

Super Smash Bros Melee Home Run Contest Guide

by funkytoad

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**Super Smash Bros Melee*****  
**Homerun Contest Guide*****  
**By Erik McLennan-funkytoad(xxfunkytoadxx@yahoo.com)***  
**Version 6.9*****  
**April 10, 2002*****  
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**1-Introduction**
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Hello, and welcome to my homerun contest guide :) This guide is meant to get you some excellent homerun contest scores, so that you can brag to your friends ^_^ I cannot guarantee that you'll be able to do all of these strategies, as some are simply bloody annoying, but I'm going to explain them as clearly as I can, so you won't be kept guessing.

Version 2-Major update...I've broken 50000 now! w00t! Also added a few things for the "mentally challenged" readers ;)

****2-Key Points****

Now, before we get into the meat of the guide, I have to establish a few things that I will be referring to:

No-Ping:A No-Ping hit is one where the bat doesn't make that awful "ping" when you hit the sandbag. This is done by standing underneath the sandbag as it falls, and while facing -left-, hit it with the handle of the bat. It sends the bag up at a much steeper angle, and with increase the distance by 200-300 feet. Donkey kong, Luigi, and Mario are the exceptions to this rule, as their No-Ping hits make the bag fall VERY short.

Smash:When I tell you to hit something with a smash attack, it means that you need to "smash" the stick as you press the button. While this might be common sense to some people, others might not be familiar with it, so I figured I would establish that before I get many confused emails.

Drop/Spike Combo:Wow, I really didn't think these were -that- hard, but I've been getting a LOT of feedback from people who don't believe my scores due to them being inept, and not understanding the strategy. A drop/spike combo is one where you're holding the bat, and you jump above the sandbag. You then hit Z, which is the purple button directly in front of R. That will make the character drop the bat. Now you'll do the spike move that I tell you to do in the FAQ. The goal of this is for the bat to hit first, for a good 15-17 damage, then the spike move. You see, when you drop the bat on the bag, the bag will go flying away, which is indeed a bad thing. The spike move will hit the bag right back down where it belongs, which makes for lots of damage, without the bag moving. Does everyone understand now? A good person to practise this with is Captain Falcon. His down+A move in mid-air is a great spike. Get the bat, and jump above the bag, let go of the bat, and spike right away. The bag shouldn't move anywhere. If you can't understand now, well, you're beyond my help :p

Mid-air Catch:If you press Z in mid-air when you aren't holding the bat, but you're near the bat, you'll grab it in mid-air. This is used with the drop/spike combo, to make things go quicker. Example. You're playing as captain falcon. You go up to the bag, and jump above, it, and execute a drop/spike combo. As soon as you've done the spike, you jump and right when you're "overlapping" the bat, so to speak, you hit Z twice rapidly. This will grab it, and drop it again. Now quickly do another spike (down+A) and you've done another drop/spike combo. For some characters, you may need to do this many times in succession, so practise!

L-Cancel:After having done a mid-air attack, such as a spiking move, when you hit the ground, you need to wait for a fraction of a second before you can move again. If you press L (or R) right as you're hitting the ground, you'll perform an "L-Cancel" and you can move immediately, rather than having to wait that fraction of a second. This can give you just enough time to smash the sandbag in some situations, so practise it. It's also quite good to use in versus matches ^_^

****3-Strategies****

Dr Mario:Grab the bat, then dash at the bag. Do two up+A smashes quickly, then turn around and do one more up+A smash. You want the bag at 43%. Now jump once, make sure you're above the bag and press Z. Now do a down+A attack. This is a drop/spike combo. Do 2 more of the drop/spike combos, making sure to catch the bat in mid-air between combos. After the combos, you want to be on the left side of the bag. Also, you want the bag to be at about 126%. This will require well-nigh perfect drop/spike combos. Hit the bag with two Super Sheets (forward+B) then grab the bat, and smash the bag with the tip of the bat.
GOAL=2000+

Mario:Grab the bat, then run up to the bag. Jump above it, and press Z to let go of the bat. Immediately hit down+a to do a drill kick. Do one more of these drop/down+a combos, keeping in mind that after the first one, you need to grab the bat in mid-air for the second one. Now grab the bat, jump up above the bag, and press Z to drop it. Now quickly do a forward+a attack. You'll spike the bag down. Now grab the bat, and do four Cape Counters. The bag should be at 110-114 if you did everything right. Now smash the bag with the very end of the bat.
GOAL=1450-1500

Luigi:First of all, turn the game language to japanese. Now, grab the bat, and dash at the bag, then do a dashing A attack for 16%. The bag should stay on the platform. Now do two down+A smashes;the first with no charge, and the second with a little bit (experiment). Now jump up above the bag and press Z to let go of the bat. Now press A to do a neutral mid-air attack. The bat should hit the bag first, then your attack. This is a form of a drop/spike combo. Do 2 more of the drop/spike combos, making sure to grab the bat in mid-air between each combo. Now grab the bat, and hit the bag with the tip of it.
GOAL=1700+

Bowser:Grab the bat, then immediately jump above the bag, and hit Z to drop the bat. Now fall fast, but hitting down, and do an up+B attack, while you're still in the air. Now fall fast when you're done the up+B attack, grab the bat, and do two more of those drop/up+B combos. Now land to the left of the bag, and do a fully charged forward+A smash.

If you want to get this around 2100-2200 feet, you can add an up+A smash at the beginning of this combo, but it makes time scarce. Use this is you want the extra feet. *shrug*
GOAL=1700-1850

Peach:Grab the bat, then dash at the bag and do a down+A attack. Now do an up+A smash, then toss the bat up above the bag, and do a down+A attack in mid-air. The bag shouldn't move when the bat hits it. Throw the bat up again, and do another down+A attack in mid-air. Now do a forward+A attack to pop the bag up, grab the bat, and do a No-Ping hit to the bag.
GOAL=1400+

Yoshi:There are 2 strategies for yoshi. An easy one, and a hard one. The hard one can net you over 3000 if you're really good whereas the easy one will net you 2200 on average.

Easy-Grab the bat, and hit the bag with a forward+a for 12%. Now, jump at it with a tiny jump, done by very slightly tapping the X or Y button. Do your down+a attack in the air. Now, do 4 more of these down+a attacks in the air, with tiny jumps, and then smash it. The bag should be over 180% after you hit it. This will send it at least 2150, if not much more.

Hard-This strategy was given to me by my friend Scott Rogoff (SRC6488@aol.com). This will require quite a bit of patience, and skill to do. Grab the bat, and

quickly do a tiny jump and do the down+a in air. When you hit the ground, press L, to do an L recover. This lets you get up a tiny bit faster, and will allow you to do _6_ down+a attacks in air total. This will send it at least 2800 feet, and possibly over 3000. I have never been able to manage it :(

Another Yoshi strategy that I've stumbled upon (and broken 3000 with) is as follows: Grab the bat, and jump backwards, above the bag. When you're above it, press Z to let go of the bat. Now do a forward+A attack in mid-air, to spike the bag down. Now grab the bat and then do a tiny jump, then do a down+A attack in mid-air as quickly as you possibly can. Do 4 more of the tinyjump+down+A attack things, then smash the bag with the bat. Depending on how much damage you want before the hit, you'll probably have to do 2 or 3 L-Cancels. I hit the bag with 207% (227% after the hit).

DK:Grab the bat. Now jump backwards, above the bag and press Z to drop the bat. Do a down+a smash when you get closer to the bag. Now do 5 more of these drop/down+a combos. Remember to grab the bat in mid-air between each combo. After this, you will be very tight on time. You need to grab the bat, and get a little bit away from the bag, to hit it with the tip of the bat (otherwise it won't go far at all). Also, you need to L-Cancel pretty much every time you land. Good luck!

Another DK strategy that I've used, is to do 3 drop/stomp combos, then turn around and use your forward+B attack to smash the sandbag into the ground. Now throw the bat at the bag four times, then hit the bag with the tip of the bat. This will get you into the high 2000s. If you want over 3100, add a down+A in midair after you throw the bat for the fourth time, then smash it. This strategy is hard though, and you'll have to do every L Recover that you possibly can.

GOAL=2600+

C Falcon:Grab the bat, and run at the bag, doing an up+a smash with no charge when you get there. Now, jump once, and at the peak of your jump, press Z to let go of the bat. Now do a down+a stomp in the air. You'll spike the bag down. Jump as soon as you can, and press Z twice very quickly. This will grab, and then let go of the bat. Do another down+a stomp. You must do 4 more of these drop/stomp techniques, then jam on B to do your Falcon Punch. The time is a bit tight, but you should make it. The bag should be at 203-204 before you punch it ^_^

Whee, I got over 4000 (!!) with him yesterday. I did one extra drop stomp at the end of the strat for this score, and frankly, it wasn't -too- difficult. It took me about an hour or so.

GOAL=3000+

Ganondorf:Grab the bat, and dash at the bag, and do an up+A smash. Now double jump above the bag, and hit Z to let go of the bat. Immediately do a down+A spike in mid-air. The bag shouldn't move. Now jump once, and hit Z to let go of the bat. Do another down+A spike. Do 3 more of these drop/spike combos, remembering to grab the bat in mid-air in between combos. Once you've done this, jam on the B button, and hope you've done it quick enough to get off a Warlock Punch.

GOAL=4400+

Falco:Grab the bat, then dash to the bag and do an up+A smash. Now jump once, and hit Z to drop the bat. Now do a down+A attack in mid-air, to hit the bag just after the bat does. Now grab the bat, and do 2 more of these drop/stomp combos. Now do a no charge up+A smash, and grab the bat quickly. Roll left twice, then swing left, and if you've done everything right, you'll do a No-Ping hit.

NOTE:I have well over 1700, but I cannot for the life of me remember how I did it... I'll include the strategy when I think of it =\ Sorry!

GOAL=1400+

Fox:Grab the bat, and then quickly dash at the bag, and do an up+a smash. Now double

jump, and in the middle of your second jump, press Z to drop the bat. Now do a down+a attack (drill kick). Do three more of these down+a combos, remembering to grab the bat in mid-air between combos. After this simply grab the bat, and hit the bag with the tip of it.

Note, if you want around 1800+, you can simply do 5 drop/stomp combos with Fox, and depending on the randomness of the down+A in midair attacks, you can get over 1800, and probably over 1900.

GOAL=1650-1700

Ness:Turn your game language to japanese. This lengthens the platform you're on. Now grab the bat, and dash at the bag. Do a dashing forward+a attack, for 16%. Toss a PK fire at it, and jump up to spike it down with your mid-air down+a. Jump above it, and throw the bat up. When you land, do another PK fire. As soon as the bat hits it, spike it down again with down+a, then fire another PK fire as you land. Grab the bat, get under it, and do a No-Ping hit.

Goal=1400+

Another Ness strat that I've made will get you about 100 more feet, and is a bunch harder...I'll write it for anyone who really needs these feet, or wants Ness over 1500. Grab the bat, and PK Fire right away. Now jump and spike the bat down with down+A in mid-air. Jump above the bag, and hit Z to drop the bat. Immediately, do another PK Fire. Grab the bat, and spike the bag down again with down+A in mid-air. Now jump above the bag, and drop the bat again, and do another mid-air PK Fire. Spike the bag down, and do one last PK Fire. Grab the bag, and quickly position yourself to do a No-Ping hit.

Good Luck! ^_^;

Goal=1500+

Ice Climbers:Roll left, and grab the bat. Quickly dash right, and when you get to the bag, jump, then throw the bag up. Before you hit the ground, do a forward+A attack. Quickly do an up+A attack, then when the bag flies up, jump and do another forward+A attack. The bag should be at 79-81%. As soon as you land (to the left of it) press B to do an ice shot.

Now grab the bat, and walk to the bag, then do another up+A attack. Double jump, and spike the bag down with forward+A. Now move a little left, and when you land, smash the bag. You want to hold the charge a tiny bit so that Nana's hammer hits a fraction of a second before the bat does.

GOAL=2100+

Kirby:Grab the bag, and dash at the bag, doing an up+a smash for 15%. Now jump above the bag, and toss the bat up. Land on the right side of the bag and do a forward+b to the bag, going left. The bat should hit it in the process. Throw the bat above it again, and do another forward+b. The bat will hit it again. Now do an up+a attack to the bag. The bat should be close, so grab it, and get back to the bag to do a No-Ping hit.

GOAL=1350-1400

Samus:Grab the bat, then jump backwards above the bag. In mid-air, hit Z to drop the bat, and immediately do your down+A spike. Now do 4 more of these drop/spike combos, remembering to grab the bat in mid-air between combos. Now wait for the bat to come down, grab it, and smash the bag with the very tip of the bat. You'll have plenty of time to line yourself up right.

If you want around 2300-2400 you can do an up+A attack right at the beginning, then do 6 drop/stomp combos, then hit it with the tip of the bat.

GOAL=2000+

Zelda:When you start this, hold A so that you start as Sheik. Now, grab the bat, and dash at the bag, and do an up+A smash with no charge. Now jump above the bag and throw

the bat up. When you land, start to charge an up+A, and let go when the bat comes. The bag will go up and right, and should be at 77-80%. Now change to Zelda as the bag is falling, and grab the bat. Dash to the bag, and double jump above it. Hit Z to let go of the bat, and do a down+A attack to spike the bag back down. Do one more drop/spike combo, then walk a little away from the bag, turn around, grab the bat, and smash the bag. You want to hit the bag with the tip of the bat.

GOAL=1700+

Link:Grab the bat, then jump above the bag, and hit Z to let go of the bat. Now do an up+A attack in mid-air, and the bag should go a bit to the right, with 30% or so. Make sure it goes to the right. Now do another of these drop/up+A combos, but this time, make sure it goes _LEFT_. Now grab the bat, and quickly smash throw it at the bag. Grab the bag again, and when the bag comes back, hit it with a regular walking attack. The bag will still be in mid-air, but going very slow, and be a bit behind you. Turn around quickly and hit it with an up+A attack, WHILE IT'S STILL IN THE AIR. That part is imperative. Now just get under it and do a No-Ping hit.

GOAL=1450+

Young Link:This needs to be done -very fast- so don't dawdle =P Right away, pull out a bomb with down+b. Smash throw it at the bag, then quickly smash a boomerang at it. It should be at 32% now. Smash throw another boomerang at it. It should be at 50% now. Pull out another bomb, go almost to the center of the arena, and smash throw it at the bag. Smash throw a boomerang at it when it's in mid-air, so that it doesn't fly off. Pull out another bomb, and smash throw it at it, then move closer to the bat, and smash a boomerang at it (making sure to hit the bag while it's in mid-air). Now smash throw one more bomb at the bag, and grab the bat. At this point the bag is too close for you to hit it with the tip, so just smash it with the bat however you please ^_^

GOAL=1500+

Pichu:Grab the bat, and jump above the bag. Throw the bat upwards while above the bag, then do a Thunder (down+B). Now do 2 more throwup/Thunder combos. You have to grab the bat in mid-air between combos. The bag should be at 134% if you've done everything correct.

Now get the bat, stand to the immediate left of the bag, and swing left. If you do this right, you should do a No-Ping hit, and watch the bag soar =D

GOAL=1700+

Pikachu:Grab the bat, then immediately dash at the bag and do an up+A smash. When it lands do a neutral A attack. Now double jump above it, and hit Z to let go of the bat. Now do a down+A attack, while falling fast. You want the bag to go left, with about 60% done to it. Do one more of these drop/down+A combos, and make sure it goes left again. Now hit it with a regular B attack (Thunder Jolt?) to bring it to approximately 100%. Now do the cheapo No-Ping hit, the same way as Pichu.

GOAL=1400+

Jigglypuff:Grab the bat, and run at the bag. Do 3 non-charged up+a attacks. Now jump, and toss the bat up above the bag. Right when you're about to hit the ground, jump again, and do a down+a attack to the bag in the air. The bat will then hit it, and the bag should land on the right side of the platform. Now do a few more down+a attacks in the air, then use rest (down+b) on the bag. You need to be in the very middle of the bag to do this. If you did 2 extra down+a attacks at the end, it will go over 1600. If you did 3 extra at the end, it will go 2000! ^_^

GOAL=2000+

Mewtwo:Grab the bat, and walk up to the bag. Throw the bat up, and do a regular A attack. Now quickly do an up+A smash with no charge. Jump up and spike the bag down with down+A. Now grab the bat and _smash throw_ it up. Do 2 regular A attacks, then another non-charged up+A smash. Grab the bat, and when the bag comes down, No-Ping it.

GOAL=1400+

Mr Game&Watch:w00t w00t! Just got this now, and it's a beauuuuuuty of a strat! Grab the bat, and immediately double jump above the bag. Hit Z to drop the bat, and immediately smash down to fast fall, and do a down+A attack (the key). The bag should stay where it is. Now you need to do 4 more of these double jumping drop/key combos, remembering to grab the bat in mid-air in between combos. When you're done all that, you won't have very much time at all, left, so just hold right and jam on the B button. Your goal is to do a 9 on the judgement hammer. Good luck!

GOAL=2100+

Marth:Grab the bat, and walk up to the bag. Jump, and at the peak of your jump, press Z to drop the bat. Now press down+a to spike the bag down. Do 3 more of these drop/spike combos, remembering to grab the bat in mid-air in between combos. Now do a tiny jump (slightly tap Y or X), and do an up+a attack to the bag. This will send it flying up. Get yourself underneath it, and do a No-Ping hit when it comes down.

To get just over 2000 feet with Marth, do 3 drop/stomp combos with down+A, then 3 drop/stomp

combos with up+A, then hit the bag with the tip of the bat.

GOAL=1550-1600

Roy:Grab the bat, and run up to the bag. Jump once, and at the peak of your jump, press Z to drop the bat. Now press down+a to spike the bag down. Do three more of these drop/spike combos, remembering to grab the bat in mid-air in between combos. Now as soon as you can, press and hold B. You need to do a fully charged Flare Blade to the bag (you'll know you did it by the explosion, and the 50% damage you'll deal to the bag). You need to be very quick to do this. Good luck ^_^

If you want, you can add a forward+B attack right at the beginning, then do the four drop/stomp combos. Or you can even try to add a forward+A or the beginning, or EVEN just do 5 drop/stomp combos, if you're really awesome.

GOAL=2200+

4-Getting 1000 With Everyone

This section is for beginners who just want 1000 feet with every character, but can't do the really hard strategies that I'm providing. Here's one for the little guys ^_^
Btw, if you can't do these strats, take up a new hobby...such as knitting...seriously =P

Dr Mario:Hit the bag with 9 Super Sheets, then swing. You don't need to hit it with the tip,
just swing.

Mario:Hit the bag with six up+A attacks, then five Cape Counters, then swing. You don't need
to hit it with the tip.

Luigi:Run up to the bag, and do a down+B attack. Now hit it with another down+B attack, making
sure hit connect with both parts of it. You should be at 36% now. Now do 3 down+A smashes with no
charge. Now just smash it. This strat will be tight on time, but you can do it :)

Bowser:Do four up+A smashes with no charge, then a no ping hit. Simple.

Peach:Do four down+A attacks, then a no ping hit. Again, simple.

Yoshi:o_O Honestly, if you can't get over 1000 with Yoshi, go hit yourself on the head with
a hammer....

DK:Do five up+A smashes, then smash the bag. Make sure to hit with the tip, otherwise it won't go anywhere at all =P

C Falcon:Do five forward+A smashes with the bat (don't hold A). These should look like pokes.

Now do a Falcon Punch while right beside the bat.

Ganondorf:Stomp the bag with a down+A attack in midair. Now do an up+A smash with no charge, then stomp it down again. Now do one more up+A smash with no charge, then Warlock Punch.

Falco:Do three fully charged up+A smashes, then a No Ping hit.

Fox:Shoot the bag with your laser until about 80%, then smash it with the bat.

Ness:Do three PK Fires, then a No Ping hit.

Ice Climbers:Grab the bat, then go beside the bag. Do an regular B attack. Now do 2 more B attacks, then an up+A attack. Now smash it with the bat.

Kirby:Do nine up+A attacks, then a No Ping hit.

Samus:Do a down+A attack in mid-air, then six up+A attacks, then smash the bag.

Zelda:Do four down+A attacks, then an up+A smash with no charge. Now No Ping the bag.

Link:Do five up+A attacks, then a No Ping hit.

Young Link:Smash throw the boomerang at the bag. Jump to the other side of the bag, then smash throw the boomerang at it again. Now shoot a fully charged arrow. Now jump to the other side of the bag and smash throw one more boomerang at it. Now do an up+A attack, then smash the bag.

Pichu:Do seven regular B attacks, then stand beside the bag, face left, and swing, for an easy No Ping hit.

Pikachu:Do the exact same strategy as Pichu =P

Jigglypuff:Do six down+A attacks in mid-air (drill kick) then rest the bag. (down+B)

Mewtwo:Do 3 up+A smashes with no charge, then a No Ping hit.

Mr Game&Watch:Do a fully charged up+A smash, then a regular up+A attack. You want the bag to be laying down. If it's laying down, stand back a bit from it, and swing. If you're at the right distance, it'll do a no ping hit. You'll have to experiment with this.

Marth:Turn around and grab the bat. Now, jump backwards, and do a down+A attack to the bag, in mid-air. Now do 2 more down+A attacks in mid-air, then a fully charged Shield Breaker (B). Now just hit the bag on its way back.

Roy:Do three up+A smashes with no charge, then hit the bag with a fully charged Flare Blade (B).

And that's that.....=P No more complaining.

5-My Scores

These are all of my high scores in the homerun contest. These have taken a while to get, and some may not seem believeable. Try out my strategies before you go emailing me, and calling me a liar, okee?

Dr Mario:2071.9
Mario:1743.1
Luigi:1708.4
Bowser:2195.6
Peach:1519.7
Yoshi:3073.6
DK:3146.7
C Falcon:4043.9
Ganondorf:4556.6
Falco:1885.2
Fox:1898.0
Ness:1521.3
Ice Climbers:2138.2
Kirby:1637.8
Samus:2401.3
Zelda:1715.6
Link:1504.9
Young Link:1528.6
Pichu:1754.3
Pikachu:1536.4
Jigglypuff:2345.8
Mewtwo:1537.1
Mr Game&Watch:2105.0
Marth:2036.1
Roy:2565.7
Total:54201.9

6-Closing

Well, all good things have to end. This one just ends because I'm out of things to type :) I hope that this has helped you smyte your friends, and impress everything with your tyte scores, that only took you a little while, and little effort to get :) If anyone has a strategy that will get more distance, go ahead and send it to me at xxfunkytoadxx@yahoo.com. You can also send any questions that you have to that email address :)

Heh heh, here's my chance to get in a plug :) If you'd like to check out the "Super Smash Bros Elite", go to www.geocities.com/meleelite/. This is a small rivalry type thing where the members of the Perfect Dark Elite compete with each other :) There is a link to the board there, so anyone is welcome to join (as long as you become a regualr member of the boards >8D).

7-Disclaimer

The only thing that I own is this guide. Everything else belongs to Nintendo/HAL. If you steal this guide I will beat you with your own limbs.....seriously. If you want to put it on your site, email me at xxfunkytoadxx@yahoo.com. I don't see any reason why I wouldn't let anyone, so don't be afraid to ask ^_^

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