USA). (Doki Doki Panic in Japan, although they weren't plumbers, but there were a couple of brothers and a princess.) Luigi is usually the first to fall. He, for no reason, Green missiles right into the blast line on occasion, and sometimes Super Coin Jumps into the gaps between the platforms, giving him no way out. With Luigi out of the picture, sucking Mario or Peach and spitting them out into the blast line will be much easier. Even easier than when you had to do it for Event #31.

Event #39: Jigglypuff Live!

Jigglypuff nabs the spotlight on center stage.

Difficulty: 9

Character: Jigglypuff

Type: Stock (Jigglypuff 2, Jigglypuff 2, Jigglypuff 2, Jigglypuff 2)

Goal: Be the last Jigglypuff standing

Stage: Pokémon Stadium

My Hi Score: 2' 18" 15

Your Hi Score: _____

It's Events like these that force you to be fluent with every character in the game. Many people refuse to play as Jigglypuff, and when they do they pass her off as a very weak fighter. In actuality, she has the second most-powerful attack, only overshadowed by Roy's Fire Blade. This attack is known as Rest, and once you press Down+B when Jigglypuff is inside someone else, she'll unleash a force that can KO Giga Bowser at 20%. So if you think your aim is really good, then you can Rest while everyone else is all huddled together below you when you land to make some instant KOs, since Jigglypuff is so light. § It seems that Jigglypuff has another method for an instant KO to another Jigglypuff by means of an upward throw. § Just remember who you are. Or, you can start your Rollout attack from a distance and hit them when they come

close, because Jigglypuff has no projectile attacks. Just remember that her Rollout can turn around, but only after she's gone a certain distance. This is a difficult Event, so hang in there and don't give up!

Get any remaining secret characters to get the next 11 Events, provided you already have all the Events above. You don't necessarily have to have them all cleared though. Only the first 30.

Event #40: All-Star Match 4

Secret characters emerge to join forces...

Difficulty: 7

Character: Any (whoever you do best as)

Time Limit: 4 minutes

Type: All-Star (You 2, Marth 1, Luigi 1, Jigglypuff 1, Mewtwo 1, Mr. Game & Watch 1)

Time Limit: 4 minutes

Goal: Beat Mr. Game & Watch

Stage: Temple, Kingdom II, Poké Floats, Battlefield, Flat Zone

My Hi Score: 1' 45" 52

Your Hi Score: _____

Just do to Marth like what you do to any other computer players in this stage: get them to the weird hallway roof thing next to the hole, drop down, and follow it up with a Smash attack once they get within range. They'll come back for more. This wastes time, and you've got 240 seconds for this, so you'll need to average less than 48 seconds per battle. Meaning that once the timer hits 3' 12", you're behind schedule and need to hurry up. Luigi will Green Missily himself right behind you and sometimes straight into the blast line. If he doesn't, just Smash some assistance for him. Jigglypuff will usually stand there while Squirtle goes into the blast line, so just hop atop Onix for safety and don't knock Jigglypuff onto it. Mewtwo will drop straight down from his platform above you, so hit him with a charged upward Smash. Chances are he'll float onto another platform (or preferably the same one). Soften him up, and do the cruel trick again when his %'s reach triple digits. Finally, you've got Mr. Game & Watch. He's the hardest member. By now, you should realize that All-Star Match 4 doesn't quite stand up to the challenges of Event #30... Anyway, knock him repeatedly to the right after he drops down from above, and he'll eventually fly straight into the blast line.

Event #41: En Garde!

The lithe Marth challenges Link in a battle of steel!

Difficulty: 9

Character: Marth

Type: Stock (You 3, Link 3)

Goal: Beat Marth

Stage: Hyrule

My Hi Score: 1' 41" 82

Your Hi Score: _____

Whoever designs these Events, or at least whoever playtests these, is really good at Link, because except for Triforce Gathering, every Event involving Link is exceptionally hard. Since this takes place in the Hyrule Temple, do the rooftop trick that I keep mentioning while battling in this stage. If you don't know and don't want to look, make the opponent stand on the roof of the hallway next to the hole, drop down immediately, and launch a charged Smash attack (any direction, as long as it's decently strong). However, instead of a regular Smash attack, use the Shield Breaker. If you can charge a full four seconds, which is near impossible in other situations, you can instantly ou 50% into Link's %! Link is considered by most to be a better character than

Marth anyway, so even if you consider this to be a regular 1-on-1 Event (and the last "fair" one), it might not even be... Oh, and use items. Even this late in the game, they still help tremendously.

Event #42: Trouble King 2

Hey, Mario! Since when did Bowser get so big, huh?

Difficulty: 10

Character: Luigi

Type: Stock (You 2, Giant Bowser 2)

Goal: Beat Giant Bowser

Stage: Poké Floats

My Hi Score: 0' 25" 06

Your Hi Score: _____

Press your luck with this Event. Giant Bowser exceeds even Giga Bowser in terms of ability to KO you, because one Bowser Bomb and you're outta there. He's not too bright though, standing on Squirtle's arm until he reaches the blast line and all... Giant Bowser's other Stock will, unlike his first, somewhat down to your skill. Beat him up when you run inside of him, being careful he doesn't do a Bowser Bomb on you, and when an item that can cause an explosion comes around, throw it at him to reel him into the blast line once more.

Event #43: Birds of Prey

Capt. Falcon and Falco join forces to take out Fox!

Difficulty: 10

Character: Fox

Type: Stock (You 1, Capt. Falcon 1, Falco 1)

Goal: Beat Capt. Falcon and Falco

Stage: Big Blue

My Hi Score: 0' 23" 15

Your Hi Score: _____

You start out on Falco(NNNNNNN)'s main ship he uses to travel between worlds, but that's not where you want to be. You should normally not even think of doing this, but go down onto the cars below. Sometimes, one of them will miss the cars and will be forced to that low road for a KO. If not, do whatever you can to get them onto the road to the left since it's against the scrolling and everyone KOed by the scrolling speed gets KOed there anyway. Smash them, throw them, use the Fire Fox, whatever. Take advantage of Fox's speed to outfox the others. Fighting the other guy should be easy if you've spent an hour, or maybe a lot more, playing as Fox.

Event #44: Mewtwo Strikes!

Don't waste your time battling Zelda...

Difficulty: 6

Character: Any (Roy recommended)

Type: Stock (You 1, Zelda 1, Mewtwo 1)

Goal: Beat Mewtwo without KOing Zelda

Stage: Battlefield

My Hi Score: 0' 29" 78

Your Hi Score: _____

Mewtwo shows up at 15 seconds onto the timer, and since Roy's Fire Blade delivers an almost-guaranteed KO after 4 seconds of charging, if you do the math, this means you should start charging up at 11 seconds. Zelda will make things difficult though. This is why until about 9 seconds, you should try to fend off Zelda and maybe throw her pretty far with a half-charged Fire Blade, or maybe a Double Edge Dance on the left floating platform. Stay there, and begin your charge, in the middle of the platform facing left, when the time is right. Mewtwo should show up and immediately get caught in your attack for an instant

KO. Just remember that if Zelda is KOed, then you lose the match. If Roy isn't working for you, just pick the character you do best as and remember that Mewtwo shows up at 15 seconds. For info on Mewtwo's abilities, check him out at the Characters section.

Event #45: Game & Watch Forever!

The system that started a worldwide boom lives on!

Difficulty: 8

Character: Mr. Game & Watch

Type: Stock (Mr. Game & Watch 2, Mr. G&W Team 25)

Goal: Beat the G&W Team

Stage: Flat Zone

My Hi Score: 0' 53" 58

Your Hi Score: _____

This may be a seriously retro-looking battle, but your skills will need to be far from retro to make it past this Event. Immediately duck, and being careful not to accidentally set off a Bob-omb or an explosive container, press A to do the Manhole attack (a little board should pop up from the ground. Make sure you're still ducking), changing location and direction as needed. The other G&W's are extremely light, so they get KOed with a single one of these. Just try not to get attacked so much in this battle, because you're just as flimsy as they are. Also, remember that you're the red one, and navigating through the Game & Watch world will be a breeze.

Event #46: Fire Emblem Pride

The heroes of Fire Emblem join forces to fight you!

Difficulty: 10

Character: Any (whoever you do best as)

Type: Stock (You 3, Marth 3, Roy 3)

Goal: Beat the Fire Emblem duo

Stage: Temple

My Hi Score: 6' 23" 68 (don't laugh)

Your Hi Score: _____

You can obviously see from my time that the best rule here is to run away and use items as needed. It's that simple. They are as untouchable as the Dr. Mario team in Event #35, if not more. They will use Counter whenever you try to attack them, so nearly everything is useless until you get assistance from your best friends in the game, the items. MS Bombs will completely devastate them, and so will some Pokémon and the occasional Bob-omb. They also have a tendency to corner you too. All in all, this and every Event from this one will give you the urge to Smash your Gamecube. In real life this time.

Funkidelix@yahoo.com seems to have a strategy for all of the Fox players out there:

`I discovered a fail-proof way to easily defeat Roy and Marth in Event 46. Select Fox as your character. At the beginning of the match, dash to the left side of the board (beneath the Pavilion). You want to lure Roy and Marth here. Once they arrive, Fox Illusion past them and dash to right, stopping underneath the very right edge of the long platform in the middle of the stage. Wait for Marth and Roy to come after you again, and as they come at you along that long straight-away, start blasting them with your Blaster. They will throw up their shields to defend you, but your Blaster will eat through them and break their shields, leaving them defenseless. Keep plugging away at them with the Blaster while they are helpless until

their damage is over 100%. Then break their shields once more and smash them off the board while they are seeing stars. If they ever get too close to you, repeat the process. Fox's speed and blaster ensure guaranteed victory in this otherwise very tough event.`

demon_ram@hotmail.com has another trick:

if you can just stand on the VERY left edge of the (very)lower island/platform and let them come after you, they'll hit you once for ~6% and then fall and die!

Event #47: Trophy Tussle 3

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

Difficulty: 10

Character: Any (whoever you do best as)

Time Limit: 3 minutes

Type: Stock (You 2, Random 2, Random 2, Random 2)

Goal: Be the last one standing

Stage: Majora's Mask Trophy

My Hi Score: 1' 27" 55

Your Hi Score: _____

I have next to nothing to say. The three random computer players, no matter who they are, will want to concentrate their efforts to bringing you into oblivion. This is why you want to divert their efforts--and the only way to do that is to constantly run away! Occasionally, they stop to pummel each other. It's normally pretty even too. Once their %'s are high enough, go back to the middle of the mask, between the two spikes that come out. Do an upward Smash attack. They'll never know what hit them. Well actually, the CPU knows all, but it'll let you hit its minions. You don't want to stop to hang around though, because in addition to the INSANE computer player difficulty, you'll need to pull it off within three minutes. Also, with any match where you're outnumbered, it'll be much easier if you can single someone out or if an enemy is gone for good. Either way, it won't be easy, and the best remedy for this is to practice, practice, and practice some more! And maybe keep quitting and trying again until the opponents you face are the ones you're good against. You'll need to quit using L+R+A+Start. Not the Z button. That brings you the same opponents.

Event #48: Pikachu and Pichu

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

Difficulty: 10

Character: Any (whoever you do best as)

Type: Stock (You 2, Pikachu Infinite, Pichu 1, Pichu 1)

Goal: Beat the Pichus

Stage: Dream Land (Past)

My Hi Score: 1' 13" 60

Your Hi Score: _____

The Pichus are nearly complete wimpolas, but the Pikachu sure isn't... This may be themed on the Pikachu and Pichu mini-movie, the first leg of Pokémon: The Movie 3, but this Event is anything but for kids. Whatever the case may be, this will test both your offensive and defensive skills to the max. You'll need to defend against Pikachu and attack the Pichus. If you can KO Pikachu, great. You can use what precious time you've got when Pikachu's not around to bring damage to the Pichus and hopefully KO one. Unfortunately, this is pretty much a Level 9 Pikachu you're dealing with, and the three electric mice can easily turn you into a punching bag. As usual, an upward Smash after a lure to dropping through the platforms will work wonders, as well as MS Bombs and Poké Balls. If you get KOed yourself, don't give up: remember

that you have TWO Stock, and, unknowing to the computer players, you are invincible until you stop flashing. When this happens, ignore Pika and pummel the Pichus. Well, I've told you all the advice I can get you for this. Otherwise, it all comes down to losing, losing, and losing this Event some more, and finally coming through to claim victory.

Funkidelix@yahoo.com is back and apparently has a similar way to deal with this Event as well.

`Fox Illusion and the blaster also can work very well in Event 48 against Pikachu and his Pichus. Fox Illusion can actually get you close to the Pichus, while the blaster will slow the whole Pika squad down to give you breathing room. While this strategy is nowhere near full-proof, it will work if you have the patience to master Fox and his excellent speed.`

Event #49: All-Star Match Deluxe

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

Difficulty: 10

Character: Any (Kirby recommended)

Time Limit: 4 minutes

Type: All-Star (You 2, Dr. Mario 1, Falco 1, Pichu 1, Young Link 1, Roy 1, Ganondorf 1)

Goal: Beat Ganondorf

Stage: Kingdom, Venom, Pokémon Stadium, Great Bay, Temple, Final

Destination

My Hi Score: 3' 28" 90

Your Hi Score: _____

Kirby is generally light and will be tossed around extremely easily by anyone in this final All-Star Match, but the reason why he is the character I would always choose is because of how easily and quickly he can beat Dr. Mario. When the Event begins, just stay where you are. The Doctor will approach you, and once he gets onto the lift-thingy, start inhaling. You'll suck up Dr. Mario. Now walk to the left, and when you think you're close enough to the blast line, spit him out into it. This will usually finish Dr. Mario in less than 7 seconds. Oh, and since you're taking on SIX characters instead of the usual five, you'll need to carefully watch the clock. Time is of the essence.

Anyway, once Dr. Mario is done for, Falco will face you in the next round. Since he's nearly untouchable, you should repeatedly fly up into the air and fall right onto him with a Stone attack. Once he gets to 100% and he's on an upper wing, drop down to the lower wing and release a charged upward Smash when he gets close to you. Normally, you would dominate a one-on-one fight by Stoning the opponent until they're KOed, but Pichu has that Thunder attack that he'll repeatedly use until you reach the upper blast line. That's why when you start this one, drop down to the main ground, and when Pichu gets close, roll behind him and attack. The battle versus Pichu won't be too long, since he goes away at a low %. You can proceed to battle Pichu like usual, except NEVER use the Stone attack; it'll just mean that Pichu'll use Thunder on you. Instead, if you need to get around Pichu, roll. Young Link is your fourth enemy. Check your time, because if you have under 2 minutes, you better pick up the pace. Young Link isn't quite as good at KOing you as Falco or Pichu, but he knows how to rack up damage like nobody's business. Watch out for his hookshot, because that's what he'll most likely do when he gets close to you, in conjunction with the Boomerang. Stone him like crazy And use items or whatever to put an end to the elf. By the time you face Roy, your time will probably be low and chances are your damage will be high. Do what you'd normally do to a computer player in Hyrule Temple. Get him to drop down from the roof by

the hole and let Roy have one of your upward Smash attacks. Even this far into the game, he'll repeatedly fall for it. Finally, for some reason, Ganondorf is always really tough to beat as a computer player. He's nearly untouchable, and you can't do the droppable trick, because there's no droppables. He'll also, unlike other computer players, dodge a Stone attack thrown at him. Hopefully, you've got two lives left. Battle him, and when you get KOed, use the invincibility to attack Ganondorf without mercy. Because he's so slow, you may get hi % really high. Remember that items are your friend. They help a lot in the hardest battles and can swing the match in your favor. § Apparently, you can also breeze through Dr. Mario, Young Link, Roy, and Ganondorf using Roy's Fire Blade. §

Event #50: Final Destination Match

Master Hand's the right hand! Now meet the left!

Difficulty: 10

Character: Any (Yoshi, Ganondorf, Roy, Ness, Fox, Falco, Kirby, Peach, or Pikachu recommended)

Type: Stock (You 1, Master Hand 1, Crazy Hand 1)

Goal: Beat the two hands

Stage: Final Destination

My Hi Score: 2' 14" 85

Your Hi Score: _____

In this Event, you'll face the Master Hand and the Crazy Hand, each boasting 300HP. You have one life to take them both down. Are you man enough to handle this mission? I hope so, because you'll do well if you are adept at using any of the four characters listed above. Yoshi can double-jump into the air and come down with an aerial down+A attack to take away as much as 54HP from a hand. But only if you've mastered the dinosaur. Ganondorf's aerial attacks all pack so much power that he's also quite efficient, § and his upward Smash ain't too bad either §. Roy's Blazer quickly reduces the HP of the hands, little by little. Finally, Ness can spend so much time in the air that dodging the attacks will be very easy. He can also absorb Master Hand's bullets into health. ^aFox and Falco can jump like mad, though they may require getting used to. Peach can also spend a while in the air, and the Parasol works wonders against them. ^a Ÿ Kirby not only gets to use his Stone attack, but his Hammer works just as well. Also, don't forget that Kirby can use the infamous blast-line trick, but he can soar over them as well. Ÿ Regardless of which character you choose, be aware of what the hands are about to throw at you, and keep attacking Crazy Hand (the left hand) whenever possible, because it's much trickier than the old-fashioned Master Hand. There are also periods when the Crazy Hand simply doesn't attack, leaving it open. Once the Crazy Hand is finished, the Master Hand will no longer be able to do Conjunction Attacks, so you can duke it out the way you've always been doing since Super Smash Bros. 1. And for your convenience, I've C&Ped the movelist of the hands, their signals, and how to beat them. Enjoy.

NOTE: ComicCreator2002 has made a good point. Pikachu can use his Thunder attack to decimate the Hands. Is there going to be a character without an effective way of dueling with the gloves?

Master Hand Only

·If the Master Hand closes all its fingers except the index and thumb, then it's about to do the Fingerbang (Normal and harder). It'll shoot bullets out of the index finger. Constantly jump to avoid it, or if you're Ness, the PSI Magnet will erase 20% of damage. It normally shoots just one bullet, but it'll shoot three if it feels it or the Crazy Hand is in danger.

·If the Master Hand closes all its fingers except the index and middle

fingers, it's going to Walk Across the Arena (all difficulties). It walks across the arena, and when it gets to the end, it kicks. Touching it at any point during this will damage you, so when it starts walking, triple jump over it (or double jump as Yoshi or Ness) and wait until it goes back to its spot.

·If the Master Hand turns into a fist and opens up completely at the top of the screen, then it'll do the Slap (Easy and harder). Once you see it stop at the top, run towards the edge, jump away, and jump back with the triple jump and by then, if your timing is right, the Master Hand should already have hit the ground. If you're hit, you'll be stunned for a little while.

Crazy Hand Only

·If the Crazy Hand floats a bit to the right and stops, then it's gonna have Seizures (Normal and harder). It's a very devastating attack, and its warnings are short. If you happen to be on the left side of the stage, better run away!

·If the Crazy Hand floats to the middle, then it's gonna drop some Bombs (Normal and harder). Stay to one side until it finishes, and as soon as the last bomb explodes on the ground, attack it.

·If the Crazy Hand wriggles for a second more than it normally does, then it'll do the Spider Crawl (Normal and harder). Jump over it.

Both are Able to Do...

·If a hand stops moving and looks like it's holding a giant invisible pill, then it's about to do the Lasers (Easy and higher). Get under the wrist and start attack the wrist. You should get its health way down. The Lasers only do damage where they hit the ground.

·If a hand closes its index and ring fingers, then it's about to do the Rocket (Easy and higher). Stay in the middle, and look for the hand in the background. Jump over it and duck as soon as you land, because when Crazy Hand zooms back, it can still hurt you.

·If a hand zooms offscreen as a fist, then it'll do the Rocket Punch (all difficulties). Jump over it, and the hand is done with the attack.

·If a hand floats to the top of the screen as a fist and stays a fist, then it's going to do the Punch (all difficulties). It'll miss if you keep running in one direction.

·If a hand simply floats to the top of the screen, then it's going to do the Flyswatter (all difficulties). Jump as high as you can once it appears in the background.

·If a hand closes all of its fingers except the index finger and is slanted down a bit, then it's going to do Pushbuttons (Normal and harder). Jump up into the air to get the hand to do it too up to hit you. Crazy Hand's can freeze you.

·If a hand is completely open and follows your every move alongside you, then it's going to do the Grab (Normal and harder). Move away from it to make it miss. Master Hand's does increments of 13%, while Crazy Hand does much faster ones of 3% and puts a flower on your head.

·If a hand does the Triple Swipe (All difficulties), there is no warning sign that's long enough to show you that it's coming. If it quickly floats up into the air a short distance, I guess that's your sign. It's not a huge one, but this attack's accuracy is horrible.

·If a hand floats off the stage and quickly comes back at a bit lower altitude, then it's gonna do the Ground Swipe (all difficulties).

Avoiding it is simple: just jump over it.

·If a hand makes itself really thin long, with all the fingertips together, it's about to do the Ground Grind (Hard and Very Hard). It's too fast for you to avoid in any way except shield.

Together, They Do...

·If the Master Hand does the "come here" thing with its index finger and the Crazy Hand's fingertips sparkle, then they're about to do the Crazy Knuckles (Hard and Very Hard). If you duck, you should be fine. The Crazy Hand flies a punch to the Master Hand, who catches it.

·If the hands are emitting some weird gas, then GET AWAY! That's sleeping gas! It's also about to Applaud (Hard and Very Hard), which will KO you at about 30 or 40% if you're asleep. I tend to get caught in this attack, but if you can see it coming, then go to the very edge and hang there until they're done.

·If the two hands turn themselves into fists, you might want to duck. They're gonna Double Punch (Hard and Very Hard). If you're hit, you're pretty much done for.

Better have finished your soup, because you'll need 50 Events licked to gain access to the last Event...

...Event #51: The Showdown

Giga Bowser, Mewtwo, and Ganondorf unite!

Difficulty: 10

Character: Any (Jigglypuff recommended)

Type: Stock (You 3, Giga Bowser 3, Mewtwo 3, Ganondorf 3)

Goal: Beat the Villains

Stage: Final Destination

My Hi Score: 2' 59" 35

Your Hi Score: _____

Jigglypuff has always been in the shadows among most SSB and SSBM players. Those who use Jigglypuff are able to kick some serious tail with her. However, even among regular players (well, those with enough skill and dedication to make it this far and take on this Event) Jigglypuff stands out from the crowd with her Rest attack. If you can get Giga Bowser's % to at least 20, you can jump into Giga Bowser, and the moment you press Down+B, Giga Bowser will get blasted away. It's also advised that you lure Giga Bowser to an edge to maximize your chances. If you do this three times, you can eliminate Giga Bowser's 3 Stocks in less than a minute. It's Mewtwo and Ganondorf in particular that are a pain in the butt. At least the main threat is gone, so you should battle like you normally would in a two-on-one. They're not too bright, but they're bright enough to put you onto the losing side if you ever let your guard down. Since there's no time limit, take your time, and wait for the right item to show up. You can battle them occasionally if you want to, and maybe do the Pound attack to get them out of your way, but time and time again, it's been proven that the toughest situations will become easy as pie when your good friend, the items, come to your aid in the field.

øIt also seems that the infamous fall-off-near-the-blast-line-to-get-computer-opponents -to-fall-into-it trick works here too, especially when using Kirby.ø

And so, all 51 Events are cleared. Congrats! You now have the Final Destination stage to fight on in VS. Mode!

(š) corrected by TheOlympicHero (š)

#

>>>Target Testing<<<

The Target Testing will test how good you are at maneuvering characters and using the right moves in the right places. There's one for each

character, and if you get every Target bashed and recorded, you get a secret stage! Everyone has a different surreal stage to break... Anyway if you can't beat someone's Target Test, you'd probably want to know the easiest way, and not necessarily the quickest way, right? Well, that's what I give you!

Here's the format and key to this section:

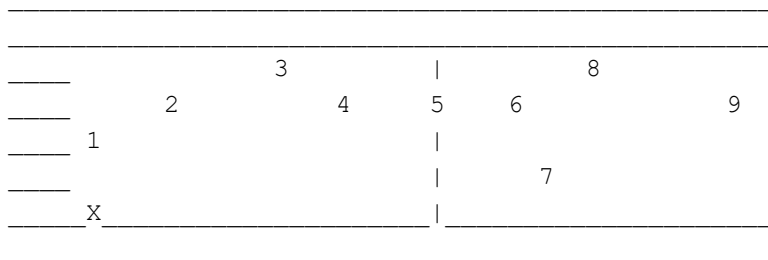
X=starting point

1, 2, 3, 4, 5, 6, 7, 8, 9, 0=Targets (acquire them in this order)

---, +++, ,,,, etc.=path of a moving target (if it moves)

->SAMPLE<-

Name of Character



0

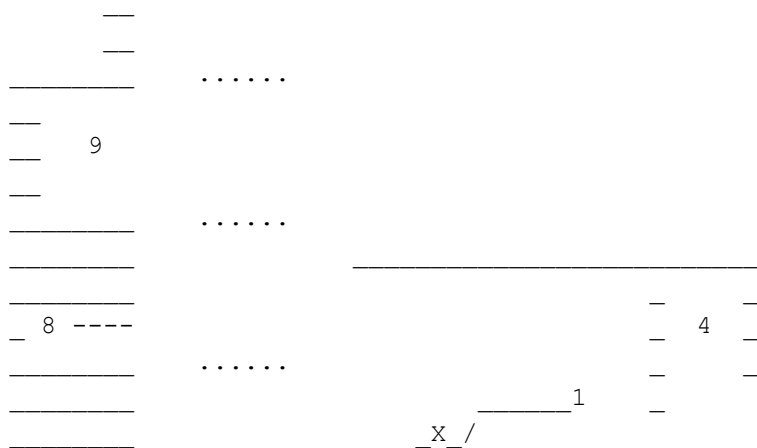
1. Use Up+B to break the first target.
2. Go a bit to the right, jump, and hit the next one.
3. Triple jump to the third.
4. Do what you did for #2 to get #4.
5. This one moves up and down. Wait until the right moment to hit it.
6. Jump to get #6.
7. Do an upward Smash to get this one.
8. Triple jump for #8.
9. #2, #4, #6, and #9 are all received in the same way.
10. Jump off the ledge, and after one second, use Up+B to get the last target.

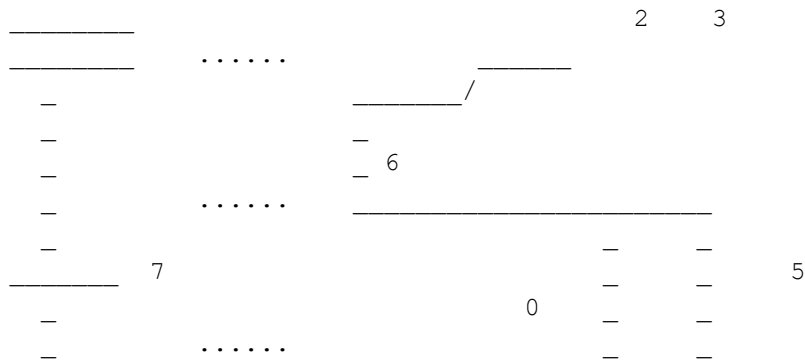
Obviously, none of them will be this easy, but you get my format, right? I hope so.

As Mario would say... "Here we go!"

(Maps are not necessarily to scale. They're just there to show you the locations of the targets.)

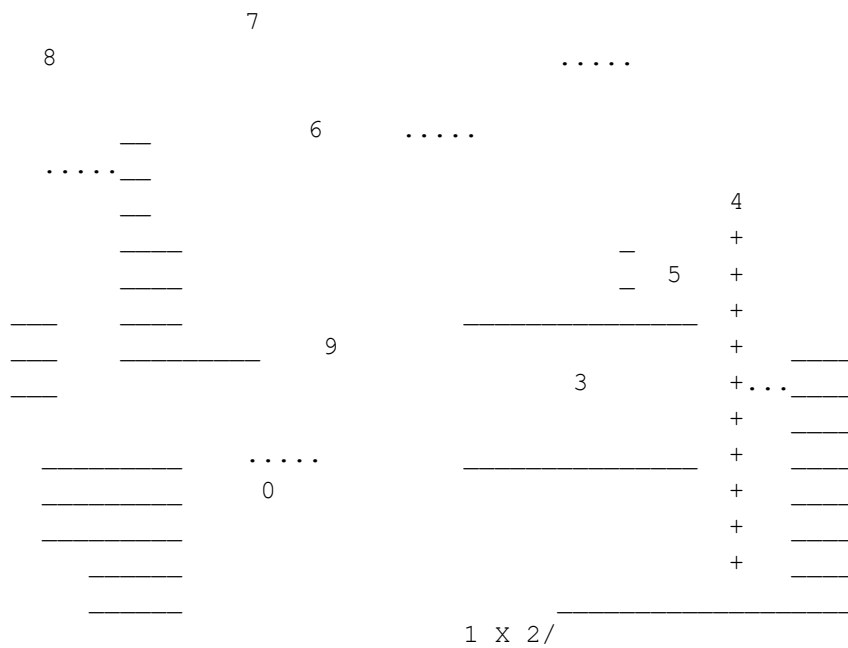
Mario





1. Walk over to the end of the platform and whack it.
2. Walk off and smack this one on your way down. If you missed, Super Coin Jump to the left from the ledge to hit it.
3. Jump off the ledge, and then jump back and Super Coin Jump to hit this one.
4. Go as far up as you can and Super Coin Jump this one too.
5. Standing right between the two pillars, shoot a Fireball and it'll fall onto #5.
6. Turn around and fire another Fireball.
7. Get onto the falling platforms and land on that piece of solid ground near the bottom. Fireball it.
8. That ---- actually indicates a very small gap. Wait until you're slightly above it, and then shoot a Fireball. This may take a few tries to time perfectly.
9. Let the platforms carry you to the top.
10. Now go back down to the bottom and jump as far horizontally as you can, and a Super Coin Jump should finish the job.

DK

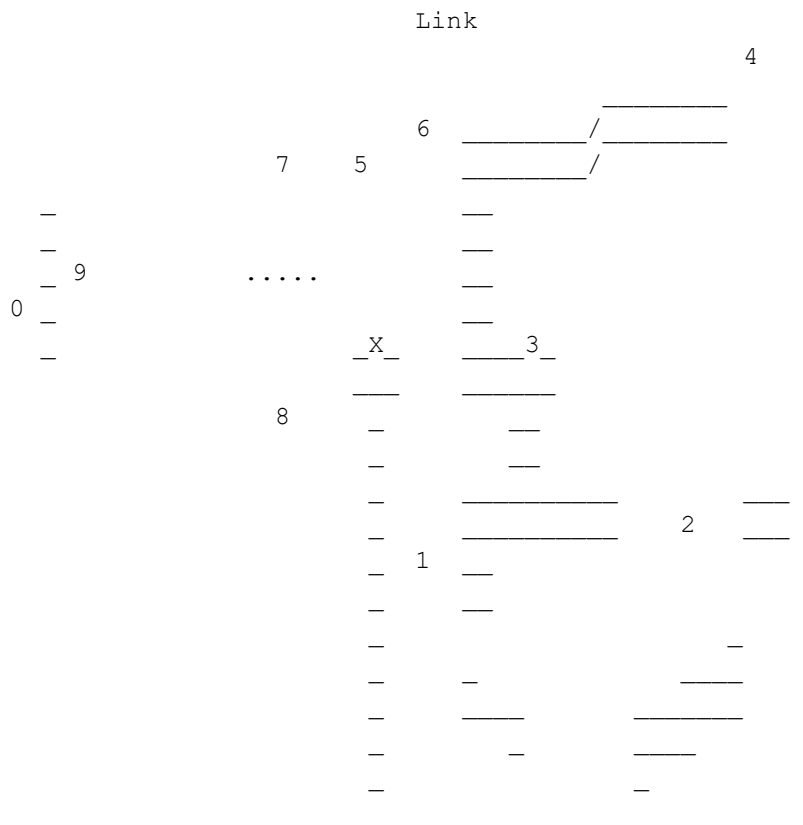


1. Use the Spinning Kong to destroy the first target.
2. If you did it without moving, you'll hit the second one too.
3. Jump up to the platform above and hit it.
4. This one moves up and down. It should be passing by as you proceed.
5. Make your way up the platforms to hit this one.
6. From the ledge that Target #5 was on, double jump and you'll hit it with a Spinning Kong.
7. Get up to the top of the platform you're on and Spinning Kong from the middle ledge.
8. Now get to the left ledge, jump once and use the Spinning Kong...

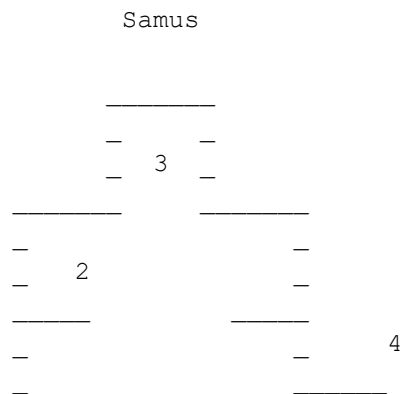
again.

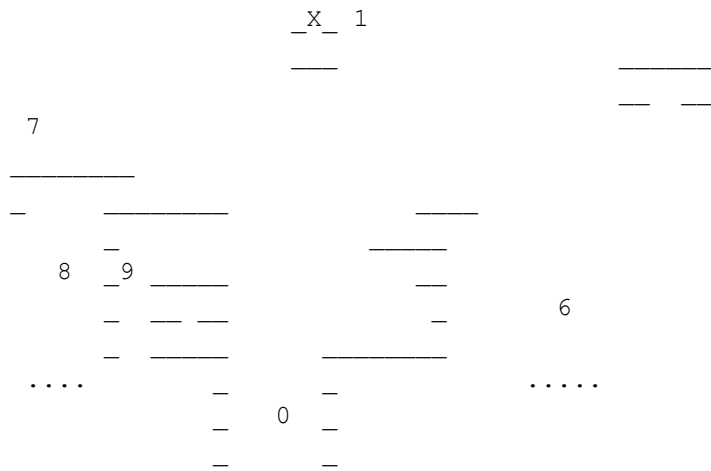
9. Get back down and onto the droppable in the center. If you can time it right, you can break this during your fall. If not, do it from the platform.

10. Finally, as you drop through, press A as you completely go through to destroy this and clear the stage.



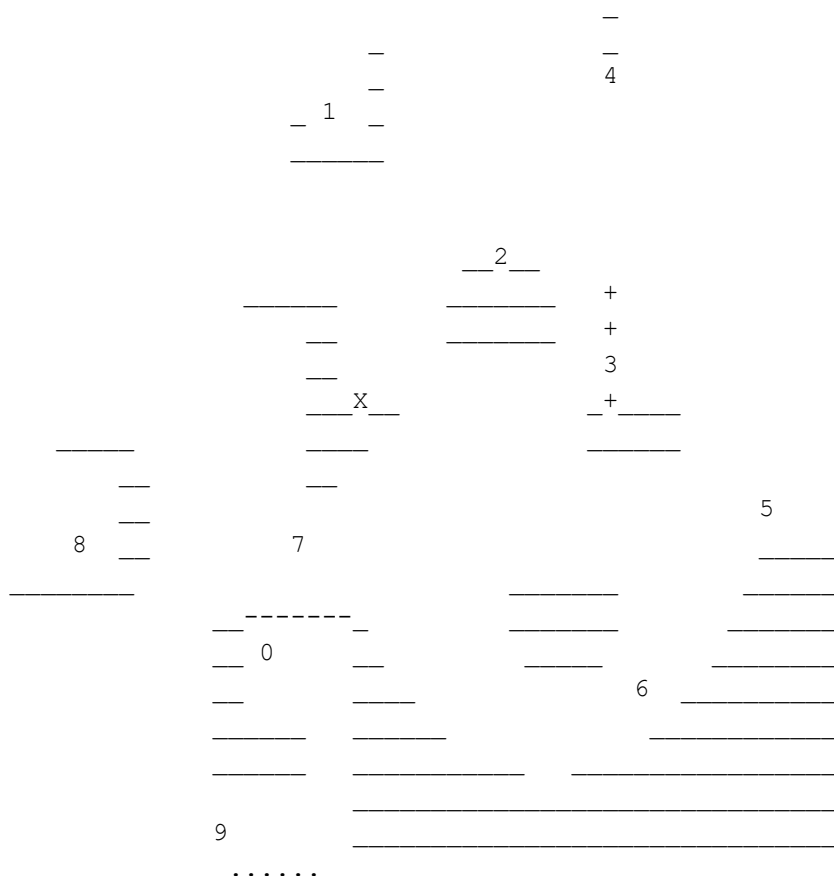
1. Fall off the platform and hit this one during your way down.
2. Hit this one with a Spin Attack as you jump up through the gap.
3. Jump to the ledge and break this one.
4. Go as far up and to the right as you can, and a Spin Attack will destroy this one. As you fall, steer yourself as left as possible.
5. Make your way back to the starting platform and spin Attack after a tiny jump to hit this.
6. You may hit this one right after #5. If not, do another Spin Attack.
7. Spin Attack from the droppable platform.
8. Drop down and hit this one. Don't be intimidated by the height; you can triple jump back onto the platform.
9. Use the Bow, and try to time it so you hit it with an arrow from the droppable. This may also take a few tries.
10. Finally, the platform will have moved out of your way. Spin attack it.

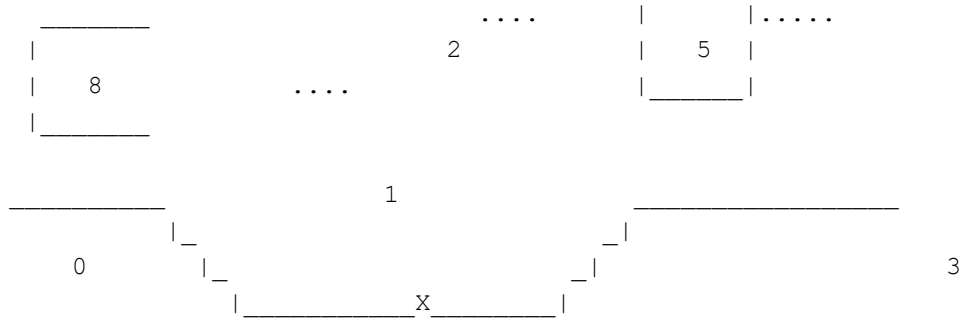




1. Use a downward Smash on this one.
2. Triple jump to get onto this platform.
3. From target #2, jump to the right and Screw Attack it.
4. Go back onto the initial platform, go as far right as you can, and Screw Attack right after you push left.
5. Smash this one on your way to the platform below.
6. Go even farther down to break this one.
7. Now go to the left. Be sure to time your jumps across the gaps correctly.
8. Fall to the right to land on the platform with target #8.
9. You can get this with one of two ways: You can Screw Attack after falling down from the platform and aligning yourself, or you can lay a Bomb from inside the horizontal part of the tunnel. Either way, it's not as easy as any other target in this challenge.
10. Finally, as you drop into the abyss below from the huge gap on the bottom middle, bash this one. Or time a Bomb correctly, which isn't as easy.

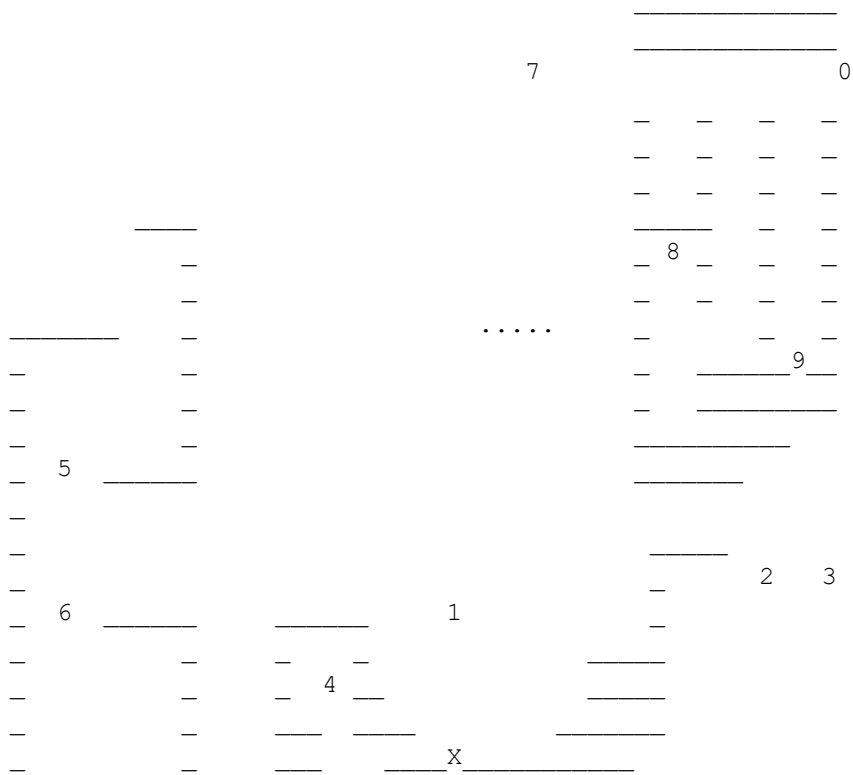
Yoshi





1. Jump up and blast the first target.
2. Double jmpup this time.
3. Stand on the edge of the ground, and if you Thunder Jolt at just the right place, the electricity will fall onto target #3.
4. Jump up to the droppable, and double jump up to reach the target.
5. As you fall after hitting the fourth target, push to the left and you'll be in target #5's box.
6. There are three droppables in the middle. Get on the one on the right, and stand directly underneath the target. Do a tiny jump, then Quick Attack.
7. If you hit #6 and press left to Quick Attack again, you can hit the second brid with one stone.
8. Climb into the box and hit it.
9. Climb into the other box to hit it.
10. Stand below the box that used to contain #8 and Thunder Jolt so it follows the platform to the last target.

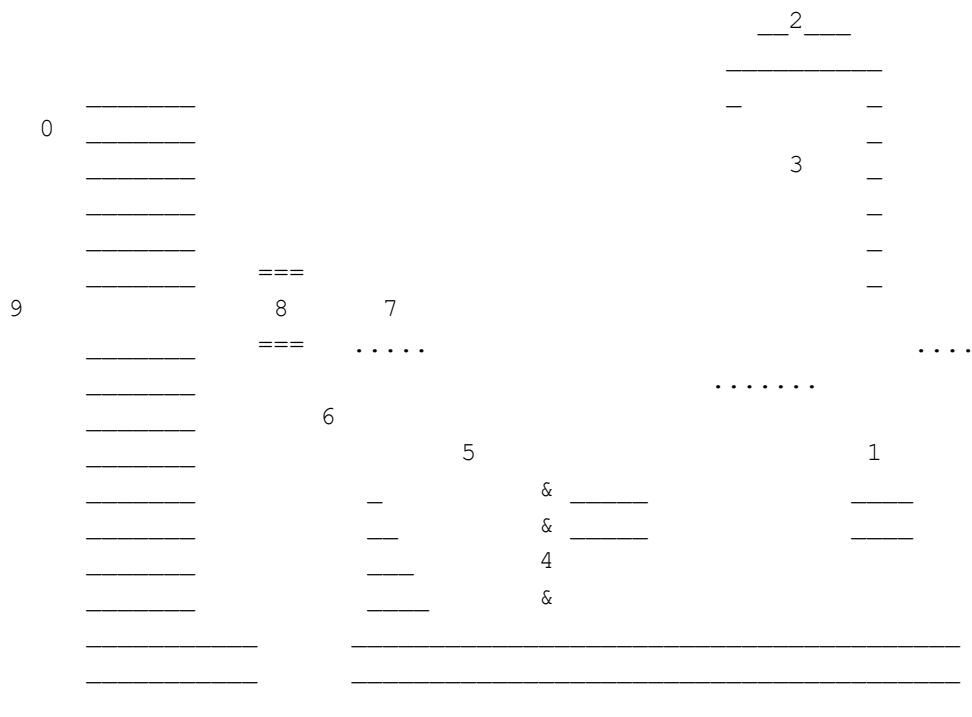
Ness



1. PK Thunder straight up.
2. Normally, the fastest way to tackle this is to PK Flash this one and the third target in one swoop from where you start, but I find it far easier to simply PK Thunder these two individually.
3. When you blast #2, do the same for #3.
4. Stand on the ground above #4 and steer the PK Thunder into the room.
5. You can also steer another PK Thunder to here.
6. And another.

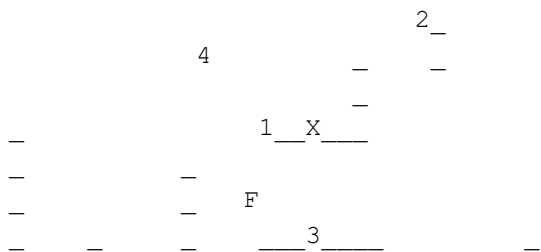
7. Fall onto the tiny platform below #7, double jump, and attack.
8. Fall through the middle of the three gaps and stand beneath #8. PK Thunder up or simply attack it.
9. Get up and fall through the right gap.
10. PK Fire the final target into oblivion.

Capt. Falcon



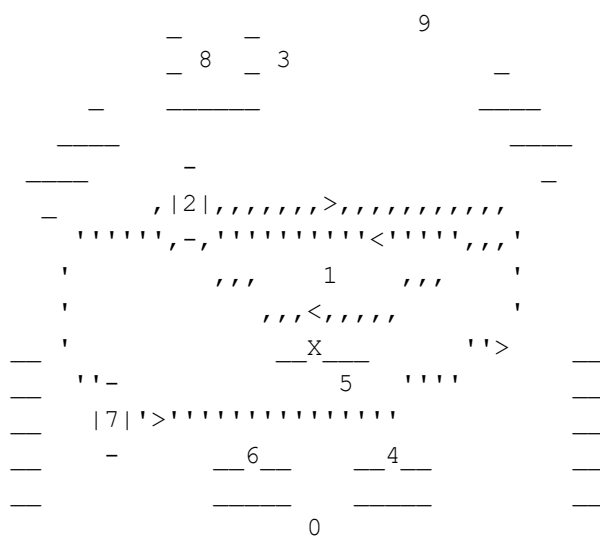
1. Double jump up onto the platform.
2. Get onto the platform on the far right, then triple jump your way to the roof.
3. Walk off, then fall straight down to the droppable below. Double jump, then attack at the peak of the jump. Capt. Falcon's triple jump doesn't break targets, FYI.
4. This one apparently bounces for eternity...until you break it! Wait for the right moment...
5. Attack this one from the peak of your double jump once again.
6. Do the same for #6, but this time go as far left as you can, and you will end up on the ledge at the bottom left.
7. Triple jump onto the platform.
8. The "===="s represent trapezoidal blocks that move up and down, carrying the target inside. Time your jump to get in. This may take a few tries.
9. When the "===="s takes you to the gap in the thick wall, go to the left edge and Falcon Punch.
10. For one last time, attack this at the peak of your double jump. Or you can make your way to the top of the wall and hit this one during your way down.

Bowser



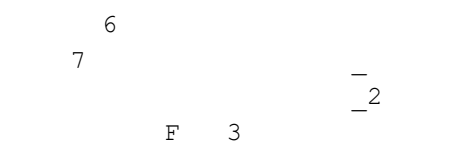
- bumper walls and hit #3. You'll need to go past two gaps to get across.
4. Float up to the corner to bash this.
 5. There will now be, in this hallway, little platforms that fly at you. They don't do any direct harm to you, but they will seriously slow you down if you don't duck under the high ones and jump over the low ones. once you make it to #5, don't hesitate to break it. The "---" is, again, ground you can go up through but not down.
 6. Do the same to #6, except you'll have to jump up to hit this one.
 7. Land on the bottom right and float up to face #7 and Pound it.
 8. Descend a little and Pound this one too.
 9. Ascend a bit.
 10. Finally, ascend a little bit more. Make sure you don't miss any of the four bottom targets and have to turn around, because, as you can see, the last one is pretty far.

Mewtwo



1. Yeah, it's confusing. Targets #2 and #7 are confined in some pseudo-boxes with crosshair-like stuff that harm you if you touch them. Anyway just jump up, double if necessary, to hit the first target.
2. This one, in the red cross hairs, follows " , , , ". Wait for the crosshairs move away from the box, then go in and get the target. This is harder than it seems.
3. Go as far up as you can. I think a double jump attack can handle this due to Mewtwo's great jumping.
4. Fall back down and stand on the platform #4 is on. Wait for it to rise up out of the ground, then break it.
5. Jump to the left, hit this one at the very top of your jump, then try your best to scramble back to the right.
6. Now hop over to the left and break this one as it rises.
7. The looks of these "crosshairs" remind me of Mewtwo Returns... The seventh target is the one in the blue crosshairs and follows " ' ' ' ". Try to follow it around and again, wait for the right moment.
8. Take the "box" to the top and bash #8.
9. Jump to the right from the right ledge and hit this as you pass it.
10. Drop down in between the two bottom platforms and break this. You only get one chance, so don't blow it!

Marth



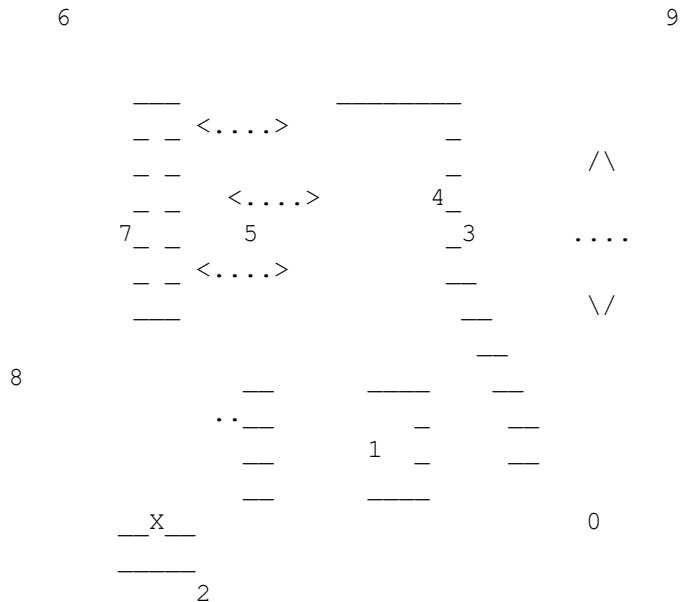
the ground and press A repeatedly until it comes by.

8. Do what you did for #6. You'll land on an apartment balcony.

9. #9 starts off on the balcony above you and then follows a sine wave to the right. It may take a while, but again, wait on the balcony above #8.

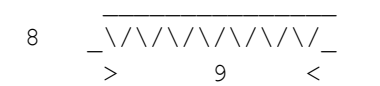
10. Get to the top balcony and hit #10 as it goes from right to left across the top of the screen.

Dr. Mario

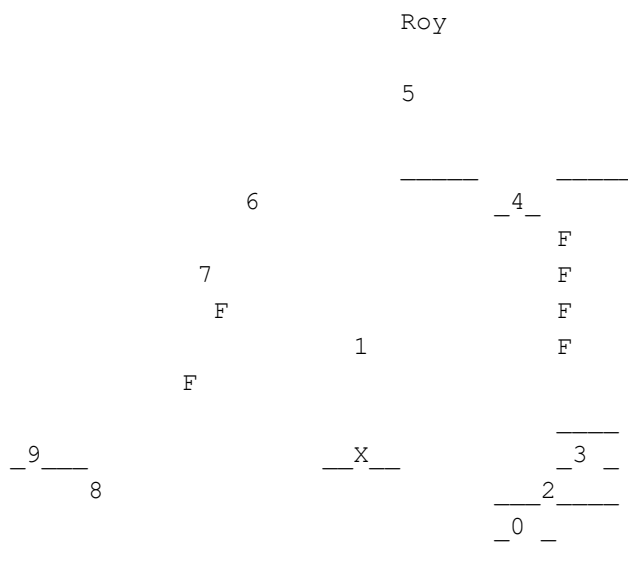


1. Why do these guys have such hard sets of targets? Why can't we just use Ness and PK Thunder them all? Anyway, from the top of the backward "C", jump down into the gap where #1 is.
2. Get back up to the top of it, directly in the middle, and shoot a Megavitamin while facing left to hit #2.
3. Now, from the "C" structure, do a double jump up, and as soon as you are in front of #3 (the wall will be in your way), Super Coin Jump and its range will reach #3 and break it.
4. Since you go up during a Super Coin Jump, you'll hit #4 also.
5. Hit #5 while making your way up the moving platforms.
6. When the top moving platform is at its farthest right and is about to move back left, jump up and to the left and Super Coin Jump. You should fall onto the platform if you push right.
7. As the platform below you is creeping through the left wall, drop through the top platform and land on the middle one for #7.
8. Stand on the lower platform's left edge and start rapidly shooting Megavitamins.
9. Get up to the flat land on the upper right, and jump off the very edge. The farthest possible triple jump will break the ninth target.
10. This one's the hardest one. It's beyond the reach of Megavitamins, so you'll have to handle this one manually. When the platform is at its highest, drop through it and hit the target. And lower and Dr. Mario can't react fast enough to hit it. ^aApparently, I was proven wrong again since this target IS breakable through Megavitamins. You need to stand to the left of the moving platform, and you'll hit it at just the right spot.^a

Ganondorf



1. This is certainly a tough one. I'd have to rank it as second only to Marth's. You'll start out on a pendulum. As it swings to the left, Thunder Jolt it. BTW, Thunders work here.
2. As soon as the pendulum is at its farthest left, jump up and Thunder Jolt. The projectile will fall right into #2 as it rises up and falls again.
3. Do what you did for #1, except at the farthest right.
4. Double jump and attack the top of the pendulum.
5. Here's the hardest part. The platforms go down at approximately Pichu's falling speed, so you'll need to double jump and then hold down to speed your fall to make it to the next platform. Make your way up to the top, and as you fall down from the top, be sure to press A about pichu's height from the target to smack it.
6. Will the department store of the same name get mad? When you get #5, make your way up again, and Thunder Jolt, making sure you face left, and it'll travel down the wall to #6. If you can't get high enough, just bash it manually.
7. The seventh target can be cracked in the same way as #5, except it's lower down and therefore has a smaller margin of error when you try to land again.
8. The difficulty of this test begins to decelerate at this point. Take the pendulum, jumping on #2's platforms if you need to, to get to the ledge containing #8.
9. Its lowest point is low enough for you to jump up and Thunder Jolt from #8's ledge.
10. Now, stand on the platform at the top in the middle, and, while facing left, rapidly Thunder Jolt. It'll fall into the left gap and finish your test once the last target comes by. ^aOr, if you want this done in a different order, this is Thunderable from the pendulum. It's completely up to chance, which I don't trust at all, but it's your choice.^a



1. Low on platforms and high in wide open spaces, this is much harder than it looks, because not only is Roy lacking any projectiles, but he is also bad jumper. Just jump up and use the Blazer to destroy this target.
2. Now jump to the right, stand in front of #2, and charge up a Fire Blade.
3. It'll automatically be released once it reaches full strength and take out two targets at once.
4. Triple jump all the way to the top, and if you made it to the platform high up, you've got this target.
5. Stand below it, a bit to the right of it facing left. Jump once and

let a Blazer do the talking.

6. Here's where it starts to get tough. Jump off the ledge near #5 and hit this one during your fall. Now try to land back on the starting platform.

7. Get back over there and time your attack so this time it hits #7. Be careful of the flipper that can ruin your chance. However, you can use it to again bounce back to the starting platform.

8. Go back around again and land on the bottom left platform. Standing at the right edge, down Smash it.

9. Get over to the left and destroy this target.

10. The hardest part: Get back to the starting platform. Due to Roy's terrible jumping, this may be harder than it seems. The flipper may help extend a jump a little bit. If you make it, congrats! Now fall beneath the box the last target is encased in, staying as close to its bottom as you can. The Blazer is the attack of choice here. ^aOr, this plan can also be done near the beginning, making this target the second one you break.^a

#

>>>Other 1-Player Modes<<<

>>>Multi Man Melees<<<

10-Man Melee: In this mode, you have to KO 10 Wire Frames without dying. The Wireframes have a huge handicap against them, so you should have no trouble with them.

100-Man Melee: In this mode, you have a huge survival match against a whopping 100 Wireframes. Again, they have a huge handicap, but all those weak hits will eventually begin to send you farther and farther every time. My strategy is to use Fox and quickly use Fox Illusion to dash between the front and back of the bottom platform, or to use Y. Link's spin move.

3-Minute Melee: In this mode, you attempt to stay alive with unlimited Wireframes attacking you from all sides. Dodging skills are recommended here, along with quick moving attacks such as Rollout or powerful invincibility moves like Kirby's Stone. Basically, just keep from getting to the blast line and you're fine.

15-Minute Melee: This mode is the purest, most refined form of evil in existence. I HATE having to go through this. Basically, just use the moves you used in 3-Minute Melee. Watch out big time for the last ten or so seconds, because the Wireframes will begin to do more smashes at that time.

Cruel Melee: Remember how I said 15-Minute Melee was evil? This makes 15-minute look like great fun compared to this. Just stay alive until you have enough for the trophy.

>>>VS. Mode<<<

#

>>>Trophies<<<

Instead of models of each character in SSB, SSBM takes it...probably a dozen giant steps forward. In addition to 195 trophies available in the Trophy Lottery, 126 more can be received after fulfilling something within the game. Some are dead-easy, while others will require complete mastery and knowledge of the game to get. If you have an American, European, or Australian verison of the game, then a single trophy was cut off due to Christian themes (though it's quite pro-Christ, so why? I guess some people can never be satisfied), ending with 291 for the Orient and 290 for everyone else. The text of the trophy, Tamagon, is written below:

This is the main character of a Japanese NES game never released in North America. In this quirky maze game, your goal was to work your way through a series of scrolling mazes while battling a cyclopean henchmen of a large, winged demon. Tamagon not only had to worry about the creatures, but also the walls, which were extremely harmful.

Also, Tamagon looks like (š)Bub(š) from Bubble Bobble, except with wings for arms and a severe lack of a body. Anyway, on to the actual part. Actually, it kind of reminds me a lot of Quincy from FoxTrot (by Bill Amend) as well.

NOTE: In the official SSBM Guide (from Nintendo Power), there are some mistakes in the trophy listings. I'm not sure if they're all correct, since the names I remember come off the top of my head, but here they are. Almost all of them involve Pokémon, and almost all of the ones that involve Pokémon involve its ordering in the guide's list.

MISTAKES

- There's actually no hyphen between "Motion" and "Sensor" in the name "Motion Sensor Bomb".
- Venusaur is listed as between Bulbasaur and Squirtle but is actually between Poké Ball and Charizard.
- Squirtle is listed as between Venusaur and Chansey but is actually between Charizard and Blastoise.
- Chansey is listed as between Squirtle and Staryu but is actually between Weezing and Goldeen.
- Staryu is listed as between Chansey and Cyndaquil but is actually between Goldeen and Snorlax.
- Marill is listed as between Cyndaquil and Sudowoodo but is actually between Bellossom and Sudowoodo.
- Sudowoodo is listed as between Marill and Porygon2 but is actually between Marill and Unown.
- Porygon2 is listed as between Sudowoodo and Toad but is actually between Scizor and Raikou.
- Bulbasaur is listed twice. Its correct location is between Starman (the kind from Earthbound) and Poliwhirl.
- Ditto is listed as between Cleffa and Igglybuff but is actually between Poliwhirl and Eevee.
- The trophy called "Arlo" in the list is actually "Totakeke".
- (H) Marin is supposed to look identical to Zelda, but you don't need a close look to figure that inaccuracy out. (H)

The Trophy Lottery

The Trophy Lottery is where you use your coins to "bet" on getting a trophy. Each coin brings the odds up by 5% or to 99.9%, whichever comes first, and you can use from 1 to 20 coins. You earn coins in VS. Mode matches and 1-Player Mode games. When you complete something, there's a meter with a picture of a yellow circle, an "x", and probably some little brown coins. The number of little brown coins are cumulative,

and for every ten of them you get, you get one trophy coin. You can get a total of 50 brown coins, (they'll automatically form one lottery coin if you earn 10 or more at once) or you can end up with none at all. You start out with one (or if you're lucky, a non-lottery trophy) and can get the following trophies using the lottery:

(H) NOTE: Once you clear a certain series of Events, more lottery trophies will be available. For example, Fountain of Dreams can only be won after clearing Event #30, and as Hyman reports, Waluigi will appear after beating Event #51. (H)

ITEM TROPHIES

88. Warp Star
89. Ray Gun
90. Super Scope
91. Fire Flower
93. Star Rod
94. Beam Sword
95. Home Run Bat
96. Fan
97. Hammer
98. Green Shell
99. Red Shell
100. Flipper
101. Freezie
102. Mr. Saturn
103. Bob-omb
105. Super Mushroom
106. Poison Mushroom
107. Starman
108. Parasol
109. Screw Attack
112. Cloaking Device
113. Barrel Cannon
114. Party Ball
115. Crate
116. Barrel
117. Capsule
118. Egg
119. Smash Coins
120. Poké Ball

POKÉMON IN SSBM

121. Venusaur
122. Charizard
123. Squirtle
124. Blastoise
125. Clefairy
126. Electrode
127. Weezing
128. Chansey
129. Goldeen
130. Staryu
131. Snorlax
132. Articuno
133. Zapdos
134. Moltres
136. Chikorita
137. Cyndaquil
138. Togepi
139. Bellossom

140. Marill
143. Wobbuffet
144. Scizor
145. Porygon2
146. Raikou
148. Suicune
149. Lugia
150. Ho-oh
PROPS IN MARIO CHARACTERS' ATTACKS
152. Toad
154. Vegetable
155. Megavitamins
KIRBY HATS
157. Kirby Hat 1
158. Kirby Hat 2
159. Kirby Hat 3
PRINCESS PEACH'S CASTLE/RAINBOW CRUISE
162. Princess Peach's Castle
163. Bullet Bill
MUSHROOM KINGDOM
164. Lakitu
MUSHROOM KINGDOM II
165. Pidgit
166. Birdo
KONGO JUNGLE/JUNGLE JAPES
167. Klap Trap
YOSHI'S STORY/YOSHI'S ISLAND/P. YOSHI'S ISLAND
168. Shy Guys
169. Pak E. Derm
GREAT BAY
170. Tingle
171. Moon
172. Turtle
173. Four Giants
HYRULE TEMPLE
174. Master Sword
CORNERIA/VENOM
178. Arwing
179. Great Fox
180. Peppy Hare
181. SLippy Toad
BRINSTAR/BRINSTAR DEPTHS
183. Chozo Statue
GREEN GREENS/P. DREAM LAND
184. Whispy Woods
FOUNTAIN OF DREAMS
185. Fountain of Dreams
POKÉMON STADIUM/POKÉ FLOATS
187. Pokémon Stadium
MUSHROOM KINGDOM (ADVENTURE MODE)
194. Koopa Troopa
195. Koopa Paratroopa
UNDERGROUND MAZE
196. ReDead
197. Octorok
198. Like Like
ICICLE MOUNTAIN
199. Topi
200. Polar Bear
OTHER MARIO STUFF

201. Raccoon Mario
202. Metal Mario
205. Plum
206. Daisy
207. Waluigi
208. Thwomp
209. Boo
210. Koopa Clown Car
211. Viruses
212. Bucket
213. Racing Kart
214. Baby Mario
215. Baby Bowser
216. Raphael the Raven
OTHER DK STUFF
217. Dixie Kong
218. King K. Rool
OTHER ZELDA STUFF
219. Goron
222. Ocarina of Time
OTHER F-ZERO STUFF
223. Samurai Goroh
224. Dr. Stewart
225. Jody Summer
OTHER STAR FOX STUFF
228. Andross
229. Andross
OTHER METROID STUFF
231. Metroid
232. Ridley
OTHER KIRBY STUFF
233. Fire Kirby
234. Fighter Kirby
235. Ball Kirby
236. Waddle Dee
237. King Dedede
238. Rick
239. Goey
240. Meta-Knight
OTHER EARTHBOUND STUFF
241. Paula
242. Jeff
243. Poo
244. Starman
OTHER POKÉMON STUFF
245. Bulbasaur
246. Poliwhirl
247. Ditto
248. Eevee
249. Totodile
250. Crobat
251. Cleffa
252. Igglybuff
253. Steelix
254. Heracross
256. Professor Oak
257. Misty
258. ZERO-ONE
CARD HERO
259. Maruo Maruhige

WAVE RACE
260. Ryota Hayami
1080° SNOWBOARDING
261. Kensuke Kimachi
DOSHIN THE GIANT
262. Love Giant
263. Hate Giant
CUSTOM ROBO 2
264. Ray Mk II
265. Bayonette
266. Annie
ANIMAL FOREST/ANIMAL CROSSING
268. Totakeke
KURU KURU KURIRIN
270. Hererin
ANIMAL HUNTER
271. Alpha
LUIGI'S MANSION
272. Vacuum Luigi
PIKMIN
273. Pikmin
EXCITEBIKE
275. Excitebike
DUCK HUNT
277. Ducks
CLU CLU LAND
278. Bubbles
WRECKING CREW
279. Eggplant Man
BALLOON FIGHT
281. Balloon Fighter
DONKEY KONG 3
282. Stanley
KID ICARUS
283. Pit
SIM-CITY
284. Dr. Wright
SHIN ONI GA SHIMA
285. Donbe & Hikari
FAMICOM DETECTIVE CLUB PARTI/II
286. Ayumi Tachibana
3D HOT RALLY
287. Monster
NINTENDO GAMECUBE
290. GCN

Special Trophies

The trophy system would be downright boring if there wasn't any secret trophies to give out! Some hold more importance to Nintendo than other characters or symbols, some are simply in SSBM, and some are secret for no damn reason. Another thing to note is that while some, such as Samus's Starship, are trophies you'll get during your 1st or 2nd day of play (unless you really suck), a few, such as Mew, will only be given the day the Earth crashes into the Sun, plummeting the Solar System into a quasar and then into a black hole. Either that, or you'll have to prove yourself to be a master. I'll only list how to get them. Further instructions will be in other sections of the FAQ.

NOTE: You can get multiple hidden trophies at once if you fulfill the

requirements for more than one.

PLAYABLE CHARACTERS

1. Mario: Finish Classic Mode as Mario.
2. Mario: Finish Adventure Mode as Mario.
3. Mario: Finish All-Star Mode as Mario.
4. Donkey Kong: Finish Classic Mode as DK.
5. Donkey Kong: Finish Adventure Mode as DK.
6. Donkey Kong: Finish All-Star Mode as DK.
7. Link: Finish Classic Mode as Link.
8. Link: Finish Adventure Mode as Link.
9. Link: Finish All-Star Mode as Link.
10. Samus Aran: Finish Classic Mode as Samus.
11. Samus Aran: Finish Adventure Mode as Samus.
12. Samus Aran: Finish All-Star Mode as Samus.
13. Yoshi: Finish Classic Mode as Yoshi.
14. Yoshi: Finish Adventure Mode as Yoshi.
15. Yoshi: Finish All-Star Mode as Yoshi.
16. Kirby: Finish Classic Mode as Kirby.
17. Kirby: Finish Adventure Mode as Kirby.
18. Kirby: Finish All-Star Mode as Kirby.
19. Fox McCloud: Finish Classic Mode as Fox.
20. Fox McCloud: Finish Adventure Mode as Fox.
21. Fox McCloud: Finish All-Star Mode as Fox.
22. Pikachu: Finish Classic Mode as Pikachu.
23. Pikachu: Finish Adventure Mode as Pikachu.
24. Pikachu: Finish All-Star Mode as Pikachu.
25. Ness: Finish Classic Mode as Ness.
26. Ness: Finish Adventure Mode as Ness.
27. Ness: Finish All-Star Mode as Ness.
28. Capt. Falcon: Finish Classic Mode with Capt. Falcon.
29. Capt. Falcon: Finish Adventure Mode with Capt. Falcon.
30. Capt. Falcon: Finish All-Star Mode as Capt. Falcon.
31. Bowser: Finish Classic Mode as Bowser.
32. Bowser: Finish Adventure Mode as Bowser.
33. Bowser: Finish All-Star Mode as Bowser.
34. Peach: Finish Classic Mode as Peach.
35. Peach: Finish Adventure Mode as Peach.
36. Peach: Finish All-Star Mode as Peach.
37. Ice Climbers: Finish Classic Mode as Ice Climbers.
38. Ice Climbers: Finish Adventure Mode as Ice Climbers.
39. Ice Climbers: Finish All-Star Mode as Ice Climbers.
40. Zelda: Finish Classic Mode as Zelda/Sheik.
41. Zelda: Finish Adventure Mode as Zelda/Sheik.
42. Zelda: Finish All-Star Mode as Zelda/Sheik.
43. Sheik: Finish Classic Mode as Zelda/Sheik.
44. Sheik: Finish Adventure Mode as Zelda/Sheik.
45. Sheik: Finish All-Star Mode as Zelda/Sheik.

SECRET CHARACTERS

46. Luigi: Finish Classic Mode as Luigi.
47. Luigi: Finish Adventure Mode as Luigi.
48. Luigi: Finish All-Star Mode as Luigi.
49. Jigglypuff: Finish Classic Mode as Jigglypuff.
50. Jigglypuff: Finish Adventure Mode as Jigglypuff.
51. Jigglypuff: Finish All-Star Mode as Jigglypuff.
52. Mewtwo: Finish Classic Mode as Mewtwo.
53. Mewtwo: Finish Adventure Mode as Mewtwo.
54. Mewtwo: Finish All-Star Mode as Mewtwo.
55. Marth: Finish Classic Mode as Marth.
56. Marth: Finish Adventure Mode as Marth.

57. Marth: Finish All-Star Mode as Marth.
58. Mr. Game & Watch: Finish Classic Mode as Mr. Game & Watch.
59. Mr. Game & Watch: Finish Adventure Mode as Mr. Game & Watch.
60. Mr. Game & Watch: Finish All-Star Mode as Mr. Game & Watch.
61. Dr. Mario: Finish Classic Mode as Dr. Mario.
62. Dr. Mario: Finish Adventure Mode as Dr. Mario.
63. Dr. Mario: Finish All-Star Mode as Dr. Mario.
64. Ganondorf: Finish Classic Mode as Ganondorf.
65. Ganondorf: Finish Adventure Mode as Ganondorf.
66. Ganondorf: Finish All-Star Mode as Ganondorf.
67. Falco Lombardi: Finish Classic Mode as Falco.
68. Falco Lombardi: Finish Adventure Mode as Falco.
69. Falco Lombardi: Finish All-Star Mode with Falco.
70. Young Link: Finish Classic Mode as Young Link.
71. Young Link: Finish Adventure Mode as Young Link.
72. Young Link: Finish All-Star Mode as Young Link.
73. Pichu: Finish Classic Mode as Pichu.
74. Pichu: Finish Adventure Mode as Pichu.
75. Pichu: Finish All-Star Mode as Pichu.
76. Roy: Finish Classic Mode as Roy.
77. Roy: Finish Adventure Mode as Roy.
78. Roy: Finish All-Star Mode as Roy.

OTHER SSBM CHARACTERS

79. Male Wire Frames: Beat the 100-Man Melee within 6 minutes.
80. Female Wire Frames: KO at least 100 Wireframes in Endless Melee.
81. Fighting Wire Frames: Finish the 15-minute Melee.
82. Giga Bowser: Beat Giga Bowser in Adventure Mode.
83. Master Hand: Beat Classic on Hard or VH without continuing.
84. Crazy Hand: Beat Adventure on Hard or VH without continuing.

ITEM TROPHIES

85. Food: Play 1,000 VS. Matches.
86. Maxim Tomato: Play 10 VS. Matches.
87. Heart Container: Play 100 VS. Matches.
92. Lip's Stick: Do a Combo of 20 or more in Training Mode.
104. Motion Sensor Bomb: Clear Event 3: Bombs Away.
110. Metal Box: Do a Combo of 10 or more in Training Mode.
111. Bunny Hood: Get a Combo total of 125 or more in Training Mode.
119. Smash Coins: Play 100 Coin VS. Matches.

POKÉMON IN SSBM

135. Mew: Beat All-Star on Hard or VH.
141. Sudowoodo: Unlock the Poké Floats stage.
142. Unown: Make a total of 16,000 feet in the Home Run Contest.
147. Entei: Clear Event 26: Trophy Tussle 2.
151. Celebi: Find Celebi in a Poké Ball (computer opponents' count)

LON LON MILK

156. Lon Lon Milk: Get under 26 minutes total in Target Practice.

KIRBY HATS

160. Kirby Hat 4: Unlock Luigi, Marth, Mewtwo, Jigglypuff, and Mr. G&W.
161. Kirby Hat 5: Unlock Ganondorf, Roy, Pichu, Dr. Mario, and Y. Link.

MUTE CITY/BIG BLUE

175. Falcon Flyer: Unlock the Big Blue stage.
176. F-Zero Racers: Finish Adventure Mode with everyone.

BRINSTAR/BRINSTAR DEPTHS

182. Kraid: Unlock the Brinstar Depths stage.

ONETT/FOURSIDE

186. UFO: Unlock the Fourside stage.

FLAT ZONE

188. Game & Watch: Complete Event 45: Game and Watch Forever!

SSBM-ONLY LOCATIONS

189. Target: Finish Target Testing for every character.

190. Sandbag: Set a record of 1,000 feet in the Home Run Contest.

191. Battlefield: Clear the All-Star Mode with any character.

192. Final Destination: Clear Event 51: The Showdown.

MUSHROOM KINGDOM (ADVENTURE MODE)

193. Goomba: Clear Event 14: Trophy Tussle 1.

OTHER MARIO STUFF

203. Paper Mario: Make a record of 1,475 feet in the Home Run Contest.

204. Wario: Clear All-Star without continuing.

OTHER ZELDA STUFF

220. Marin: Comes with the Sound Test

221. Majora's Mask: Clear Event 47: Trophy Tussle 3.

OTHER STAR FOX STUFF

226. Landmaster Tank: Get a total KO number of 1,000 or more.

227. Wolfen: Finish the Adventure Mode in less than 18 minutes.

OTHER METROID STUFF

230. Samus's Starship: Clear "Escape from Brinstar" in Adventure Mode.

OTHER POKÉMON STUFF

255. Meowth: Finish All-Star Mode with everyone.

ANIMAL FOREST/ANIMAL CROSSING

267. Tom Nook: Reach 1,000 Lottery Coins (including ones spent).

269. Mr. Resetti: KO 5 opponents in Cruel Melee.

PIKMIN

274. Captain Olimar: Play the game with a Pikmin save.

DONKEY KONG JR.

276. Donkey Kong Junior: Finish Classic Mode with everyone.

MACH RIDER

280. Mach Rider: Finish Classic Mode in less than 5 minutes.

SHERIFF

288. Sheriff: Get a total Target time of 12' 30" or less.

DISKUN SYSTEM

289. Diskun: Get every bonus and anti-bonus at the end of matches.

REUMOR: People have been spreading news about how there will be two more trophies unlockable with a Super Mario Sunshine save and a Metroid Prime save on your memory card. (That's one each.) However, none of us will know if this rumor is even real until August 27, the release date of the next Mario game! Tough luck for me, August 27 is in my first week of school. Great timing, Nintendo.

Trophy Checklist

And if you want all the trophies conveniently sorted the way they have them in the game, look no further than below. Isn't this FAQ convenient or what?

DEFAULT CHARACTERS

1. Mario

2. Mario

3. Mario

4. Donkey Kong

5. Donkey Kong

6. Donkey Kong

7. Link

8. Link

9. Link

10. Samus Aran

11. Samus Aran

12. Samus Aran

13. Yoshi

14. Yoshi

15. Yoshi
 16. Kirby
 17. Kirby
 18. Kirby
 19. Fox McCloud
 20. Fox McCloud
 21. Fox McCloud
 22. Pikachu
 23. Pikachu
 24. Pikachu
 25. Ness
 26. Ness
 27. Ness
 28. Capt. Falcon
 29. Capt. Falcon
 30. Capt. Falcon
 31. Bowser
 32. Bowser
 33. Bowser
 34. Peach
 35. Peach
 36. Peach
 37. Ice Climbers
 38. Ice Climbers
 39. Ice Climbers
 40. Zelda
 41. Zelda
 42. Zelda
 43. Sheik
 44. Sheik
 45. Sheik
- SECRET CHARACTERS
46. Luigi
 47. Luigi
 48. Luigi
 49. Jigglypuff
 50. Jigglypuff
 51. Jigglypuff
 52. Mewtwo
 53. Mewtwo
 54. Mewtwo
 55. Marth
 56. Marth
 57. Marth
 58. Mr. Game & Watch
 59. Mr. Game & Watch
 60. Mr. Game & Watch
 61. Dr. Mario
 62. Dr. Mario
 63. Dr. Mario
 64. Ganondorf
 65. Ganondorf
 66. Ganondorf
 67. Falco Lombardi
 68. Falco Lombardi
 69. Falco Lombardi
 70. Young Link
 71. Young Link
 72. Young Link
 73. Pichu

74. Pichu
75. Pichu
76. Roy
77. Roy
78. Roy

OTHER SSBM CHARACTERS

79. Male Wire Frames
80. Female Wire Frames
81. Fighting Wire Frames
82. Giga Bowser
83. Master Hand
84. Crazy Hand

ITEM TROPHIES

85. Food
 86. Maxim Tomato
 87. Heart Container
 88. Warp Star
 89. Ray Gun
 90. Super Scope
 91. Fire Flower
 92. Lip's Stick
 93. Star Rod
 94. Beam Sword
 95. Home Run Bat
 96. Fan
 97. Hammer
 98. Green Shell
 99. Red Shell
 100. Flipper
 101. Freezie
 102. Mr. Saturn
 103. Bob-omb
 104. Motion Sensor Bomb
 105. Super Mushroom
 106. Poison Mushroom
 107. Starman
 108. Parasol
 109. Screw Attack
 110. Metal Box
 111. Bunny Hood
 112. Cloaking Device
 113. Barrel Cannon
 114. Party Ball
 115. Crate
 116. Barrel
 117. Capsule
 118. Egg
 119. Smash Coins
 120. Poké Ball
- #### POKÉMON IN SSBM
121. Venusaur
 122. Charizard
 123. Squirtle
 124. Blastoise
 125. Clefairy
 126. Electrode
 127. Weezing
 128. Chansey
 129. Goldeen
 130. Staryu

131. Snorlax
132. Articuno
133. Zapdos
134. Moltres
135. Mew
136. Chikorita
137. Cyndaquil
138. Togepi
139. Bellossom
140. Marill
141. Sudowoodo
142. Unown
143. Wobbuffet
144. Scizor
145. Porygon2
146. Raikou
147. Entei
148. Suicune
149. Lugia
150. Ho-oh
151. Celebi

PROPS IN MARIO CHARACTERS' ATTACKS

152. Toad
153. Coin
154. Vegetable
155. Megavitamins

LON LON MILK

156. Lon Lon Milk

KIRBY HATS

157. Kirby Hat 1
158. Kirby Hat 2
159. Kirby Hat 3
160. Kirby Hat 4
161. Kirby Hat 5

PRINCESS PEACH'S CASTLE/RAINBOW CRUISE

162. Princess Peach's Castle
163. Bullet Bill

MUSHROOM KINGDOM

164. Lakitu

MUSHROOM KINGDOM II

165. Pidgit
166. Birdo

KONGO JUNGLE/JUNGLE JAPES

167. Klap Trap

YOSHI'S STORY/YOSHI'S ISLAND/P. YOSHI'S ISLAND

168. Shy Guys
169. Pak E. Derm

GREAT BAY

170. Tingle
171. Moon
172. Turtle
173. Four Giants

HYRULE TEMPLE

174. Master Sword

MUTE CITY/BIG BLUE

175. Falcon Flyer
176. F-Zero Racers
177. Mute City

CORNERIA/VENOM

178. Arwing

179. Great Fox
180. Peppy Hare
181. Slippery Toad
BRINSTAR/BRINSTAR DEPTHS
182. Kraid
183. Chozo Statue
GREEN GREENS/P. DREAM LAND
184. Whispy Woods
FOUNTAIN OF DREAMS
185. Fountain of Dreams
ONETT/FOURSIDE
186. UFO
POKÉMON STADIUM/POKÉ FLOATS
187. Pokémon Stadium
FLAT ZONE
188. Game & Watch
SSBM-ONLY LOCATIONS
189. Target
190. Sandbag
191. Battlefield
192. Final Destination
MUSHROOM KINGDOM (ADVENTURE MODE)
193. Goomba
194. Koopa Troopa
195. Koopa Paratroopa
UNDERGROUND MAZE
196. ReDead
197. Octorok
198. Like Like
ICICLE MOUNTAIN
199. Topi
200. Polar Bear
OTHER MARIO STUFF
201. Raccoon Mario
202. Metal Mario
203. Paper Mario
204. Wario
205. Plum
206. Daisy
207. Waluigi
208. Thwomp
209. Boo
210. Koopa Clown Car
211. Viruses
212. Bucket
213. Racing Kart
214. Baby Mario
215. Baby Bowser
216. Raphael the Raven
OTHER DK STUFF
217. Dixie Kong
218. King K. Rool
OTHER ZELDA STUFF
219. Goron
220. Marin
221. Majora's Mask
222. Ocarina of Time
OTHER F-ZERO STUFF
223. Samurai Goroh
224. Dr. Stewart

225. Jody Summer
OTHER STAR FOX STUFF
226. Landmaster Tank
227. Wolfen
228. Andross
229. Andross
OTHER METROID STUFF
230. Samus's Starship
231. Metroid
232. Ridley
OTHER KIRBY STUFF
233. Fire Kirby
234. Fighter Kirby
235. Ball Kirby
236. Waddle Dee
237. King Dedede
238. Rick
239. Goopy
240. Meta-Knight
OTHER EARTHBOUND STUFF
241. Paula
242. Jeff
243. Poo
244. Starman
OTHER POKÉMON STUFF
245. Bulbasaur
246. Poliwhirl
247. Ditto
248. Eevee
249. Totodile
250. Crobat
251. Cleffa
252. Igglybuff
253. Steelix
254. Heracross
255. Meowth
256. Professor Oak
257. Misty
258. ZERO-ONE
CARD HERO
259. Maruo Maruhige
WAVE RACE
260. Ryota Hayami
1080° SNOWBOARDING
261. Kensuke Kimachi
DOSHIN THE GIANT
262. Love Giant
263. Hate Giant
CUSTOM ROBO 2
264. Ray Mk II
265. Bayonette
266. Annie
ANIMAL FOREST/ANIMAL CROSSING
267. Tom Nook
268. Totakeke
269. Mr. Resetti
KURU KURU KURIRIN
270. Hererin
ANIMAL HUNTER
271. Alpha

LUIGI'S MANSION
272. Vacuum Luigi
PIKMIN
273. Pikmin
274. Captain Olimar
EXCITEBIKE
275. Excitebike
DONKEY KONG JR.
276. Donkey Kong Junior
DUCK HUNT
277. Ducks
CLU CLU LAND
278. Bubbles
WRECKING CREW
279. Eggplant Man
MACH RIDER
280. Mach Rider
BALLOON FIGHT
281. Balloon Fighter
DONKEY KONG 3
282. Stanley
KID ICARUS
283. Pit
SIMCITY
284. Dr. Wright
SHIN ONI GA SHIMA
285. Donbe & Hikari
FAMICOM DETECTIVE CLUB PARTI/II
286. Ayumi Tachibana
3D HOT RALLY
287. Monster
SHERIFF
288. Sheriff
DISKUN SYSTEM
289. Diskun
NINTENDO GAMECUBE
290. GCN

#

>>>Options<<<

#

>>>Bonus Points<<<

There is an incredibly large number of end-game bonuses you can receive after a battle or a stage in the single-player quests. Depending on the difficulty to meet their demands, they can give out hundreds, thousands, tens of, or even hundreds of thousands of points, or maybe they'll deduct from your point total. It's possible to get a negative score, by the way. If you've played SSB, then some of these may look familiar, but most probably won't... The only purpose of points is to get a high score on Classic, Adventure, and the All-Star modes, and the rankings when in Point Mode in VS. is determined only by the points you gain. They'll appear in the order that they are listed here, and the bonuses you haven't receive aren't displayed on the list in your game. Copy and paste this onto a file on your computer and print it out. You might also want to check off the ones you already have, double check, and triple check. I needed to to find out what that last bonus I needed

was.

P.S. Most of these work best if Player 1 is doing something and Player 2 is left as a human player, just standing there, on either 1 minute or 1 Stock. If you're playing with Stock, someone must commit suicide for the match to end unless it's about KOing someone.

*Only applies in the 1-Player Mode

Bonus #	Name	Point Value	Requirements
1	Bird of Prey	4000	Used only aerial attacks

This is pretty simple. Your best bet to use this attack is with Jigglypuff. Leap into the air and swoop down and attack someone. Keep doing this until the match ends and the bonus is yours.

2	Combo King	2500	Used many combos. (Average # of combos is 2.5 or greater)
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With the Stock at 1, choose Bowser as Player 2 and Ness as Player 1. Position Bowser against any wall without any hazards, such as on the sides of the Montoli building in Fourside or the wall by the hole in the Hyrule Temple. Now PK Fire at Bowser, and do it again and again as Bowser recovers and the column disappears. After maybe about a minute, walk either character off the edge.

3	Juggler	1500	Struck an enemy many times while keeping him airborne.
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While using any character with a good upward Smash, such as Mewtwo or Mr. Game & Watch, just do an upward Smash at someone and prepare another and another for each descent. Basically, if you keep someone up in the air for a while by attacking, you'll get the bonus.

4	Backstabber	2000	High % of attacks were from rear. (70% or more of total)
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Just let Player 2 stand there, roll behind him or her, then attack with your basic A-button attack a lot. Just make sure that as many of them are done from behind as possible.

5	Sweeper	2500	High % of attacks were low. (50% or more of total)
---	---------	------	--

Use Mario, and duck next to someone. Press A to do the breakdancing thing, and do it over and over. Other low attacks include Ness's meteor yo-yo trick and Mr. Game & Watch's floorboard move, not to mention every other Mario Brother's breakdancing move. Then, end it with any attack that's NOT low, so you'll get this and not Clean Sweep.

6	Clean Sweep	5000	All attacks were low attacks.
---	-------------	------	-------------------------------

Do what you did with the bonus above, except that you'll have to attack

ONLY with the low attacks. As I said, most characters' Duck+A move is considered to be a low attack.

7 Meteor Smash 800 KO'd foe with a Meteor Attack.

A Meteor Attack is an attack that, when you hit someone with, will instantly KO them straight down. This is very hard to do, since you have to not only be outside the field to do it, but there is a very limited list of moves that can be Meteor Attacks. A lot of characters have Down+A as their Meteor Smashes, but some don't have any at all. Just assign Player 2 to be Jigglypuff on Super Sudden Death, 2 Stock, and make Jigglypuff jump off the edge while Player 1 is waiting there on the ledge where Jigglypuff jumped off of. Follow her down, holding down on the control stick as you go, and when you get close to Jigglypuff, press A. Hopefully, if that's a Meteor Attack, you'll get the bonus. If not, try a different character. Mario does a Meteor Attack to Bowser on the How to Play video if you want to see how it's done.

8 Meteor Clear* 3000 Cleared the level with a Meteor Attack.

Do the same task as you did for Meteor Attack, except you'll need to do it to someone in the 1-Player Mode.

9 Meteor Master 8000 Every Meteor Attack KO'd an opponent. (Minimum of 2)

Do these bonuses expand on the previous one or what? You need to pull off a Meteor Smash at least twice in one battle, which means you'll need to KO Jigglypuff twice using two Meteors. It's really tough.

10 Meteor Survivor 2000 Succeeded in recovering from a Meteor Attack.

The info I had originally been telling you is completely erroneous. Do not attempt to adjust your computer screen. I control the "A"s and the "Z"s. Basically, tossing the bad mimicking of the Outer Limits aside, it simply means that The first info is apparently false. <You actually get the Meteor Survivor by jumping out of the way right when someone is about to pull one on you. I have heard that it causes blue sparkles, but I've yet to see it for myself.>

11 Flying Meteor 4000 Hit a flying enemy with a Meteor Attack.

This one needs to be done so that a Meteor Attack brings someone so far down that they disappear into the background, AKA a Star KO. This, to my knowledge, can only be done in the Brinstar Stage when the lava rises. This was the last bonus that I got, so it may take a bunch of tries to do a Meteor at will.

12 Exceptional Aim 4000 Hit with most attacks.

Go through the Mushroom Kingdom Stage on Adventure Mode on Very Easy, and when the Yoshis come and attack, go into the crowd and do an attack that has decent strength and goes both ways, such as the Spinning Kong or Link's Spin Attack. If you do it successfully to the ten Yoshis,

then do an attack into the air and clear the stage, you'll get the Exceptional Aim bonus.

13	Perfect Aim	10000	Hit with all attacks. (At least 8 attacks per minute)
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This differs from Precise Aim in that Perfect Aim requires you to have 100% accuracy, meaning every attack you do hits an opponent and Precise Aim means that no one blocked your attacks. To do this, just let, as usual, Player 2 standing there while you pummel him or her.

14	All Ground	6000	Used all standard ground attacks against enemies.
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You'll need to hit your enemies with your character's ground-based moves, which consists of the 3 Smash Attacks, the 4 directions of throwing, duck+A, walk+A, run+A, and the up+A that's not a Smash Attack. And they all need to be executed on the ground too.

15	All Aerial	4000	Used all standard aerial attacks against enemies.
----	------------	------	--

To do All Aerial, you need to attack in the air using the basic A, forward+A, backward+A, down+A, and up+A. If you do all five in one battle, you'll get All Aerial.

16	All Variations	10000	Used all attacks except finishing blows on enemies.
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Now you'll need to fulfill both All Ground and All Aerial, hitting multiple opponents, to get All Variations.

17	All on One	20000	Used all attacks except finishing blows on one enemy.
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This time, do All Variations's standards...on one person. Talk about overkill, but it's 20,000 points.

18	Lethal Weapon	7000	Hit with a wide variety of attacks.
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Neither the name nor the description tells anything about what it does. Although it may seem like a lot to do, it's simply the 4 Special moves, 3 Smashes, and 5 aerial attacks. Then, end the match.

19	Berserker	3500	Attacked in a frenzy. (60 attacks or more in 1 minute)
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The rapid A, A, A... attack should fare just fine when getting this bonus, especially to a standing opponent.

20	Smash King	3000	Used many Smash Attacks. (150% or more of all hits)
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Whack people as much as possible with Smash attacks. The longer the

battle, the more damage you'll do and the more likely that you'll reach 150% with Smash Attacks.

21 Smash Maniac 3500 Only used Smash Attacks.

The shorter the better. The rest goes without saying, huh? Just Smash a Player 2 senseless, and that's all there is to it. just make sure that you don't accidentally do any other attacks. Characters with easily-distinguishable Smash Attacks, such as Ness and Mr. Game & Watch make good candidates.

22 Smash-less 1500 Used no Smash Attacks.

Now do the opposite. Pummel Player 2 with Special Attacks, Aerial Attacks, Items,... anything EXCEPT Smash attacks.

23 Specialist 2200 Hit with only special moves.

The best results will go to any character you know special attacks for. Some characters' Special Attacks are very different from his or her regular attacks. For example, Ness, a reliable source of distinct moves, has elemental Special Attacks, and Fox and Falco use their weapons for the B-button stuff. Others, such as Jigglypuff's and DK's, have Special Attacks that look just like their A-button moves. Hit Player 2 with two of your B-button moves THAT DO DAMAGE twice. This should yield you the Specialist bonus.

24 Dedicated Specialist 3100 Used only one kind of special move.

Now do only one Special Attack and you're set.

25 One-Two Punch 1800 Hit consecutively with all weak attacks.

What this means is the infinite A-button combo. Pin Player 2 against a wall and press the A button rapidly at him or her. As long as you sent more than one attack, the game will give you the One-Two Punch.

26 First Strike 500 Delivered first blow of match.

Play as a fast character, such as Capt. Falcon or Fox, against some level-1's. It doesn't necessarily have to be a team battle. Run up to the nearest character and attack them. When the match ends, you'll get this bonus unless a level-1 character happens to be faster than you are.

27 150% Damage 1000 Took 150% damage or more. Not valid in team battles.

28 200% Damage 3000 Took 200% damage or more. Not valid in team battles.

29 250% Damage 7000 Took 250% damage or more. Not valid in team battles.

30 300% Damage 10000 Took 300% damage or more. Not valid in team

31	350% Damage	15000	battles. Took 350% damage or more. Not valid in team battles.
32	Heavy Damage	20000	Took 400% damage or more. Not valid in team battles.

Bonuses #27-32 are grouped together as one, and they don't accumulate. You'll get the highest one if your damage reaches or exceeds 150%. If there's a bonus you're lacking, just get Pichu to do the Thunder attack over and over, and each time, his damage will go up by 3% without him being thrown off by even a millimeter. Keep it up until your damage % is at least that indicated on the name of the bonus. Just keep Player 2 standing there, and if you set it on Stock without a Time Limit and bring all of your patience along for the ride, you're set.

33	Sniper	2000	Hit only with flying objects.
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Play in Super Sudden Death, 1 Stock, and blast Player 2 clear off the arena with a fully-changed Charge Shot.

34	Brawler	2000	Hit only with direct attacks.
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Now do the inverse. Unless I'm mistaken, Capt. Falcon and Ganondorf both have only direct attacks other than the throws, so you should be fine with them. You don't have to win either.

35	Precise Aim	10000	All attacks hit immediately after execution.
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This one's pretty hard to figure out...I think what you do is you have to fulfill both Perfect Aim and Brawler before you can get Precise Aim. Good luck...

36	Pitcher	6000	Fought only with grabs and throws.
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Do you need any further explanation on this?

37	Butterfingers	-500	Had a high rate of grab and dash-grab failures.
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Well, how should I say this?... It's a "bonus" that deducts from your total score, so we'll call it an "anti-bonus". If you remember that the Z button exists when you played it the first day, you probably should already have this bonus. If not, then play a match against some computer players and use the Z button a lot. Most will miss and you'll get the Butterfingers anti-bonus.

38	All Thumbs	-1500	All dash-grab attempts failed. (At least 4 attempted)
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Another penalty? There's pretty much a higher version of every bonus. There's 249 of them! It's insane! Stand back, then run and press Z. Lather, rinse, repeat, repeat, repeat. There! You get fifteen hundred

points subtracted from your score! Goody.

39	Cuddly Bear	2000	Performed at least 3 grabs, but did not attack or throw enemy.
----	-------------	------	--

To do this, just press Z to grab someone and leave them like that. If you touch your control stick or the A button, you'd better start over. If you grab someone three times without throwing or attacking them, the Cuddly Bear bonus is yours. And if you didn't know, after about three seconds, they let go.

40	Compass Tosser	3500	Used all four directional-throw moves.
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Focus on throwing. Each character's four throws look different, so just remember what they looked like and beat up that Player 2.

41	Throw Down*	2500	Threw last foe to clear game.
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This is recommended during battles against a team of weak opponents. Use Mewtwo and when you know that you've finished all of the team except one, grab that person and throw him or her off to the blast line. This may take more than one throw.

42	Pummeler	1500	Did a lot of damage by holding and punching foes.
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This time, focus on grabbing people and press A rapidly, especially against the Player 2 punching bag. Oh, and Punching Bag's a bonus too.

43	Fists of Fury	2500	After grabbing, always held and punched, never threw.
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If you concentrated on the bonus above and were careful about that control stick, you should get this bonus as well.

44	Close Call	2000	Threw just before enemy broke your hold.
----	------------	------	---

Now, throw your opponent exactly 2 seconds after you grabbed him or her and that's it. An almost-free 2,000 points.

45	Opportunist	-1000	Didn't attack for a very long period of time.
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Get into a real battle and simply stay away from the action. If you don't attack for at least 30 seconds, I believe, you'll become a genuine certified SSBM Opportunist.

46	Spectator	-2500	Spent a long time on sloped terrain.
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Not sure what they mean by "sloped terrain"... I just simply got this bonus along with Opportunist sometimes. I guess you need to not attack and stay on an incline to avoid any projectiles that may come by. Sort of like this: |

If you have trouble getting this, characters with a bunch of jumps, such as Kirby and Jigglypuff, are quite good at staying in the air. If you concentrate on staying in the air for a battle as either of these characters, as well as other characters who can stay airborne for a while, like Ness and Mr. Game & Watch, you'll have this bonus in no time. You'll probably also get the Acrobat bonus.

55	Aerialist	2500	Did not jump from the ground. (No overlap with Cement Shoes)
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What this means is that the only times you jump is when you fall off a ledge or if you got knocked or thrown into the air. Again, this is best done with Kirby or Jigglypuff.

56	Acrobat	3000	Always did a midair jump. (No overlap with Cement Shoes)
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To get this bonus, you'll need to never single jump. Always double or triple jump. That was simple.

57	Cement Shoes	4000	Never jumped, including midair jumps.
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Need I explain more?

58	Head Banger	800	Hit walls a lot. (3 or more times per minute)
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Run into a bunch of walls, like in Onett, Fourside, or Princess Peach's Castle. Also, set the time to one minute so you can keep track of your frequency pretty easily.

59	Elbow Room	2000	Bumped into or pushed foes a lot.
----	------------	------	-----------------------------------

Try it with a standing Player 2. I want to keep "How to Do This" short because well, there's 249 bonuses and therefore 249 explanations.

60	Power Shielder	5000	Used the Power Shield often. (3 times or more in 1 minute)
----	----------------	------	--

This one's quite a bit to do... Have Player 1 be Fox and Player 2 be anyone. Firstly, you'll need to know that "Power Shielding" is a special shield with a different sound that comes on once you shield at basically the last nanosecond, resulting in a powerful shield that can resist near anything and deflect projectiles. Have Fox use the Blaster at close range, and as soon as you press B, put the shield on Player 2 immediately. If you see a flash and a metallic sound, then you've done it. Also, it helps to put the time limit to 1 minute, so you can keep track of how many you've done. If you're done ahead of time, then try working on other bonuses you may not have.

NOTE: Power Shielder seems to cause a lot of gamers trouble. There is probably something wrong in the game's programming that only gets you the bonus about half of the time, so if you think you've fulfilled this bonus but still don't see it as part of your results, keep trying.

grab onto an edge should they fall.

69	Life on the Edge	x800	After being hit, grabbed edge without a midair jump.
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If you don't get hit too far, you can try to maneuver yourself to the edge of the stage to get this bonus. This works well with Jigglypuff and Kirby, since they handle well in the air, but be careful not to jump, or you might get the wrong bonus.

70	Poser	2000	Taunted often. (6 or more times in 1 minute)
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Just repeatedly press up on the D-pad to instantly get this bonus.

71	Poser Poseur	x500	Taunted right after someone else. (Within 1 second)
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This is best done with at least two human players. You'll know what to do if you're controlling them both, but don't forget to give a signal if you're doing it with your friend.

72	Poser Power	x700	Attacked someone with a taunt.
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Luigi gets the special credit for being the only known character in the world of Smash to be able to do this. What he does is lightly kicks the floor, so if you do his taunt when someone's right in front of you, you will do 1% to an opponent and get seven hundred points every time you do so.

73	Pose Breaker	x800	Gave a quick weak attack to a taunting opponent.
----	--------------	------	--

Two characters in particular who are vulnerable to the Pose Breaker bonus are Mario and Young Link, both of whom have very long taunts. If someone plays as one of those two and decide to taunt when you're around, remember to do the simple A-button attack to them to, as the name implies, break their pose.

74	Instant Poser	x100	Taunted right after knocking down a foe. (Within 1 second)
----	---------------	------	--

This one should be simple. The computer opponents do it all the time. Instant Poser is best done when you just did a Star KO, so you can push up on the D-pad at just the right time.

75	Control Freak	1000	Tapped the control stick twice as fast as second fastest tapper.
----	---------------	------	--

76	Button Masher	700	Pressed buttons twice as fast as second fastest presser.
----	---------------	-----	--

These two bonuses are heavily related. You'll get them for sure if you play against level-1 computer players. They hardly move or attack at

all.

77	Button Holder	4000	Held down the A or B button. (For the entire match)
----	---------------	------	---

The main problem that most people face when they try to get this bonus is that its explanation simply isn't clear enough. What you have to do to get the button Holder bonus is to have either the A or B button held down, for best results, from the moment you select your character to when they announce the winner. Winning with the Button Holder bonus is very hard, though possible, since it's like as if one of the buttons is disabled. The B button is the recommended button to hold down, since the A button is used for most of your attacks.

78	Rock Steady	3000	Did not fall down.
----	-------------	------	--------------------

When they mean "falling down", they mean when someone hits you hard and you end up slamming onto the arena and lying there nearly lifeless. If this never happens to you for an entire battle, you get the bonus. Try it on the 1-Player Mode on Very Easy or against level-1 computer players.

79	Pratfaller	1500	Always landed face up.
----	------------	------	------------------------

80	Face Planter	1500	Always fell face down.
----	--------------	------	------------------------

The two of these are based completely on luck. Just play a whole lot and you'll eventually get the bonus.

81	Twinkle Toes	2500	Succeeded on every attempt to absorb damage.
----	--------------	------	--

Remember that definition of "falling" I mentioned a few bonuses ago? The meaning of the phrase "absorbing damage" is even obscurer, and this causes a lot of problems. The bonus seems nice enough, but you need to react quickly to get this bonus. Every time you "fall", you can use the L or R button to roll safely to land instead of falling face first (or face up sometimes). Do this at least twice in one match, and the elusive Twinkle Toes is added to your growing list of bonuses. It's not nearly as easy as how it sounds.

82	Floor Diver	1500	Dropped through floors often. (12 times in 1 minute)
----	-------------	------	--

Stay on droppables as much as possible and drop through floors. a good place to do this in would be Onett, since it's a non-scrolling stage with awnings you can simply drop down to another from. Just watch out for cars.

83	No R 4 U	300	Did not press the L & R Buttons.
----	----------	-----	----------------------------------

I get this one a lot. If you have trouble getting this bonus, then take a couple of those cups to put ketchup in from hamburger restaurants, (preferably In-N-Out, since those are large) and tape one over the L button and the other over the R button, and presto! No R 4 U.

84 Climactic Clashx1200 Hit same enemy with progressively stronger blows.

Try hitting a stationary human player with one regular A-button attack, then a forward+A regular attack, and then a Smash attack and see if you get this bonus. Geez, they have bonuses for everything, don't they?

85 Floored 300 Took a lot of damage from floors. (Over 50% of damage)

I believe the racetrack in Mute City will count as a "floor" that damages you, so frequently come back to the track to pack a new bonus.

86 Punching Bag 100 Got stuck between two enemies and hit back and forth.

Charging headfirst into a group of level-9 computer opponents is usually not a great idea, but it'll work toward getting this tiny bonus of pain.

87 Stale Moves -2000 Persistently used the same attack.

Identical to the "Cheap Shot" penalty from SSB (which was the only one for that game), all you need to do is play cheap. Hit someone repeatedly with one attack, such as PK Fire or (simply) Fire, or maybe an edge guard maneuver, and you'll be using Stale Moves.

88 Blind Eye 3000 Always looking in opposite direction as oncoming attack.

µ The Blind Eye is when you never get hit from the front. Every attack that you ever make comes from behind. This is obviously best done with two human players. µ

89 Crowd Favorite 2500 Audience cheered for player.

90 Master of Suspense 2500 Surprised the crowd often. (3 or more times in 1 minute.)

Pure luck. Listen carefully to what the audience says and how they relate to the situation to see if you got the bonus or not. Of course, if you're deaf, there's little you can do, but they did recently come out with a neural device thing that'll return vibrations in the air to your bodily receiver, but they're probably at least thousands of dollars, and they're still experimental.

91 Lost in Space 2000 Frequently magnified. (1/4 of time in a magnifying glass)

Go to the Yoshi's Island place and just try to stay for as long as you can in the right side of the arena, with the diagonal piece of land. If the battle satys relatively peaceful, you'll get the bonus.

the time you reach the end and never needed assistance in the form of Final Cutter or Pound, this large bonus is yours.

- | | | | |
|-----|-------------------|-------|---|
| 100 | Predator | -1500 | Attacked only opponents with high amounts of damage. |
| 101 | Down, But Not Out | 2000 | Fell all the way down, but got back up the most in a match. |

This one's a weird one. In a long match, you might just get it in the Yoshi's Island and Mushroom Kingdom stages, but often, you'll have to be a character who can really jump, like Kirby, and you'll need to be in magnifying-glass mode and make it back. Just jump off a ledge as Kirby, and as soon as you become a magnifying glass (the little bubble), make the most of your five jumps and the Final Cutter, if necessary, to get back on the stage.

- | | | | |
|-----|-------------|-----|---|
| 102 | Solar Being | 800 | Only left stage by flying off screen and becoming a star. |
|-----|-------------|-----|---|

This one's pure luck. If you haven't gotten it yet, play a lot more and you will. Just in case you don't know what the description is talking about, it means you can't ever be KOed off the sides of the stage or down to the bottom. You can only be KOed by flying into the background.

- | | | | |
|-----|---------|-------|--------------------------------------|
| 103 | Stalker | -1000 | Always attacked a particular player. |
|-----|---------|-------|--------------------------------------|

This one is self-explanatory. If you can't do it against computer players, just go with the setup of all human players. To my knowledge, this bonus doesn't work when there are only two fighters, since you would always get this penalty, which would be a bit unfair.

- | | | | |
|-----|-------|-------|----------------------------------|
| 104 | Bully | -2000 | Always KO'd a particular player. |
|-----|-------|-------|----------------------------------|

As long as you have some memory at all, you can do it. To get two grand subtracted from your score, either have three or four human players, or a combination of human and computer players, and remember who to KO. The tricky part is if everyone has high damage, and it gets too easy to accidentally KO someone else.

- | | | | |
|-----|--------|------|---|
| 105 | Coward | -500 | Spent a long time a great distance away from enemies. |
|-----|--------|------|---|

This one's easy. REAL easy. You're almost guaranteed to get it if you choose to fight in a large, open arena, like Hyrule Temple, Corneria, or Past Yoshi's Island.

- | | | | |
|-----|-------------|------|---|
| 106 | In the Fray | 2000 | Average distance between you and foes was very small. |
|-----|-------------|------|---|

This is the opposite of Coward. To get two grand added to your score, you can have your best bets on a tiny stage, such as Yoshi's Story or Fountain of Dreams, maybe as a heavy character. I seem to get In the

Fray about as often as I get Coward, but maybe that's just my style. I must admit, I am not that skilled of a SSBM player, but only one person has ever been able to predict my moves other than me.

107 Friendly Foe 3000 Never pushed an enemy.

You'll probably get this a lot more in a 1-Player Mode than a VS. Match since Friendly Foe is part of the One-Hit-KO package.

108 Center Stage 2000 Spent a long time in the middle of the arena.

Just try, and you might just get the bonus. It's not right smack dab in the center of the whole place, if you're a perfectionist, but you'll probably run into some trouble if you're playing on any scrolling stage, save Icicle Mountain. Oh, and one more thing: it's actually a vertical line stretching from the top of the middle part of the arena to the bottom middle, so don't worry about your altitude either. This is also often part of the One-Hit-KO package.

109 Merciful Master3000 Won without KO'ing anybody.

This is yet another luck-of-the-draw bonus. This is also more likely to happen in a 1-Player Mode than a VS. match, and that's because there's usually only one Fall on the CPU's part needed to progress through the game, and if they do a self-destruct, the three thousand points are yours.

110 Star KO x300 KO'd an enemy and turned him or her into a star.

Here's a hint: The higher the enemy's %, the more likely you are to get this bonus.

111 Rocket KO 5000 Sent all team enemies flying off the top of the screen.

The Rocket KO will all come down to skill. If you've read the description, that's pretty much all I can tell you. Well, maybe except that the Fighting Wireframe Team is relatively easy pickings, but well, they're all hard.

112 Wimpy KO x4000 KO'd a foe with a weak attack.

That sounds hard, isn't it? You'll probably have to rig this with human players again, since a "weak" attack is anything that barely sends the opponent anywhere.

113 Bull's-eye KO x800 KO'd a foe with a firing item.

Here's a few that might work: Samus's Charge Shot, the Charged Super Score, and Samus's Smash Missiles. Obviously, from the above, playing as Samus helps.

114 Poser KO x5000 KO'd an enemy with a taunt.

Only Luigi has a taunt with the privilege to do the Poser KO, but his kick is so weak, you'll have to do the same thing done with the Wimpy KO. However, Luigi's taunt is considered as a Meteor Smash, so am I missing something here? <Another FAQ reader has told me that it works as a Meteor Smash if someone is coming up from below when Luigi is standing by an edge.>

115 Cheap KO x500 KO'd an enemy from behind.

This shouldn't be too difficult. It also happens a lot in 1-Player Mode but is almost as occurable in VS.

116 Bank-Shot KO x3000 KO'd an enemy with a deflected item.

Now which KO is more difficult to pull off than Rocket KO? That's right! This one! To deflect an item, it needs to be thrown at you. You also need to pull up the shield at the last split second to make a Power Shield, which throws it back. And if it hits, the other guy needs to have Fallen. But you don't need to do it like that! Have one person throw a Bob-omb at a close-by Fox or Falco who has his Deflector up.

117 Timely KO x3500 KO'd a foe at the time limit.

You need to practically set up the whole fight so this would happen. However, don't be too harsh on yourself; it's not the precise time limit itself, but the last five seconds. You can figure it out from there.

118 Special KO x800 KO'd an enemy with a special attack.

This is easy. Many, many Special Attacks are capable of KOing. There's the PK Flash, anything fully charged, Smash Missiles, Oil Panic, Peach Bomber, and then some.

119 Hangman's KO x2000 Attacked an enemy that was hanging from an edge for a KO.

Do it if you feel cruel, but it'll be very hard to accomplish this without--you guessed it--human players! Oh, the wonders of rigging the whole bit! Also, downward Smashes work really well.

120 KO64 x640 KO'd an enemy when the enemy was at 64% damage.

Another luck Bonus. Nothing else to say.

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

You'll be doing this one blind, since it's all offscreen, but 90% of the time, probably, a Bubble-Blast KO will happen in Yoshi's Island, Onett, or Flat Zone. That is all.

after match begins.

Novice players will get this easily. Are you sure you haven't gotten this one yet?

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

Just push in the direction of the abyss below to fall off to your doom. For example, in this situation...:

----=ground
,=you

-----,

...you would press to the right, away from the cliff.

134 Quitter x-1000 Fell off stage without even trying to recover.

What are you, an expert from the beginning? Maybe to add some confusion in if your reflexes forbid you to get the Quitter bonus, have four Mewtwos in a fight. They all look exactly the same aside from some slight color changes.

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

Look. Can't you just rig this by yourself?

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

This one is easier the longer the match gets. Set it to your favorite course with at least 10 Stock or 15 minutes, and you're sure to get it.

137 Ground Pounded 500 Got KO'd by a damaging floor.

This is the receiving end of Kiss-the-Floor KO. It's worth only half as much, but you're not quite showing your skill if this happens to you... Again, try it on Mute City.

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

Hehehe. I love the pun on this one. It's a double pun, meaning it relates to something in two different ways. If given time, I'm pretty good at making double puns, though professionals can make triple or even quadruple puns. But anyway, enough with my rambling. Some effective props that consistently deliver KOs are:

- Bullet Bill atop Princess Peach's Castle
- Barrel Cannon in Kongo Jungle
- Arwings on Corneria and Venom
- Wrenches and Buckets in Flat Zone
- Acid on Brinstar
- Cars on Onett

139	Angelic	2000	Was standing on revival platform when match ended.
-----	---------	------	--

Luck some more. Sometimes, very unlikely situations will have to occur to get this bonus, since it requires a KO about 5 seconds after you get KOed. Try playing with a timer and get KOed at about 7 seconds left.

140	Magnified Finish	1000	Ended the match in a magnifying glass.
-----	------------------	------	--

A "magnifying glass" means your character is offscreen, so make sure the character is in the little circle thing when the game ends.

141	Fighter Stance	500	Ended match while taunting.
-----	----------------	-----	-----------------------------

This one is easy enough. Up on the D-Pad causes taunting.

142	Mystic	2000	Ended match while offscreen.
-----	--------	------	------------------------------

Mystic will be a bit harder than Angelic. You'll need to be BETWEEN getting KOed and being on the "Angelic" platform when the match ends. I have never done this purposely, but time a KO just right when the timer is on its last few seconds. YOU'll need to be KOed at roughly between 00" 60 and 00" 01 for it to happen. You'll also get Timely KO while you're at it.

143	Shooting Star	1500	Ended match as a star.
-----	---------------	------	------------------------

This is also related to Angelic and Mystic, but this time, you need to be careening through the background to be awarded with it. That means you won't get it simply by falling off. You'll need someone to hit you straight upward when you have a high % at about two seconds left on the timer for it to work.

144	Lucky Number Seven*	3000	Finished with :07 left.
-----	---------------------	------	-------------------------

145	Last Second*	5000	Finished with :01 left.
-----	--------------	------	-------------------------

Try both of these at Escape from Brinstar.

146	Lucky Threes	3330	Finished with 3:33 left.
-----	--------------	------	--------------------------

Do you need any more information?

147	Jackpot	1110	Damage at end was the same number repeated three times.
-----	---------	------	---

I discovered that it does NOT have to be the same number repeated three times. It can be twice. That's right, you can get Jackpot by not only finishing with 111% or 222%, but 11%, 77%, 22%, or whatever two-digit number is divisible by 11! This may make life a bit easier.

148	Full Power	2000	Damage at 0% at finish.
-----	------------	------	-------------------------

This is usually received along with Impervious, but it can stand alone, since it's pretty much a package with Angelic if you get KOed, or Heartthrob or Vegetarian, because you can get KOed as much as you like or use as many healing items as needed. This shouldn't be too hard if you're getting pretty good at the game.

149 Item-less 1800 Did not use any items.

Item-less is also part of the one-hit-KO package...as long as you used your character's moves to pull the thing off. If you're still having trouble with this bonus, set the Items to none.

150 Item Specialist2000 Only hit with item attacks.

You get two hundred more bonus points if you attack only with Items than never use them at all. Be very cautious, but like most bonuses out there, you can rig this one among two human players as well.

151 Item Chucker 3000 Hit only by throwing items.

You'll end up getting Item Chucker if you end up picking up a lot of Mr. Saturns in the Onett section of Adventure Mode. That's by far the spot in the game that you'll be most likely to get the three grand.

152 Item Smasher 3000 Used only smash attacks with swinging weapons.

This one will be a bit harder, but it's still riggable. It's as much luck as it is mastery of Items, because the first Item you grab may not be a swinging Item. Again, this is much more convenient in the 1-Player Mode, where the matches are short enough for you to only use certain items and nothing else. I'm not sure, but i think that Item Smasher will always be accompanied by Item Specialist.

153 Capsule KO x800 KO'd an enemy with a capsule.

This is pretty self-explanatory. Hitting someone with a Capsule by throwing it is a surprisingly atrong attack if you Smash throw it, if that helps.

154 Carrier KO x800 KO'd a foe with a large item carrier.

You do the same as you did for Capsule KO, except with a Crate, a Party Ball, or a Barrel.

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

I'll assume that you haven't gotten this bonus, and the reason why is because you don't know which Items are defined as "Heavy". The heavy Items will slow you down if you travel around with it, and it is usually supported by the character's back. Heavy Items include Crates, Barrels, Party Balls, and Barrel Cannons.

156 Item Catcher x1000 Caught an item thrown at

Got every kind of item that appeared.

=====

This one will get confusing. You might not know if you've gotten a certain item or not. However, if you do this, your job will be easy. Just put on only ONE item, then make sure you get it during the match.

=====

Bonus #164 - Connoisseur (3000 points)

=====

Got every kind of food that appeared.

=====

This one can also be confusing, but can be made easier. Put on only food, and put the items coming down on very low. Then make it a one minute match. Get all the food that appears, and you'll get this bonus.

=====

Bonus #165 - Gourmet (2000 points)

=====

Used only food items. (3 or more)

=====

All you have to do is eat 3 types of food items, and you've got the bonus. However, you can't use other types of items.

=====

Bonus #166 - Battering Ram (1500 points)

=====

Used only battering items. (3 or more)

=====

Set on only hammers, and put them on very high. Then grab at least three hammers and go nuts with them during the whole match.

=====

Bonus #167 - Straight Shooter (1500 points)

=====

Used only shooting items. (3 or more)

=====

This is simple. Just put on only Ray Guns and Super Scopes and just keep shooting with them the whole match.

=====

Bonus #168 - Wimp (1500 points)

=====

Used only recovery items. (3 or more)

=====

Just put on all Hearts, Maxim Tomatoes, and Food, and get all of them within the match. You must get three or more, so put it on very high.

=====

Bonus #169 - Shape Shifter (1500 points)

=====

Used only transformation items. (3 or more)

=====

At first, I had NO idea what to do. But then I figured out that I had to

use items that changed my size or look. So, just set on only Mushrooms, Super and Poison, and put on Metal Boxes as well, and get them through the whole match.

=====
Bonus #170 - Chuck Wagon (1500 points)
=====
Only grabbed throwing items. (3 or more)
=====

For this, just put on only Bob-ombs and throw them around throughout the entire match.

=====
Bonus #171 - Parasol Finish (1600 points)
=====
Was parachuting with the Parasol at match's end.
=====

All you have to do is grab a Parasol at the end of the match when there's about 2 seconds left and fly around while time runs out.

=====
Bonus #172 - Gardener Finish (2000 points)
=====
Put a flower on an enemy's head at match's end.
=====

Play against a non-moving human player, then put on only Lip's Stick. Whack that person with it at the end of the match, and you'll have the bonus.

=====
Bonus #173 - Flower Finish (1700 points)
=====
Had a flower on head when the match ended.
=====

As the active human player do exactly what was described above, and your opponent will get the bonus for you.

=====
Bonus #174 - Super Scoper (2000 points)
=====
Did 100% damage or more firing the Super Scope.
=====

Put on only Super Scopes, then fire them over and over again at non-moving human players to get the bonus.

=====
Bonus #175 - Screwed Up (2000 points)
=====
Held Screw Attack for 30 seconds or more.
=====

This is very simple. Just grab a Screw Attack during the match, and hold it for half a minute. You may want to do this against a non-moving human player to make it easier.

=====
Bonus #176 - Screw Attack KO (2500 points)
=====

Used a Screw Attack to KO an enemy.
=====

This one is easy. First, get someone to play as second player. Have them stand on the edge of the stage. Then, grab the Screw Attack and throw it at them. They'll fly into the air, and come back down. Have them push away from the battle arena, and they'll fall out and die.

=====
Bonus #177 - Warp Star KO (1000 points)
=====

KO'd a foe using a Warp Star.
=====

All you have to do here is put around 100% damage on a non-moving opponent. Then, grab a Warp Star, fly up, come back down on your opponent, and most likely, they'll be dead.

=====
Bonus #178 - Mycologist (2500 points)
=====

Got 3 or more Mushrooms.
=====

This is simple. Turn only Mushrooms on, then get at least 3 throughout the match. However, when you get one, you must wait until you shrink to get another for it to count.

=====
Bonus #179 - Mario Maniac(8000 points)
=====

Used only Mushrooms, Fire Flowers, and Starmen.
=====

All you have to do is turn on only Mushrooms, Fire Flowers, and Starmen. Then, you must get at least one of each in the match.

=====
Bonus #180 - Metal KO (800 points)
=====

KO'd enemy while metal.
=====

First, get your opponent up to about 100% damage. Then, get a Metal Box, and use a powerful attack on your non-moving opponent to kill them and then get the bonus.

=====
Bonus #181 - Freezie KO (2000 points)
=====

Froze enemy with Freezie then KO'd him or her.
=====

For this bonus, just throw a Freezie at someone who is near the edge. If you hit them, they'll fly up and over the edge into the pit and die.
=====

Bonus #182 - Flipper KO (2000 points)

=====
KO'd enemy with a Flipper.
=====

This might be a bit tricky. First, get your opponent near the edge. Then, grab a Flipper and throw it at them. They'll go flying off if there's enough power and you'll get the bonus.

=====
Bonus #183 - Mr. Saturn Fan (3000 points)
=====

Only item used was Mr. Saturn.
=====

This is easy to get. Turn on only Mr. Saturns, and have a melee with anyone. Grab at least one Mr. Saturn during the match. When the match is over, you'll have the bonus.

=====
Bonus #184 - Mrs. Saturn (1500 points)
=====

Held Mr. Saturn for 30 seconds or more.
=====

All you have to do here is pick up a Mr. Saturn and hold him for at least 30 seconds. Then you'll have the bonus.

=====
Bonus #185 - Saturn Siblings (4000 points)
=====

Got 3 or more Mr. Saturns.
=====

All you have to do here is turn on only Mr. Saturns, and pick up at least 3 during the match.

=====
Bonus #186 - Saturn Ringer (4000 points)
=====

Caught a Mr. Saturn thrown at you.
=====

You'll have to have damn good reflexes to get this bonus. Have a human opponent throw a Mr. Saturn at you. The second that it's about an inch away from you, press A to grab it.

=====
Bonus #187 - Giant KO (600 points)
=====

KO'd a foe while giant.
=====

To get this bonus, first get your opponent to about 75% damage. Then get a Mushroom and kill your opponent while you're giant.

=====
Bonus #188 - Tiny KO (2500 points)
=====

KO'd a foe while tiny.

=====
To get this bonus, first get your opponent to about 150% damage (you don't want to take chances). Then, get a Poison Mushroom, and kill your opponent while you're tiny.

=====
Bonus #189 - Invisible KO (800 points)
=====

KO'd a foe while invisible.
=====

First, get your opponent up to about 100% damage. Then, get an Invincibility Cloak and kill your opponent while you're invisible.

=====
Bonus #190 - Bunny-Hood Blast (1200 points)
=====

KO'd someone while wearing a Bunny Hood.
=====

First, get your opponent to about 100% damage. Then, grab a Bunny-Hood, and kill someone while wearing it.

=====
Bonus #191 - Vegetarian (1800 points)
=====

Got 2 or more Maxim Tomatoes.
=====

To get this bonus, turn only Maxim Tomatoes on. Then, get at least 2 of them during the match.

=====
Bonus #192 - Heartthrob (2800 points)
=====

Got 2 or more Heart Containers.
=====

To get this bonus, do exactly what you would do for the Vegetarian bonus, except with Heart Containers.

193	Invincible	x1200	Player is invincible at
	Finish		the end of the match.

Thos guys, who just couldn't get enough of the Item-based bonuses, had to put something dealing with Stars. Obviously, if you set Starmen as the only item on Very High, chances are you'll be invincible at the end of a TIMED match. What I don't understand is why it needs to be multiplied if there

#194 Invincible KO through #249 Giga Bowser KO coming soon!

#

>>>Secrets<<<

Secret Characters

Once you meet the above requirements, you should be challenged by the secret character. Some are as easy as pie, and others are very tough.

(tip: in 1-player mode, try it on Very Easy if you're that thickheaded to not have figured it out.)

JIGGLYPUFF: Clear any 1-Player Mode once, or you can play 50 VS. matches. Jigglypuff will need some work to master, so she's been made to be the first secret character you unlock.

DR. MARIO: Clear Classic Mode using Mario, or clear the Adventure Mode without dying. You'll need to play 100 VS. matches if you don't want to go through that.

PICHU: You can clear Event 37 (Legendary Pokémon), or, if you can't gain skill that quickly, beat the Classic Mode with Mewtwo. 200 VS. matches for the lazybums out there.

FALCO: If you can beat the 100-Man Melee, you'll be challenged by Falco Lombardi. Or 300 VS matches to get him. Falco is pretty tough for a secret character with relatively low requirements, so get ready.

MARTH: It'll probably be much faster if you get all 14 regular characters involved in at least one complete fight in VS. mode, but you can also do it with 400 VS. matches if you refuse to play as a certain character.

YOUNG LINK: Clear the Classic Mode as the tenth character along your way of getting a trophy for all the characters...or play 500 VS. matches.

GANONDORF: If you don't want to go through 600 VS. matches, then beat Event 29 (Triforce Gathering).

MEWTWO: You'll get Mewtwo by reaching 20 hours of VS. combined play time or 700 VS. matches, whichever comes first. If you miss him the first time, he'll challenge you after every VS. match.

LUIGI: Clear the Mushroom Kingdom place in Adventure Mode (before you fight Mario & Peach) with a 2 as the ones digit in the time remaining. For example, 5:52:86 will get Luigi, and so will 0:02:00. If you beat him as fast as you can, He'll challenge you after the "Congrats!" scene. That, or 800 VS. matches.

ROY: Better conquer Marth, because you'll have to beat Classic Mode as Marth without dying to get Roy. If you don't, you'll have to endure 900 VS. matches, and that'll take a while.

MR. GAME & WATCH: This is the last secret character you get. Again, this fellow's hard to master, but you can thoroughly humiliate your opponents after you master him by clobbering them with frying pans, jim helmets, and bug spray... To achieve that, you'll have to play through Classic Mode with all 24 other characters. That's a lot faster than 1,000 VS. matches.

SONIC & TAILS: If you thought these two characters would ever possibly be in SSBM, you're wrong. Unless the phrase "Sonic & Tails" caught your attention in this section of the FAQ and you thought I was some dimwit who never even played SSBM before. First of all, Sonic the Hedgehog and

Miles "Tails" Prower are both registered trademarks of Sonic Team, which is completely independent of Nintendo and therefore would never play a role in SSBM. Maybe if Sega made their own, you can see them, but not in this ballpark. It started as an April Fools' Day joke written down in the April 2002 issue of Electronic Gaming Monthly. People took it too seriously, and the news started to spread. The criteria was to get 15 KOs in the Cruel Melee, but everyone who reached that knew that the secret characters were false. EGM quickly apologized in the following issue, but dumb as some people were, some actually argued back, but this is going away from the whole thing. In short, THERE IS NO HEDGEHOG YOU CAN PLAY WITH, AND THE ONLY FOX WHO'S PLAYABLE IN SSBM PILOTS AN ARWING, NOT THE TORNADO 2.

OTHER HOAXES: Knuckles the Echidna

Dr. Ivo "Eggman" Robotnik

Toad

Wario

Bombberman

Giga Bowser

Mask Link

Dark Link

Master Hand

Crazy Hand

Wireframe Fighters

Ridley

Wart

Koopa Troopa

Waluigi

Raichu

Togepi

Shia

Diddy Kong

King Dedede

Waddle Dee

Paula

Jeff

Poo

Baby Bowser

Baby Mario

Pit

Balloon Fighter

Secret Stages

See the sections above for more information as to how to get a certain stage.

PLANET ZEBES-BRINSTAR DEPTHS: PLayering 50 VS. matches will ensure you not only Jigglypuff, but this difficult course!

EAGLELAND-FOURSIDE: The biggest city in Eagleland will accompany Dr. Mario after 100 VS. matches, unless you got Dr. Mario another way...

F·ZERO GRAND PRIX-BIG BLUE: If you play 150 VS. matches, you can get this fast-paced battle above the high seas.

KANTO-POKÉ FLOATS: Pichu will be glad to bring along this hallucination after you fight in VS. mode 200 times.

MUSHROOM-KINGDOM II: If you get either Birdo or Pidgit as a trophy, you

can also get this simple arena.

SUPERFLAT LAND-FLAT ZONE: Mr. Game & Watch's special place comes from beating Classic Mode as Mr. Game & Watch.

SPECIAL STAGES-BATTLEFIELD: If you can beat All-Star Mode, then you got yourself the Wireframes' home field, Battlefield!

SPECIAL STAGES-FINAL DESTINATION: The basic arena where the hands hang out can only be unlocked if you can beat all 51 Events.

PAST STAGES-DREAM LAND: Get a taste of the old SSB when you break all the targets with all 25 characters.

PAST STAGES-YOSHI'S ISLAND: Hopefully, you can hit over 1,315 feet with Yoshi. It's very hard to do, but as soon as the thing starts, turn around and grab the Homerun Bat. Turn around, come up to Sandbag, duck, jump as low as you can using the X or Y button, and then immediately hold down A while you still press down on the Control Stick. Yoshi's "Meteor Smash" will rack up damage on Sandbag. If you can do five sets of this attack within 9 seconds, which is near impossible, then you've got it made: Simply Smash forward while on the ground, to whack Sandbag into the distance. Well, you don't need to do it with Yoshi, but he is the character that most everyone gets the stage from. THE WEIRDO WORKSHOP, for example, pulled it off with Ganondorf.

PAST STAGES-KONGO JUNGLE: Finish the 15-Minute Melee. You'll need to learn how to run away and dodge attacks before you can get this one, because the 15-Minute Melee will be very tough.

Other Secret Stuff

ALL-STAR MODE: To get the third 1-Player challenge, unlock Mr. Game & Watch.

RANDOM STAGE SELECT: If you get the first 6 of the above list of secret stages, you'll get Random Stage Select. If lets you omit certain arenas you don't like from being selected when you choose a random stage.

SCORE DISPLAY: You can now keep track of Time Battles in VS. Mode if you play (š)5,000 VS. Mode matches(š).

ALTERNATE MUSIC: Once you unlock the Sound Test, have everyone hold L or R while selecting a certain stage. Here's a (sigh) chart below:

If you select...	You'll get this music:
Icicle Mountain	Balloon Fighter Theme
Hyrule Temple	Fire Emblem Theme
Great Bay	Saria's Song
Yoshi's Island (SMW version)	Super Mario Bros. 3 Theme
Onett	Pollyanna (Mother 2)
Pokémon Stadium	Pokémon Battle (Battle Theme)
Either Mushroom Kingdom	Fever (Dr. Mario)
Battlefield	Wireframes 1
Final Destination	Wireframes 2

SOUND TEST: Oh, you don't know how to get the Sound Test? Get all the secret characters and stages.

TROPHIES TRICK: If you have the Sound Test, turn on your favorite song.

Quit the Sound Test by pressing B, then check out your trophy collection with that music playing.

POKÉ BALL OF YOUR CHOICE: If you have the Poké Balls set to very high in a VS. game and quit (pause, then hold L, R, A, and Start), then the first Poké Ball to appear in a 1-Player game will contain that Pokémon.

MEW: Haven't gotten Mew yet? You have to have Mr. Game & Watch unlocked along with all the other characters to get Mew to appear. Your chances are still slim though.

CELEBI: The miniscule chances of getting Celebi can only be received by unlocking all the stages (š)and Score Display(š). It, like Mew, can be seen if you open a Poké Ball.

MENU REFRESHMENT: Get a refreshing song for the menus when you hold down A while the game is loading after pressing Start after the intros.

ORGANIZE YOUR TROPHIES: Tired of seeing your trophies in a mess on the table? Then hold the Y button when it's loading to arrange them in a triangle. The L button will arrange them into soldier-like rows, and the R button puts them into a circle. The L (š)or(š) R buttons will put them into an even more orderly format, making a rectangle.

NAMES: In VS. Mode, if you've established a name for yourself, point the hand over the character's name on your box. For example, if you chose Mario, click on the word "Mario" near the bottom of the screen in your designated controller box.

One last note: it's not really a trick, but you may have a really fun time looking through the random names. There's everything from "A1" to "R2D2".

CHARACTER GLITCH (sent by thenarfinator@hotmail.com): If you drag your chip from a character to another, than select the other character by holding down X, Y, and Start for a few seconds, the second character will appear as the picture, but the announcer will call the name of the original character, and you'll also be playing as the first guy.

RANDOM CHARACTER (sent in by shadestool@hotmail.com): Did you know you can randomly select your character in Super Smash Brothers Melee? Just try placing your token in one of the two empty corner spaces in the character select area. It'll automatically place your token on a random character.

GET A LIFE (sent in by Bowser194): If you are playing a stock team battle and you are out of lives, check to see if your partner has more than one. If he/she does, press the Start button to borrow a life from him/her.

VICTORY POSE (sent in by Valtane): You'll be such a poser if you hold down X, Y, or B, as soon as you win, because depending on which button you press, your character will do a different pose.

#

>>>Hall of Shame<<<

Here, we post the lowest of the low's messages for all of us to read. They not only include people who don't know what they're doing, but

thieves, total show-offs, and not to mention the worst gamer of all: the liar. Below is a list. If it seems rather short, it will probably grow.. After all, isn't "Utopia" literally translated to mean "no place"?

NOTE: All spelling, punctuation, capitalization, and word structure errors are those of the person who wrote the e-mail. No names are changed.

SECOND NOTE: I am not trying to offend anyone or anything. I am a nice person, to the point where I would never utter certain four-letter words. The reason for this section is an example of things people should not be sending to me, as well as discouraging people to write those ideas to me.

8/31/02

Here's the first repulsive individual. He or she has sent me not one e-mail, but TWO in the same day, saying that Sonic and Tails are real characters in SSBM. Here's how the first message goes:

Subj: Two more hidden characters!!
Date: 8/31/02 6:59:07 PM Pacific Daylight Time
From: BracamonteAndy@msn.com
To: drrobotnik2001@aol.com
Sent from the Internet (Details)

Dear Drrobotnik2001@aol.com,

I just wanted to tell you that you can also unlock Sonic and Tails!!! All you have to do is go into Cruel Melee mode and defeat twenty opponents and The two all-stars will challenge you at the same time and if you defeat them then you also unlocked them as playable characters!!!!!!

Signed one of your
biggest fans,
BracamonteAndy@msn.com

As you can clearly see, no matter how many times it is written down, people will still think that the mascot of Sonic Team and his sidekick are playable characters. This fellow probably tried to be on my good side by saying that he is a fan of me, but the excessive amounts of exclamation points show a lack of intelligence. And lo and behold; half an hour later, I get a nearly-identical message from the same moron:

Subj: secrets of the game
Date: 8/31/02 7:35:08 PM Pacific Daylight Time
From: BracamonteAndy@msn.com
To: drrobotnik2001@aol.com
Sent from the Internet (Details)

Dear drrobotnik2001@aol.com,

Hello again! I just wanted to tell you that I have more information for SSBM. First of all if you finish Classic mode with either Sonic or Tails you get a surprise. You can arrange your trophy collection by simply select the Trophy menu and before you select Collection hold down L,R or Y and A to enter your Collection and view them in one of five different arrangements. The last thing I wanted to tell you is that if you are Fox McCloud or Falco Lombardi and you're on either Corneria or Venom,

quickly tap down on the control pad. If you did it right your character will crouch down and hail transmissions from your wingmen.

This message is, unlike the first one, partially truthful, though sending the same thing to me twice only makes the process more disgraceful.

9/6/02

Some legends never die...Can you guys ever give a thought as to if it's little more than an April Fools' joke? The one kind of people I truly despise are liars, and here's yet another loyal follower of the group I call PWTSTSSBMG (or the People Who Think Sonic and Tails are in Super Smash Bros. Melee Group.

Subj: A mistake you made...

Date: 9/6/02 5:28:35 PM Pacific Daylight Time

From: GoKart456

To: Dr Robotnik 2001

On the Sonic and Tails part, it's actually 20 KOs Not 15. It's just something for you to edit.

Apparently, any replies I try to make are not accepted by GoKart456, which sinks him/her even lower, meaning the only reason why this person posted such atrocity is to stir up trouble. This poor fellow thinks he or she has gotten away but is probably unaware of the existence of this Hall of Shame. Also, this kid believes I put in something like "Get 15 KOs in Curel Melee to unlock the hedgehog-fox duo" or something. Sad.

More rotten people coming soon!

9/10/02

It looks like there's finally a non-Sonic-and-Tails Hall of Shamer in our midst...This fellow goes by the name of "ichthus87@hotmail.com". Unfortunately, I've lost the original e-mail, but it explained about how I "copied off" the FAQ format of another FAQ writer named "sleddog". Seeing that there are enough quotation marks in this paragraph already, I need you, the readers of this FAQ, to find out if this FAQ writer even exists. Drop me a line if it's affirmative, and I'll investigate it myself.

Subj:

Date: 12/10/02 4:43:45 PM Pacific Standard Time

From: yoallwyn@yahoo.com

To: drrobotnik2001@aol.com

CC: drrobotnik2001@aol.com

Sent from the Internet (Details)

This web site said u can get toad by,shotting all the credits at the end.Do you think its true?

#

>>>Stuff You Might Not Know But Want To<<<

What Did Marth and Roy Say?

Because Fire Emblem, at the moment Super Smash Bros. Melee came out, was a Japan-only game, they never had to learn the English language. As I type this though, and it may have already occurred by the time you read this, they are making Fire Emblem Advance, coming out in the US. We'll finally be able to make sense of their characters then, but for now, you can read about what they actually say:

If Marth says...	It means in English:
Bokura makeru wake-ni-wa ikanainda.	I "mustn't" lose!
Konkai-wa boku-no kachi da-ne?	Looks like I won this time.
Kyou-mo hikirobiru koto-ga dekita.	I live for another day.
(taunt) Minna, mitete kure	Hey everyone! Check this out!

If Roy says...	It means in English...
Mamoru dekimono-no tame-ni, makerarenai!	For those who I protect, I mustn't lose!
Kurushii tatakai datta...	It was a tough battle...
Shin-no tatakai-wa...korekare da!	The true battle starts here!
Boku wa makenai.	I won't lose.

Now to question about their non-Japanese sounding names and appearance, despite their inability to speak anything except Japanese... Could this be a habit the Japanese put in their media?

How to Pick on the CPU

No matter how tough computer opponents are, there will always be things they will fall for, which may just be the only way to beat the super-sonic Level-9 CPU. You might want to use these tricks to your advantage and show it off to the world you can beat Level-9 computer opponents!

NOTE: This list is always expanded as I find and remember more qualities that you can use to your advantage (or disadvantage), so don't just C&P this onto your computer, print it out, and think it'll always be the current one!

·Computer players tend to walk straight into Motion Sensor Bombs, even if they get hit when you throw it at them. They also don't resist getting blown off very much once they touch one.

·Computer players also never pick up Bob-ombs. Once they start walking, they'll shield themselves instead of jumping over one, and sometimes they'll blow up right in their face.

·They also don't care that a Flipper's been thrown and will repeatedly get hit by a Red Shell.

·They rush headfirst when they see a Poké Ball appear unless they're a Pokémon themselves (Pikachu, Pichu, Jigglypuff, and Mewtwo), but they

will sometimes during VS. Mode.

·Just because they're all set to the same level doesn't mean they're perfectly even. Like in most multiplayer games, there will be a "bully" who is apparently better than the rest and is programmed to be the one that wins if you don't.

·Speaking of which, Capt. Falcon, Link, Samus, and Falco tend to be the "bullies" who pick on Jigglypuff, Pikachu, Pichu, Mewtwo, Luigi, and Mr. Game & Watch. DK gets much better as the level increases, and Ness, like in SSB, is best at level 7 but declines at 8 and 9.

·When they're dropping through a platform, they will not attack or defend until they touch the ground. This may be your only way to punch a hole through those lightning bolts called Level 9 Difficulty.

·Zelda tends not to transform during a Tournament.

NOTE: mikey_s_rulez@hotmail.com disagrees. Who is right? People, help me!

·The CPU is also able to be snuck up from behind.

·They perform perfectly during Invisible Melee.

·They will always shield if a projectile is about to hit them at a far range.

·A favorite among expert players, a computer opponent will also repeatedly fall for the same trick over and over.

·A computer player will simply stand right underneath a Kirby in the air, making the Stone attack very efficient.

·This has never happened to me before, but I'm sure it works. If you play as Kirby or Jigglypuff, and get close to the blast line at the bottom, then come back up, in the process of doing so, a computer player will commit suicide. This obviously cannot be done in Onett, where there IS no bottom blast line.

·Computer players have an extremely difficult time surviving Icicle Mountain when the scrolling gets fast.

·The invincibility after dropping from the "Angelic" platform when you start another life is unnoticeable to computer players.

·If you get sent flying, it's better to just hit the ground than do the "Twinkle Toes" maneuver, since they'll let themselves get hit if you retaliate using the A button after falling flat on your face (or back).

mikey_s_rulez@hotmail.com's contributions:

·Luigi will always use the Green Missile instead of the Super Jump Punch as a recovery if he is thrown off the stage.

·If you jump above a mid-level computer player returning back from the "Angelic" platform, he or she will do a taunt, setting up grounds for a surprise attack.

007bcm90@monmouth's contributions:

·Luigi's "misfire"--that is, when his Green Missile malfunctions, tends to go off right when Luigi needs it to get back on the stage. On the other hand, it may just be luck...

·Marth and Roy don't seem to charge their regular B-button attacks so much.

·Kirby is the only character who will dare to attack you from directly above.

Donkey Kong is Here!

The DK Rap goes sort of like this:

Huh, huh!
Here we go
So they're finally here
Performing for you
If you know the words
You can join in too
Put your hands together
If you want to clap
As we take you through
This monkey rap!

Huh!

DK! Donkey Kong!

(Donkey Kong)
(loop starts here)
He's the leader of the bunch
You know him well
He's finally back
To kick some tail
His coconut gun
Can fire in spurts
If he shoots ya
It's gonna hurt
He's bigger, faster,
& stronger too
He's the first member
Of the DK crew!

DK! Donkey Kong! DK! Donkey Kong is here!

(Dixie Kong)
This kong's got style
So listen up dudes
She can shrink in size
To suit her mood
She's quick & nimble
When she needs to be
She can float through the air
& climb up trees
If you choose her,
You'll not choose wrong
With a skip & a hop,
She's one tough kong!

DK! Donkey Kong!

(Crazy Kong)

He has no style
He has no grace
This kong has a funny face
He can handstand
When he needs to
& stretch his arms out
Just for you
Inflate himself just like a balloon!
This Crazy Kong just digs this tune!

DK! DK! Donkey Kong! DK! DK! Donkey Kong is here!

(Diddy Kong)

He's back again
& about time too
& this time he's in the mood
He can fly real high
With his jetpack on
With his pistols out, he's one tough kong
He'll make you smile
As he plays his tune
But Kremplings beware cause he's after you!

DK! Donkey Kong! DK! Donkey Kong!
DK! Donkey Kong! DK! Donkey Kong!

(Chunky Kong)

Finally,
He's here for you
He's the last member
Of the DK crew
This kongs so strong,
It isn't funny
Can make a kremling
Cry out for mummy
Can pick up a boulder
With relative ease
Makes crushing rocks
Seem such a breeze
He may move slow
He can't jump high
But this kong's
One of hell (heck) of a guy!

Come on Cranky, take it to the fridge!

Walnuts, Peanuts, Pineapple smells!
Grapes, Melons, Oranges, & Coconut shells!

Walnuts, Peanuts, Pineapple smells!
Grapes, Melons, Oranges, & Coconut shells!

(repeat)

NOTE: Also, christian_x@hotmail.com has claimed that Crazy and Dixie were not parts of the song, but are actually Lanky and Tiny. I'm not

completely sure either version is right, so will anyone else try clearing this up? Here's his input:

(Donkey Kong) that's right
(loop starts here)
He's the leader of the bunch

(There are two of the Kongs in all of the Donkey Kong Country games and I don't count two as a bunch.)

You know him well
He's finally back
To kick some tail
His coconut gun
Can fire in spurts
If he shoots ya
It's gonna hurt

(He never had a gun before DK 64)

He's bigger, faster,
& stronger too
He's the first member
Of the DK crew!

DK! Donkey Kong! DK! Donkey Kong is here!

(Dixie Kong) really Tiny Kong
This kong's got style
So listen up dudes
She can shrink in size
To suit her mood

(Dixie could never shrink in size.
It was one of Tiny's special moves in
DK64.)

She's quick & nimble
When she needs to be
She can float through the air
& climb up trees
If you choose her,
You'll not choose wrong
With a skip & a hop,
She's one tough kong!

DK! Donkey Kong!

(Crazy Kong) really Lanky Kong
He has no style
He has no grace
This kong has a funny face
He can handstand
When he needs to
& stretch his arms out

(Crazy Kong doesn't exist,
one of Lanky's special

abilities in DK 64 was handstand.)

Just for you
Inflate himself just like a balloon!

(also one of Lanky's special abilities)

This Crazy Kong just digs this tune!

(they only refer to that Lanky is the
craziest in the crew)

DK! DK! Donkey Kong! DK! DK! Donkey Kong is here!

(Diddy Kong) he's right
He's back again
& about time too
& this time he's in the mood
He can fly real high
With his jetpack on
With his pistols out, he's one tough kong

(Diddy never use any jetpack or pistols in
Donkey Kong Country)

He'll make you smile
As he plays his tune

(He never used any instruments either)

But Kremings beware cause he's after you!

DK! Donkey Kong! DK! Donkey Kong!
DK! Donkey Kong! DK! Donkey Kong!

Whichever one's right...it's up to you.

How Does Your Garden Grow?

(canceled)

The Official NP SSBM Players' Guide

As usual, anything that's official and accompanies something will have some inconsistencies. I'll list what comes up that may be found as interesting, and this list will probably keep growing, just like the CPU list a little bit above this.

A C&PED TROPHY ERRORS LIST

- There's actually no hyphen between "Motion" and "Sensor" in the name "Motion Sensor Bomb".
- Venusaur is listed as between Bulbasaur and Squirtle but is actually between Poké Ball and Charizard.
- Squirtle is listed as between Venusaur and Chansey but is actually between Charizard and Blastoise.
- Chansey is listed as between Squirtle and Staryu but is actually between Weezing and Goldeen.
- Staryu is listed as between Chansey and Cyndaquil but is actually between Goldeen and Snorlax.
- Marill is listed as between Cyndaquil and Sudowoodo but is actually

between Bellossom and Sudowoodo.

·Sudowoodo is listed as between Marill and Porygon2 but is actually between Marill and Unown.

·Porygon2 is listed as between Sudowoodo and Toad but is actually between Scizor and Raikou.

·Bulbasaur is listed twice. Its correct location is between Starman (the kind from Earthbound) and Poliwhirl.

·Ditto is listed as between Cleffa and Igglybuff but is actually between Poliwhirl and Eevee.

·The trophy called "Arlo" in the list is actually "Totakeke".

PEACH'S MINI-SKIRT

There's two spots in the guide where there seems to be Peach with a mini-skirt instead of the elegant dress she usually wears into combat.

·One is on page 19, below the paragraph explaining the Ice Climbers' Belay attack.

·The other is on page 90, in snapshot 002 right below the topmost picture.

The Beta Version

Send in the Clones

Sent in by AKAI_TOMEYA@HOTMAIL.COM. All errors have been fixed to my knowledge.

MARIO, LUIGI, and DR. MARIO

- Mario's aerial forward+A is a Meteor Smash.
- Luigi's aerial down+A is a Meteor Smash (but it's only a spike if it's connected correctly).
- Only Mario can Wall Jump.
- Luigi's Special Attacks and many of his normal attacks actually function differently.

PICHU and PIKACHU

- Pichu hurts itself.
- Pikachu has a farther range in many of its attacks.
- Pichu is a seriously hard character to master, but people who get good with Pichu usually become masters right away.

ROY and MARTH

- Marth is stronger. [?]
- Roy doesn't need to be so accurate .
- The third strike of the Marth's Dancing Blade, using down+B, is a Meteor Smash.
- The third strike of the Roy's Double Edge Dancing, using the up+B, is a Meteor Smash.
- The aerial down+A strike of Marth doesn't count as a Meteor, so it's very hard to recover from that spike.

C. FALCON and GANONDORF

- Ganondorf's strikes deal more damage and hit harder.
- The tilt up+A for Ganondorf needs a long charge, but it's so powerful that it may KO a lower percent opponent.
- The Wizard's Foot will spike a foe if is executed in the air.
- The Raptor Boost is a Meteor in midair.
- C. Falcon uses all of the battering items in a different way and has the strongest Home Run Bat blow. [My experience says otherwise...]

FOX and FALCO

- Falco Phantasm spikes the opponent if done in midair.
- Falco's aerial down+A spikes the opponent (like Marth's).
- Falco rebounds higher than Fox.
- Falco's Deflector sends the stuff up.

LINK and Y. LINK

- Y. Link's meteor (aerial down+A), if hit correctly, will spike the opponent. It's very fun.
- Link's hookshoot is longer than Y. Link

#

>>>Legal Stuff<<<

©2001-2 Dr. Omicron

I'm a generous guy, so if you want to post what may be the most massive SSBM FAQ on your website or e-mail it to someone (either as a gift or blackmail or whatever), you can do so without asking me, as long as you don't change anything major or give yourself credit for it. I'm also entitled to 130% of all profits made from it. Actually, don't make money off of it at all. I'm not that ridiculously generous, okay? I scan through gaming sites, major and minor, in the blink of an eye without DSL, so don't even try. Sites I post this on have dedicated officials who will track down any violators. I also know a couple of people who can make computer virii...

Ask as many questions as you want to via drrobotnik2001@aol.com. Note that I know quite a bit of this game, and though it's far past its prime, it's still a hot topic in terms of 4-player madness. You know... If I happen to become a Gaming FAQ God or something from this FAQ alone, you can also seek me out by looking for these other aliases of mine:

Dudamon
Lt. Col. Yoshi
Dr. Oswald Omicron
Mr. Dude
Seth Shamban

because posting my real name on the Internet can cause me to be tracked down by some database, and you can find out where I live, how old I am, how I'm doing, what I look like, etc., I will not give away my last name. However, my first name of "Mathew" is perfectly okay with me.

Restrictions on Requests

I'm impressed with myself! I've been receiving swarms of letters asking for stuff. Some of it is actually worthy of asking, so I respond and put more stuff on this FAQ so people don't ask me again. Stuff I will tolerate are:

- Questions about stuff I forgot to cover or I haven't covered yet
- Requests to put this FAQ on a certain site
- Additional advice, information, and corrections
- Just plain friendly talk

If you flame me, send me hate mail, or be otherwise disrespectful to me, I'll set up a Hall of Shame just for you.

Special Thanks

I give special thanks to... (in order of importance) Contributions begin and end with the symbol shown after their credits.

NINTENDO for inventing the GameCube and all the characters in SSBM.

SHIGERU MIYAMOTO for creating a majority of the characters.

HAL LABS for making this game.

THAT OLD GUY who was devoted to find another use for Channel 2 on your television sets and made Pong.

ALL THE FRIENDLY PEOPLE IN THE MESSAGE BOARDS whose miscellaneous info bridged miscellaneous gaps in miscellaneous areas.

THE OFFICIAL NINTENDO POWER PLAYERS' GUIDE, though it was much less useful than I had expected.

GUNPEI YOKOI for creating the D-Pad, the Game Boy, and the Game & Watch.

JAMES W. NORWOOD JR. for the DK Rap.

MY SISTER for letting me use her computer when mine crashed.

THEOLYMPICHERO for just so many corrections! Symbol: š

BOWSER194, who knows a helpful hint for unevenly-talented teams, and also contributed over 30 new bonuses to the FAQ.

ULTRAMASTER085@HOTMAIL.COM, aka HYMAN for a LOT of stuff that he discovered, as well as some stuff I left out. Thanks a lot! Symbol: (H)

AKAI_TOMEYA@HOTMAIL.COM, yet another person who has pointed out wrong stuff here and there and even convinced me to put up yet another section! Symbol: <

FUNKIDELIX@YAHOO.COM for some excellent advice for a couple of events. Check them out! Symbol: `

ASTRONIA@AOL.COM AND HER BROTHER for filling up even more gaps in the Springfield Dam that is my SSBM FAQ! Symbol: ø

TARKADAL@TARTARUS.UWA.EDU.AU, who caught even more of my mistakes. I'm pretty surprised at how error-ridden this FAQ is. There's a neverending stream of stuff people correct! Symbol: ^

JONATHAN DAVIS@MAIL.EV1.NET for a barrage of even more stuff I either left out or was wrong. Will this FAQ become perfect someday? Symbol: å

FLAREBORNE(@aol.com) for #3 in Mr. Game & Watch's Judgment attack.

POWERBOMB@HARBORSIDE.COM for stuff I forgot to update about Mr. G&W. Symbol: ¤

FRIENDS5530@HOTMAIL.COM for telling me that the Koopa Clown Car can be received before Event 51.

THENARFINATOR@HOTMAIL.COM for even more stuff I forgot, as well as some

of this person's discoveries. I'm gonna run out of symbols! Symbol: %

CHRISTIAN_X_@HOTMAIL.COM for another version of the DK Rap.

MIKEY_S_RULES@HOTMAIL.COM for some tips on the computer opponents.

SHADESTOOL@HOTMAIL.COM for a random character trick.

RGMONDU@HOTMAIL.COM, a real Nintendo scholar. Symbol: ^

WAREAGLE2K@YAHOO.COM for a strategy of Event #23: Slippy's Invention.

RSPITZER@SPRYNET.COM for details here and there. Symbol: ~

RPGMAN@ATTBI.COM for some debatable information. Symbol: •

YOSHI348@SAN.RR.COM for the Blind Eye bonus. Symbol: µ

DEMON_RAM@HOTMAIL.COM for a tip in Event #46 Fire Emblem Pride.

RLNDMNDZ@AOL.COM for correcting me about Link's Arrows. Symbol: @

MAVCOWBOY@AOL.COM for what I forgot about Link's bombs. Symbol: ¶

ARTICUNO1@EARTHLINK.COM for clearing up Zelda's Farore's Wind.

007BCM90@MONMOUTH.COM for some more additions to CPU behavior.

MARIOFAN98@AOL.COM for correcting typos and stuff I forgot to put in.
Symbol: €

"KURRUPT" for some advice for Kirby fans who want to tackle Event #50.
Symbol: Ÿ

COMICCREATOR2002 for some advice for Pikachu fans who want to tackle
Event #50.

NATHANCHAN22@HOTMAIL.COM for some useful pointers on Jigglypuff and
other Events. Symbol: \$

DLEWIS@ENTERPRISE.SD73.BC.CA, or Darian Lewis, for something Fire
Emblemers who specialize in items should know about. Symbol: ß

DARKARCHER2778@MSN.COM for a tip about the Great Fox's laser guns.
Symbol: =

GOLDSTARKING@AOL.COM for Peach's Vegetable attack. Symbol: Æ

LUCI_THE_BRAVE@HOTMAIL.COM for more on Marth, Roy, and what they're
saying. Symbol: ``

THEHENCHMAN778@AOL.COM for yet another thing on Sheik's moves.

VALTANE for the Victory Pose Control.

VYCTORIW@YAHOO.CO.UK on Marth's and Roy's names. Symbol: {}

GENNDY TARTAKOVSKY for making the best shows Cartoon Network made.

ABIKO MOTOO and FUJIMOTO HIROSHI (or is it MOTOO ABIKO and HIROSHI

FUJIMOTO?) for creating Doraemon, the original comedy manga.

Sites

So far, this FAQ is on the following sites (in order of when they came):

www.gamefaqs.com

www.neoseeker.com

www.gamesdomain.com

www.cheathappens.com

www.gamezgod.co.uk

www.gamespot.com

www.starmen.net

www.cheatcc.com

www.freehomepages.com/megamanx2000/index.html

www.cubeguides.cjb.net

www.xtreme-cube.com (under construction)

www.thegnn.com

#

And that just about wraps it up. Good-bye, and hope you have a smashing good time!

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