

Super Smash Bros Melee Break the Targets FAQ

by Mario 64 Master

Updated to v1.4 on May 8, 2003

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Version 1.4

5/1/03

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Updates

5/1/03: Version 1.4 - Er yeah... when I said it had been a while last update I was only kidding. Virtually all of the strategies have been updated and I've have added some small things to several subjects, including adding sections and updating records. Soon I may add a list of videos of all of these records.

3/24/02: Version 1.3 - Whew, it's been a while. Most of the strategies have been updated, along with my personal records section. I added a small note about what L canceling is.

2/3/02: Version 1.2 - I replaced many of the old strategies with new ones, either sent to my by e-mail or my own. I updated almost every strategy, so I'm not going to list them all here. I added a miscellaneous section for interesting tidbits that probably won't grow very big. I also updated my best times section.

1/13/02: Version 1.1 - I replaced some of my old strategies with new ones that I was e-mailed. These strategies are for Dr. Mario, Young Link, Pikachu, and Pichu. I added my own new strategies for Ness and Link. I added a small section on rewards for playing Break the Targets. I updated my Best Times Section. I also fixed a few minor errors.

12/23/01: Version 1.0 - All the character's strategies are up with the best strategies I know as of right now. I'll figure out faster ways eventually.

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1. Introduction to Break the Targets

The objective in Break the Targets is to break 10 targets which are placed in specific places throughout a level as fast as possible. Each character has a different level, and targets in some levels do different things. Some bounce off of walls, some move in a specific pattern such as up and down or left and right, and some are just stationary. As your total time gets lower, you'll earn rewards for your accomplishments, explained in the next section. This guide will help you get those trophies easily, and you'll have some bragging rights over your friends.

2. Rewards Attained From Break the targets

Note: All levels must be completed in the Stadium Mode under 1 Player.

Completing all 25 Stages - Target Trophy

Completing all 25 Stages - Mr. Game and Watch

Completing all 25 Stages - Past Stages: Dream Land

Having a total under 25 minutes - Lon Lon Milk Trophy

Having a total under 12.5 minutes - Sheriff Trophy

3. My Best Times

Dr. Mario - 13.40

Mario - 9.36

Luigi - 4.36

Bowser - 9.48

Peach - 11.62

Yoshi - 8.78

DK - 9.43

Captain Falcon - 8.13

Ganondorf - 5.28
Falco - 6.70
Fox - 7.53
Ness - 14.97
Ice Climbers - 12.31
Kirby - 13.25
Samus - 9.67
Zelda - 6.78
Link - 3.95
Young Link - 5.46
Pichu - 6.77
Pikachu - 7.97
Jigglypuff - 8.50
Mewtwo - 5.28
Mr. Game and Watch - 3.26
Marth - 9.30
Roy - 6.57
Total - 3.28.06

4. World Records

Dr. Mario - 13.40	Many People
Mario - 8.80	Puzzle Y*
Luigi - 4.03	Puzzle Y*
Bowser - 8.62	Puzzle Y*
Peach - 10.48	Tinister
Yoshi - 8.23	Many People
DK - 9.31	Many People
Captain Falcon - 7.72	malva00
Ganondorf - 5.06	Puzzle Y*
Falco - 5.90	Puzzle Y*
Fox - 7.28	7 People
Ness - 13.65	Puzzle Y*
Ice Climbers - 11.80	Puzzle Y*
Kirby - 12.36	Puzzle Y *
Samus - 8.70	Puzzle Y*
Zelda - 6.36	O Taki*
Link - 3.68	Puzzle Y
Young Link - 5.23	Many People
Pichu - 5.63	Puzzle Y*
Pikachu - 7.58	malva00
Jigglypuff - 8.11	Hikapi*
Mewtwo - 4.87	Puzzle Y*
Mr. G & W - 3.20	Hikapi*
Marth - 8.70	Puzzle Y*
Roy - 6.18	Puzzle Y*

* means that the person lives in Japan.

5. What is L canceling?

L canceling is pressing L right before you land.

I'll use a good example to make it clear. Let's say you're playing a melee match as Link. You're in the air, and you use your down A attack. When you land, you are vulnerable to attacks while you stand there pulling your sword out of the ground. However, if you press L right before you land, he will

pull it out much quicker and you can run, walk, jump, shield, etc., almost instantly after you land. This is used in BtT because it makes you recover more quickly after using some attacks and you can continue on to the next target right away. In several of the strategies, I have mentioned that you need to L cancel. Just practice it a bit and you will be able to do it right every time. Remember that L cancel only works as you land while using one of the 5 aerial attacks; up, down, left, right, or neutral.

6. Character Strategies

a) Dr. Mario

1. Double jump to the right and land on the blue platform in the shape of an "8". Double jump again and press B at the highest point to throw a pill that hits the target in the backwards "C". Fall back to land on the second of 4 gray platforms.
2. Double jump and back A the target above, landing on the third gray platform. L cancel.
3. Double jump to the fourth gray platform. Do a running jump off the left side and throw a pill at the top left target.
4. Fast fall and back A the target below. L cancel when you land on the gray platform, which was previously known as gray platform 2.
5. Throw a pill to the left so it hits the target below you and to the left. At this point, the gray platform should jump be starting to go back in to the right, and the clock should read about 5 seconds.
- 6,7. Fall below the platform, jump to the right, and air dodge up-right to land on the same platform, but back on the right side of that blue partition wall. Do a running double jump to the right and Up A the target on the left side of the red wall, and the other target next to it on the other side of the wall with the same attack. Time your jump well.
8. As you fall, shoot a pill to the left to hit the lowest target in the level. Hold right so you slide off the red backwards "C" below you towards the gray platform coming down on the right.
9. Double jump and Up B to hit the target to your right, and land on the platform above.
10. Ride the platform up, double jump, and Up B to hit the top-right target.

b) Mario

1. Run to the right, jump and press B. The fireball will bounce off the wall in front of you and hit the target you just jumped over.
2. Double jump after you clear the wall that is hanging down, and up A the target there.
- 3,4. Fall and Up A the 2 targets below you as you pass them.
5. Fast fall towards the left. Double jump to the left, still facing right, and throw a fireball to hit the bottom right target. You should land 1 level below the starting point.
6. Run to the left and do a running jump so you scrape your head on the ceiling. While in the air, throw a fireball to hit the bottom left target. Fast fall to save a bit of time.
7. Double jump to the left and air dodge up to land on a gray platform coming down. You'll get there around 5.50 and the platform should be a bit above the small alcove that leads to the target to your left when you land on it. Double jump to the left and Up A the topmost target.
8. Run off the right side, fast fall, press left, let go of left, press B. (This should throw a fireball to the left even though you're facing right.)

It will hit the target in the end of that alcove. If you keep accidentally landing on the gray platform that happens to be there at that point, hold left to fall to the left of it, which is what you should do anyway.

9. Press down again to continue fast falling, because using B moves makes you stop fast falling. Fall to the right, crossing the path of the gray platforms, and back A the target through the small wall.

10. Double jump to the right, and when your head is at the ceiling, throw a fireball to hit the last target, using the same turn and throw method from target 8.

c) Luigi

1. Wait for a fraction of a second until the bumper above your head passes, then jump up and to the right and fireball the target at the top right.

2,3. Immediately fast fall and down A to hit the 2 targets that will be together below you.

4. Before you land, kick the target in the bottom right corner with a neutral A. Do it so you hit into the flipper that is near the target so you're instantly shot to the left, still facing right.

5. Press B to shoot the target coming down from the top of the level. As you shoot the fireball, you will slide over the hole in the level and come to a stop on the left side.

6,7. Press A.

8,9. Jump to the left and Up A the targets above you.

10. Double jump to the left and Up B to hit the target at the top left part of the level.

d) Bowser

1,2,3. Double jump straight up, and at the top of your second jump hold B while falling to the left. You will hit the highest target, the target to the left of where you start, and the target to the right of the bumper. Land to the left of the bumper.

4. Jump and Up A the target above you.

5. Fall to the left and double jump so you hit your head on the pole suspended in mid air, then back A through the wall to hit target 5. L cancel.

6,7. Press down to fall through the floor. When you land, do an Up B and slide along the ground to the right so you hit the target near you and slide off to hit the one to the right. Land on the platform below target 7.

8,9. Right after you land, double jump and Up B to the highest step, and try to fast fall onto it. This will take away recovery time. Jump to the right over the small wall and fast fall while doing a down A to hit the next 2 targets.

10. L cancel when you land so you slide off the right side of the platform that target 9 is on. Use your double jump in the air and forward B through the wall for the last target.

e) Peach

Note: If done correctly, you will be able to get these first 4 targets without landing on the moving platform below.

1. Jump up and to the left and left A the target there.

2. Fall to the left. Do your double jump and left A through the wall to hit the target through it.

3. Right when you get below the floor that you start on, hold X or Y to float

over to the right, forward A the target above and to the right of the moving platform. Float back.

4. Up B to hit the target that is to the left of where you start. Remember this should all be done without falling and landing on the moving platform.
5. Run to the right. When you get past the thin wall, jump and Up A the next target.
6. Double jump and Up B to hit the highest target. You should hit targets 5 and 6 without landing, and it's pretty hard to do. It helps to press A for target 5 right after you leave the ground.
7. Continue to drift to the right so your umbrella hits the target at the top right part of the level.
8. The instant you hit target 7, fast fall and land all the way at the bottom on the small platform to the right. Throw a vegetable at the target to the right.
- 9,10. Hold down and press X or Y to hover above the ground. Hold left and press A to do a neutral A and hit the last 2 targets.

f) Yoshi

1. Jump up slightly, and then do your double jump to the right. Do an Up B to hit the target way up and to the right.
2. Land, turn left, double jump, and Up B to hit the target over the wall.
3. Before you land, press A to do a neutral A attack that breaks the target you are falling towards. L cancel.
4. Immediately when you land, dash to the right and fast fall as you leave the small platform. Press A right away to hit that bouncing target to your right.
5. Continue to fall more or less straight down, so that same neutral A attack breaks the target below you. Land and L cancel.
6. Immediately throw an egg up and to the right to hit the rightmost target.
7. Dash to the left, and to save a little bit of time, when you get to the incline, do a tiny jump and air dodge left. (This is an optional move that saves a bit of time. The world record strategy includes doing this air dodge 3 times in a row, but I haven't even really bothered to try it.) This will make you slide across the floor quicker than running. As you recover from this, continue to run for a small bit longer. Right before you get to the target in front of you, jump and do an up A attack to it, keeping your momentum forward.
8. Do your second jump and do another up A attack through the floor of the backwards "C" to hit the target inside it. This takes practice to hit.
- 9,10. Right after you hit target 8, fall back to the right, fast falling a bit if you can, and back A through the wall to hit the last 2 targets.

g) DK

1. Press A.
2. Turn left and press A as soon as you recover from the last punch.
3. Do a running double jump to the left and Up B to hit the target there and land to the left on the large blue flat area.
4. Double jump to the left and land on the small blue platform there. Immediately double jump again a little bit to the right, and Up A the target above.
5. Fall back onto the right side of the small gray platform. Immediately double jump backwards and do a back A attack on the highest target.
6. Fast fall and do a neutral A that hits both of the next 2 targets you are falling towards AND land on the middle of the 3 long red platforms. This takes practice to get right.
8. Run to the right and do a small jump and a neutral A to hit target 8,

followed by fast falling back to the platform and L canceling.

9,10. Jump to the right and Up B, hitting the stationary target through the ceiling and the one going up and down at the same time.

h) Captain Falcon

1. Double jump and do an Up A to hit the first target above you.
2. Land where the target was and L cancel. Double jump up to the next platform above you. Now double jump straight up, wall jump off the inside of the right while wall, wall jump off the tiny left wall hanging down, and Up A through the ceiling right after the second wall jump.
3. Fast fall and neutral A target 3 in the air.
4. Fall below the platform and fast fall down to the floor. Run to the left and do a large jump and do a neutral A so you hit both targets to the left. Right before you land, air dodge to the left into the angled floor to slide to the end of it.
6. After you land, double jump up and to the left, then do an Up A so you hit the target above you with the tip of your foot, at the end of the attack.
- 7,8. Without landing, continue to fall to the left, and do a neutral A attack that hits the up-down moving target and the one near it. Land inside the up-down moving platform. These 2 steps will take a lot of practice to get right.
9. When you can, walk off the left side of the platform onto the "GO" sign. Run off of it to the left. Double jump back towards that highest target so you can do a neutral A and fast fall to hit it and the last target.

i) Ganondorf

1. Press A to hit the target going by you to from the left side.
- 2,3. Run to the right of that small platform and do a small jump neutral A to hit the 2 targets coming towards you and land on the right platform with an L cancel.
4. Double jump and Up A the target above you, while moving to the left so you can fast fall onto the original platform.
- 5,6,7. L cancel when you land, then run to the left and jump at the end of that platform. Do a forward A attack so it hits 3 targets: One coming from the right, one out of the left wall, and one from below.
- 8,9. Double jump to the right and up A to hit the stationary target in the middle of the level and the one moving to the right.
10. Land on the moving platform going by with an L cancel. Jump and Up A the last target, which is half way into the spiked wall to the left.

j) Falco

1. Do a running jump to the right and press B to shoot a laser at the target going around the fire block.
- 2,3. Right after you press B fast fall. As you pass the second tiny alcove to your right, jump into it. Press A to punch 2 targets.
4. Dash to the left to get out of the hole and immediately double jump up and to the right to land on top of the gray platform you were just on the left side of. Dash to the left, do a quick double jump, and laser the target that is to the left of you when you start the level.
5. After shooting the laser, fast fall back onto the big island you started on, but not on the flat top part, rather the slanted part to the right. Press A to hit the target that goes around that big island.
6. Jump up and shoot a laser to the left that hits the target above where you start, then fast fall to the right and try to hit into the left side of the

octagonal fire block, on the bottom part of that side.

7,8. Immediately after you hit the fire block, let go of the control stick. If you did it right, the fire block should send you soaring to the left on your way to the last few targets. As you get to the 2 rectangular fire blocks, do your down A attack that will hit the two targets between them. You will continue to fly to the left.

9. As you pass by target 9, hit it with a neutral A attack.

10. As you land from the neutral A, L cancel. Do a running jump to the left, wall jump, jump again back towards the wall, wall jump again, and then turn and shoot a laser at target 10, the same way you hit targets 8 and 10 with Mario.

k) Fox

1. Turn left and immediately do a short single jump. At the peak of this jump, shoot a laser to the left to hit the lower target to your left, and try to fast fall back to the ground after you do this.

2,3. Immediately after you land, double jump up to the left and begin your up B so you are a bit above and to the left of the higher of those 2 targets that start to the left of you. Right before you shoot off, the fire surrounding Fox will hit the target near you. Aim yourself so that same Up B will hit the target above and to the right of you. It will take practice to hit both of these targets with the same Up B.

4. Run off the right side and immediately shoot a laser to the right to hit the target in the "U". As you land, do a running double jump to the right and aid dodge down + right to land on the right edge of the "U".

5. Do a running jump to the right and air dodge up to land on the high area with a target in it. Punch it with A.

6,7,8. Press down to fall through the floor. While falling to the left, shoot 5 lasers to the right. The first, third, and fifth lasers will hit the 3 targets to the right. Land on the small gray platform at the bottom and slightly to the left.

9. Right when you land, do a small jump and shoot a laser to the left, and fast fall back to the ground. This will hit the target below where you start.

10. When you land, jump up and to the left again right away and do a forward A through the wall to hit target 10 on the other side of it.

l) Ness

1. Press Up with the analog stick and immediately press X. Forward A the target above you and land above and to the left.

2. Run and jump off before you get to the left edge and double jump to the left. Right before you land, do a left B to hit the lower of the 2 targets in front of you. If you have jumped from the right place and jump high enough, you should immediately slide off the platform to the left.

3. Use your double jump, Up A the target above you, and fall back to the platform to the right.

4. Run to the right and double jump and land on the moving platform in the middle of the level. Double jump to the right and up to land on the first thin red sliver of a platform. Left B to hit the target to your left.

5. Jump backwards to the right, then use your second jump so you hit your head on the ceiling and start to fall. Fast fall between the second and third sliver platforms and forward A the target through the wall to your left.

6. Still facing left, double jump out of the alcove and land on the third sliver platform. Jump backwards and back A the target to the right.

7. Slide off the right side and fast fall. Now you are falling along the right side of the maze. As you pass the last target in the maze hit it with a forward A through the wall.

8,9. Fall to the left, double jump, and do a forward A to hit the next 2 targets near to each other.

10. Do an up B and maneuver it to hit the last target, which is the one directly to the left of where you start.

m) Ice Climbers

1. Run off to the right, fast fall a tiny bit, then jump and forward A. You will break a hole in the platform above and hit the target to your right.

Try not to break the platform you are landing on.

2. Jump through the hole you just made and land to your left. Run off the left side, double jump, with your first jump slightly left, and your second slightly right, so you can press B to hit the target to the left and land on the highest orange platform.

3. Facing left, double jump and back A the next target to your right.

4. Double jump and land on the cloud passing by. Jump up still facing left and Up A the next target, landing where the target was.

5. Do a running double jump to the left and press B when you are up against the small wall, near the top of it. You should shoot an ice block that will barely go over that wall and hit the target on the left side of it.

6. Double jump and do an Up A to hit the target above you and land on the cloud that is coming out of the wall from the left side.

7. Jump up and a bit to the right towards the small cloud coming from the right. Right before you land on the cloud, do a neutral B attack to the right which will hit the target to the right and below you. When you land, there should be zero recovery time.

8. Immediately jump up and above the highest small blue platform and do the same B-attack-before-you-land move to hit the target below and to the right.

9. Do a running jump to the left and forward A so you hit target 9 through the floor. L cancel.

10. Double jump and Up A the target in the claws of the bird. When I got my record of 12.31, the bird was just about directly above where target 9 is.

n) Kirby

1. Run to the right and do a small jump neutral A. Land on the platform to the right with an L cancel.

2. Run to the right and do a small jump and forward A through the wall. L cancel.

3,4. Run to the left and fast fall when you get to the chute. Drill kick the 2 targets on your way down.

5. Once you get below the ledge to the left, jump 2 times to the left. Do a third jump and immediately up A to hit the target at the bottom left of the level.

6,7. Fall to the right, jump to the right (do a back A while in the air do move back slightly faster). Jump again to the right, and air dodge down-right onto the log platform. Run and jump off the right side twice and Up B to the right and grab onto the ledge to the right at the peak of your jump. As soon as you grab the ledge, press X to jump out of hanging. Jump again and back A to hit both targets above you, hitting the right one first and then moving to the left.

8. Fast fall and down A the target below you. Land on the small step with an L cancel.

9. Do a small jump to the left with an air dodge down-left. Run off to the left and forward A the target the instant you leave the ground. Start to

fast fall right after you perform the attack.

10. Jump twice to the right and forward B the last target at the bottom right.

o) Samus

1. Double jump up and to the left and back A the target up there.
2. Do a big single jump to the right and Up A the highest target there.
- 3,4. Fast fall to the right and land on the small platform slightly below and to the right of the starting point. Do a running jump right, double jump straight up, do your Up A to hit target 3, then fast fall immediately so the same attack hits target 4.
5. When you recover from the Up A, fall to the target below you and use your up B when you are near the top of it so you hit the target and land back to the platform from before target 3.
6. Do a small running jump to the left and do your neutral A attack to hit the target to the left.
7. Fast fall for a short time then do a down B when you are above the alcove with a target at the bottom. Fall to the right after you do the attack so you land to the right of the alcove.
8. Do a running jump to the left and do a smash left B in the air so it hits the leftmost target in the level.
9. Land Inside the tiny short hallway and run to the left and fall off the left side of it. As you fall off the left side, do a back A attack right away to hit target 9. Continue falling.
10. As you clear the left wall hanging down, jump to the left and Up B to hit target 10.

p) Zelda

(Note: Hold A when you select the level to turn into Sheik before the level even starts. If you ever need to restart, hold A when you press Z.)

1. Press A.
2. Do a running double jump to the right and press B to shoot a needle at the rightmost target.
- 3,4. Jam on the A button so as soon as you can, do your neutral A attack to hit the next 2 targets to your right as you pass them.
- 5,6. Jam on the B button while falling as much to the left as you can so you do an Up B attack that hits the two lowest targets. Aim it so you land on the floating platform above and to the left of them.
7. Press A.
8. Do a running jump up and to the left. When you get above the left pillar, press B to throw a needle and hit the target all the way to the left.
- 9,10. As soon as you land, do a running jump to the right and do your Up B to hit the last 2 highest targets. It takes practice to get high enough to hit both targets and to hit both of them with the same Up B.

q) Link

- 1,2,3,4. Throw a weak boomerang to the left and down. It will travel diagonally, but not hit anything yet. Meanwhile, jump backwards and do a down B to pull out a bomb while you land in the alcove to the right of where you start. Run out to the left, jump immediately after you've run off the edge, and drop the bomb onto the target

below you. Before you land on the platform you started on, press B to shoot an arrow at the target below and to the left of the start. The boomerang that you threw at the beginning flew under you as you dropped the bomb and curved up and hit the target to the right of where you start, and the top-rightmost target.

5,6,7,8. Do a running double jump to the left and smash a boomerang down-left into the target you're approaching. Fast fall down to the moving platform. The boomerang you just threw should bounce off the first target you throw it at, then hit the two to the right of it and the one remaining below and to the right of them.

9,10. Run off the left side of the moving platform, double jump in the air, and press Z to use your hook shot to hit the last 2 targets to the left.

r) Young Link

1. Walk to the right side of the chute and smash a boomerang down and to the left. It will travel over your head and hit the target through the wall to the right.

2,3. Single jump up towards the right wall. When you hit it, wall jump off the right, left, right, left, and right walls, then double jump out of the chute and land at the right edge of the left side. To wall jump, push the analog stick in the opposite direction of a wall that you are against in the air. You might want to practice this a few times before trying this level. As you are traveling up the chute, the two top right targets should be hit with the boomerang. If not, start the level over. You're going to need to experiment to see exactly when to jump and how fast to jump to manipulate the boomerang to hit the two targets up there.

4,5,6,7. Land on the right side at the top of the chute, but before you land, take out a bomb. Smash a boomerang to the right and slightly down so it bounces off the platform you are on and goes back over your head. It will go behind you and hit the target in the box, the two to the right of it, and then curve down and hit the bottom right target in the level. It is very hard to get the boomerang to bounce in exactly this way, and you will have to be standing on the very right edge and throw the boomerang at just the right angle to get it to work.

8. While the boomerang is traveling, smash throw the bomb down, still facing left. It should not explode at your feet, rather go down the chute and hit the target below you.

9,10. Run and double jump to the left over the flipper and forward A to hit the target through the wall. The backswing of the same attack will hit the target behind you. You will probably hit this second target at about the same time the boomerang hits that last target at the bottom right of the level

s) Pichu

1,2. Run off to the left and use your double jump. Forward A on your way to the left to hit the target here and the one in the platform just coming up. L cancel and land inside the moving platform.

3. Run out the left side and double jump and Up A the target above you.

4. Fall to the right and without having to jump again, up A the target to the right of the one you just hit.

5,6. Land back on the top of the moving platform. Do a big running double jump to the right and while your head is near the bottom black part of the third diagonal platform, Up A to hit the target that moves within it and the one that circles around the place that the pendulum hangs from.

7. Fast fall down to the pendulum and press B before you land so it goes around the pendulum and hits the target under it.

8. After landing back on the pendulum, do a running jump to the right, and once you get to the right side of the wall hanging down, double jump up and to the left towards the right side of that wall. Wall jump off the wall and Up A to hit target 8.

9,10. Fall to the right and down B to hit the last 2 targets.

t) Pikachu

1,2. Double jump up and a bit to the right, and Up A to hit both targets above you, then fast fall to the left back to the ground.

3. After landing back on the grass, run to the right and before you hit the stairs, jump up them. As you leave the ground press B, which will go around the floor and hit the target at the bottom left.

4. Hold down and jam on the B button to hit the target way above you.

5. Do a running jump to the right, jump back to the left inside the "C", and Up A to hit the target in there. Fast fall to the inside of the "C".

6,7. Do a running double jump to the right and land on the moving platform. Do a running jump to the right and do an Up A that hits both targets at once.

8. Use your double jump to hit your head into the hanging vertical platform. Press B to shoot electricity to the right to hit the target in the "U".

9. Fast fall to the left of the "U" and down to the ground. Right when you land, do a running jump to the right and jump and do a down B to hit the top-right target.

10. Your momentum will bring you out to the right side of the level. As soon as you recover from the down B, use your double jump and up A to hit the final target.

u) Jigglypuff

1,2. Do a small jump and press A. Right when you hit the first target, hold left to hit the target to the left with the same attack.

3. Jump to the left and fall onto the right lower fire block. This will send you flying towards the left. But before you pass through the left 2 fire blocks, immediately jump so your momentum presses you against the top left fire block. As you are there, use your right A to hit target 3.

4. Fast fall from being pressed against that fire block, and as you pass through the left fire blocks you will continue your momentum. Use another jump to get near the top left target and hit it with left A.

5. Fast fall down to the right and as a higher purple flying platform comes near you, air dodge down right into it to slide to the right more quickly. This is optional. Jump from the air to the right while doing a down A to hit the target below you while passing it.

6. Land, run to the right, jump, and forward A the next target in the air. Try to wait awhile before jumping, so after you hit the target you can fall to the right and fall directly to the bottom part of the level without landing.

7,8,9,10. While still in the air, jump to the left and forward A the seventh target. Continue to do this, using 2 jumps if you need to, until you can forward A the last target.

v) Mewtwo

1. Jump and Up A the target above you.

2,3. Double jump a bit to the left and do a back A so you hit the target that travels with the boxes that shock you if you touch them and the one in the "U". Fast fall onto the top of the moving box.

4,5. Do a small jump and jam on the B button while still facing right. The

tiny bit of charging time will hit the target you are near and the actually shot will hit the target to the right.

6,7. Fast fall to the left and fall below the platform to the left of the 2 large pillars. Before you land Press A to hit the target coming out of the pillar and the one traveling with the other moving box. L cancel.

8,9. Do a small jump to the right and neutral A the target there, then after a bit, fast fall so the same attack hits the target below.

10. Double jump to the right as soon as you can and Up A to hit the last target that is inside of the right pillar.

w) Mr. Game and Watch

1. Press A in the very beginning to hit the target that appears where you are before the announcer says

GO.

2,3,4. Run to the right and Up B. You'll hit the target in the door, the one right above the roof, and the one that goes across the top of the level from right to left. Land on the left side of the roof. 5,6,7,8. Turn left and do a running jump from the left side of the roof. You have to do a down A on your way up at just the right time so you can hit the next 4 targets on your way to the left side of the level.

9,10. Jam on the jump button while still falling left so you jump out of the air, then immediately do a forward A facing left to hit the target near you and the last one to the left. Hitting target 8 and 9 with 2 different attacks takes some practice.

x) Marth

1. Run off the right side of the level. Up B the target at the bottom right and turn back towards the platform. Catch onto the side of the level.

2. Press X to jump into the maze from the hanging position. Jump and Up A and land on the left platform inside the maze.

3. Double jump out of the maze and up A through the ceiling to hit the target going up and down. This may take a couple tries to time right. You should hit it when the clock says about 3.65.

4. Fast fall to the left and do an Up B that hits the target directly above where you start. Land on the platform on top of the chute.

5. Jump to the left and immediately forward A the target to your left.

6,7. (Double) jump to the left and forward B the next 2 targets. I used a double jump when I got my record, but single jump is faster/harder.

8. Fall inside the left section of the level with the 2 flippers in it. Fall back to the right and back A through the right wall from above the lower flipper so you hit the target and immediately pop up a tiny bit. You will be able to fast fall down through the flipper you just hit and continue down through the floor.

9,10. Fast fall through the floor and hold left so you land on the moving platform. Run to the left, do a small jump, and left B to hit the last 2 targets. If you aren't quite fast enough, you may have to use an air dodge down-left to reach the platform before it moves too far away to land on.

y) Roy

1. Hold forward before the level starts. Jump with X and forward B to get the first target.

2. Double jump in the air to the right and do a forward A as you are going up to hit the target in the first box. Land to the right and L cancel.

3,4. Move a bit to the right if you need to and right B the 2 targets in

front of you.

5. Turn left double jump and Up B so you hit the up and down target up there and land on the tiny platform.

6,7. Do a running jump to the left and forward A the target in the air. Fast fall and double jump forward A the next target. Fast fall again to the left.

8. When you are directly below the higher of the 2 flippers, up B a bit to the left so you hit target 8 and immediately smash into the flipper.

9,10. Hitting the flipper will send you soaring down and to the left, right near targets 9 and 10. Hold up and slightly left and jam on the B button to up B the last 2 targets.

7. Miscellaneous

Here is a very short list of the interesting/fun things to do while you are playing Break the Targets.

1. When you press Z to restart the level, if you are holding L or R the level will restart and the character's music from his or her level will be playing as you play.

2. Falco and Jigglypuff are the only characters that can actually die off the top of their BtT levels. For Jigglypuff, ride a purple platform to the right and jump up to the top of the level. Hold your shield until it breaks and you will pop up and fly away. With Falco, go to the left side of his level and stand on the top of the thin vertical platform, below where target 10 is. Do a perfectly timed running jump to the right, double jump, and Up B straight up, and if you do it right, you will die off the top of the level.

3. Here's a glitch I discovered myself in Ganondorf's level. Stand on the left platform facing left. Double jump and Up B into the small horizontal ceiling above you. Time it so as you hit it, a moving platform is passing below you. The spikes will shoot you down towards the moving platform. As you hit the platform, hold right and press L to roll to the right. Time it so you are still rolling as the platform brings you to the wall. If you do it correctly, you will go straight through the wall. Once you recover from the roll, you can jump up and jump back through the spikes back to the level, or you will just die off the left/bottom of the level.

8. Closing

Well, I hope this helps you improve your BtT times.

You have to remember though, these strategies are for some of the best times in the world, and many people, including me, spend a lot of time working on them. Don't just work on them for 2 minutes and then e-mail me saying they don't work and that I'm lying. I'm not. Just keep trying. The only way you can get better is to practice.

9. Credits

MojoJojo - He helped me a lot by creating most of the layout of this FAQ.

Mark Neas - He gave me some helpful information about rewards obtained from playing break the Targets.

Malva00 - The best BtT player of all time, this guy helped me out with his record Roy strategy.

Hartje540/Cornerdealie - He has a great total and contributed many

strategies.

DoomStalk - He gave me some interesting information on how to play a character's music in his level.

Deranged - Also another great BtT player, he came up with the basic idea for the Yoshi strategy.

Tetsuya - This guy lives in Japan and he made some amazing BtT movies. I used his strategies for many of the levels.

Shadow the Chog - Another great player, he came up with several strategies and has the best total in the United States.

Tinister - He helped with several strategies that I have here and also has a great total.

Unconfirmed Person, Senju, and NeoMarth - 3 of the best Japanese players who helped with a lot of the strategies used to for world records.

Nintendo and HAL Laboratories- For making the GameCube and one of the greatest games in existence, Super Smash Bros. Melee.

10. Legal Information

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