

# Super Smash Bros Melee Projectile Attack FAQ

by bluepikachu252

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Super Smash Bros. Melee Projectile Attack FAQ  
Version 1.465  
by bluepikachu252  
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If you seek to use this guide, e-mail me at bluepikachu252@hotmail.com. If I allow, I will add you to the "allowed to use" section and include you in the Update History (below "allowed to use"). You can also ask questions about data in this FAQ, which will be included under section IV, Frequently Asked Questions.

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Currently, the only sites that can host this FAQ are:

GameFAQs ([www.gamefaqs.com](http://www.gamefaqs.com))

SuperCheats ([www.supercheats.com](http://www.supercheats.com))

IGN ([www.ign.com](http://www.ign.com))

Neoseeker ([www.neoseeker.com](http://www.neoseeker.com))

Any site belonging to David Simonds

This site is forbidden from using this FAQ in any way, shape, or form:

Cheat Code Central ([www.cheatcc.com](http://www.cheatcc.com))

Version 1.465 (2/12/04)--Added 1 question to the Frequently Asked Questions section and adjusted the Kirby shooter profile.

Version 1.461 (10/21/03)--Neoseeker has authorization to use this FAQ. Updated the thanks section to reflect.

Version 1.46 (9/26/03)--Removed version 1.45 notes at IGN's request. Once again allowed IGN to host the FAQ, and updated the thanks section again.

Version 1.42 (9/10/03)-Renamed the FAQ and added "who's forbidden from using this FAQ". Reflected in the thanks section.

Version 1.41 (7/1/03)-Allowed IGN to host the FAQ. Updated the thanks section.

Version 1.4 (6/6/03)-Reformatted the FAQ and adjusted the stats for Young Link's Fire Bow and Link's Bow. Added one question to the new FAQs section.

Version 1.001 (2/07/03)-Exactly the same as version 1.0, except Supercheats recieves this version.

Version 1.0 (1/21/03)-First edition. Included all characters and all shooter attacks, and shooter items. (NOTE: SuperCheats did not receive this version.)

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Table of Contents

-----  
I. Who Can Use This FAQ?/Update History

II. Table of Contents

III. The Shooters

A. Mario

B. Pikachu

C. Bowser

D. Peach

E. Yoshi

F. DK

G. C. Falcon

H. Fox

I. Ness

J. Ice Climbers

K. Kirby

L. Samus

M. Zelda

N. Link

O. Luigi

P. Jigglypuff

Q. Mewtwo

R. Mr. Game and Watch

S. Marth

T. Dr. Mario

U. Ganondorf

V. Falco

W. Young Link

X. Pichu

Y. Roy

Z. Ray Gun

AA. Fire Flower

AB. Super Scope

AC. Star Rod

IV. Frequently Asked Questions

V. Conclusion

-----  
III. The Shooters  
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According to definition in the original Super Smash Bros. for N64, a "shooter" attack is a projectile attack. Each projectile attack is different, even if they seem the same. Even if you know how to attack from up close, you can't win unless you know how to attack from a distance. This FAQ will cover those special attacks plus 4 items that can shoot projectiles. I will cover first the starting characters, then non-clone unlock characters, then clone unlock characters, ending with items.

A. Mario

Available: At start

Special Attacks: Fireball (shooter), Cape, Super Jump Punch, Mario Tornado

Fireball: This attack sends out a ball of fire at your opponent. It reacts to gravity and will bounce. No matter what the range, this attack starts out at 6%. The more consecutive times you use it, the damage will drop to 3% over time. (These references will later be referred to as 3-6%.)

Tested At: Final Destination

B. Pikachu

Available: At start. Initially, Pikachu will be between Mario and Bowser. After unlocking Luigi (see III-O), Pikachu will move two rows down, to the leftmost ??? spot.

Special Attacks: Thunder Jolt (shooter), Skull Bash, Quick Attack, Thunder

Thunder Jolt: On the ground, it's a bolt of electricity that jumps, then hits an opponent. In the air, it's a spark that goes down and the direction Pikachu is facing. At close range, this attack will juggle and do 5-10%. If you're farther away, the attack makes the opponent only slightly flinch and do 3-7%.

Tested At: Final Destination

C. Bowser

Available: At start

Special Attacks: Fire Breath (shooter), Koopa Claw, Whirling Fortress, Bowser Bomb

Fire Breath: An attack that spews fire at close range. The attack will die after a short time. While the attack is still useful, it does 1-3% damage per hit. This attack easily creates combos in Training mode.

Tested At: Final Destination

D. Peach

Available: At start

Special Attacks: Toad, Peach Bomber, Peach Parasol, Vegetable Shooter: None

E. Yoshi

Available: At start

Special Attacks: Egg Lay, Egg Roll, Egg Toss (shooter), Yoshi Bomb

Egg Toss: You would expect an Up-B move to be a triple jump, eh?

BZZZZZZZZ! Yoshi has no Triple Jump (unless you count the Air Dodge). Egg Toss is Yoshi's shooter attack, located at an awkward position. You can aim the egg with your Control Stick. The egg's burst should do 6-12% damage.

Tested At: Battlefield

F. DK

Available: At start

Special Attacks: Giant Punch, Headbutt, Spinning Kong, Hand Slap  
Shooter: None

G. C. Falcon

Available: At start

Special Attacks: Falcon Punch, Raptor Boost, Falcon Kick, Falcon Dive  
Shooter: None

H. Fox

Available: At start

Special Attacks: Blaster (shooter), Fox Illusion, Fire Fox, Deflector

Blaster: Can be fired fast, and does not make the opponent flinch. Each hit does 1-2% damage.

Tested At: Final Destination

999%, Execution Style: Have two human players. Choose Fourside or Temple. Have one player be Fox. Do not use items. Pin the person who isn't Fox to a wall and start using the Blaster. You should be able to rack up major damage, even get up to the maximum 999%, without your opponent even moving. I inserted this scenario to tell you of the uniqueness of Fox's Blaster.

## I. Ness

Available: At start

Special Attacks: PK Flash, PK Fire (shooter), PK Thunder (shooter), PSI Magnet

PK Fire: Using the Smash-B attack, Ness shoots out fire that burns the opponent and easily creates combos. To increase the combo, simply keep repeating the move. Each hit does 1-4% damage, and each 8 combo does up to 10%.

Tested At: Final Destination

PK Thunder: The move that created an infamous glitch involving Samus (see III-L) in the original Super Smash Bros., Ness's triple jump allows a projectile to be moved, then hits Ness to put him back on screen. You can use this attack for more than that, though. You can aim it at someone else and do 4-8% damage with it.

Tested At: Final Destination

## J. Ice Climbers

Available: At start

Special Attacks: Ice Shot (shooter), Squall Hammer, Belay, Blizzard (shooter)

Ice Shot: If both Popo and Nana are together, two blocks are shot out. If Popo is alone, or if Nana spontaneously performs the move, only one block is shot out. If both Popo and Nana contribute, the attack does 5-14% for the 2-combo that is created. One ice block should create 3-5%.

Tested At: Final Destination

Blizzard: Easier to test than Ice Shot, since Popo and Nana do it in opposite directions if done together, all we had to do is measure one stream. Each it is worth 1-2% damage, and a 7-hit combo does up to 12%. This move can also act like the Freezie item and freeze the opponent.

Tested At: Final Destination

## K. Kirby

Available: At start

Special Attacks: Copy, Hammer, Final Cutter (shooter), Stone

Copy Shooter(s): If you use Copy to take the powers of someone with a B shooter attack, Kirby can use that attack as a Shooter for the same power. This principle was not tested, though.

Final Cutter: This attack lets out a projectile upon landing on the ground. If this projectile hits an enemy, it does 3%-6% damage to the foe. It can do up to two strikes, the second strike is 0%-1% more powerful than the first, for a total combo of 6%-12%.

Tested At: Final Destination

## L. Samus

Available: At start

Special Attacks: Charge Shot (shooter), Missile (shooter), Screw Attack, Bomb

Charge Shot: You can let a shot out weakly in the air, or make it stronger by charging it. A weak shot is worth only 1-3% damage, but if you charge it up, you can do 13-25% for a fully charged shot.

Tested At: Battlefield, Final Destination

Missile: You can use the Control Stick to aim this projectile attack. The attack does about 6-12% damage.

Tested At: Final Destination

## M. Zelda

Available: Both Zelda and her alter ego, Sheik, can be used from the very

start. To access Sheik, use Zelda's Down-B move. Use Down-B again to change back. You can also change at the very start by holding A as a level begins.

Special Attacks (Zelda): Nayru's Love, Din's Fire (shooter), Farore's Wind, Transform

Special Attacks (Sheik): Needle Storm (shooter), Chain, Vanish, Transform

Din's Fire: This attack of Zelda's can be guided with the Control Stick.

Let go of B to stop the attack and have the attack explode where placed. Used as a projectile attack, this attack does 4-7% damage (not bad for a princess).

Tested At: Final Destination

Needle Storm: When Zelda harnesses the Transform power and becomes Sheik, she can use this move. Up to 6 needles can be shot using this move.

One needle alone does 1-3% damage. A fully charged attack of 6 needles does 9-17% damage. This projectile is not easily seen, so this attack can surprise your foes.

Tested At: Final Destination

#### N. Link

Available: At start

Special Attacks: Bow (shooter), Boomerang (shooter), Spin Attack, Bomb

Bow: Charge up the Bow by holding B down longer. Let go right away close and you do about 3-6%. But let the arrow fly farther and the attack does 9-18% damage. The arrows are affected by gravity. If you let it go very quickly and stand ultra-close to your opponent, the attack does 1% or less damage.

Tested At: Final Destination

Boomerang: At close range, facing the opponent, this attack will do 11-16% damage. If you stand farther, the attack only does 3-6% damage.

If you stand close to your opponent, but with your back to the opponent, jump, and 1-2% damage will be done.

Tested At: Final Destination

#### O. Luigi

Available: Complete the first part of the first stage in Adventure Mode (Mushroom Kingdom) with a 2 in the seconds place (XX:X2:XX). Luigi will replace Mario in the next battle. Defeat Luigi quickly. Then finish Adventure Mode. At the end, face Luigi again. Defeat him and he's yours. Or, you can play 800 VS. Mode matches.

Special Attacks: Fireball (shooter), Green Missile, Super Jump Punch, Luigi Cyclone

Fireball: This Fireball is green and is not affected by gravity. Other than that, this attack is the same as Mario's Fireball. 3-6% damage.

Tested At: Final Destination

#### P. Jigglypuff

Available: Complete either Classic Mode or Adventure Mode once under any condition at all, or play 50 VS. Mode matches.

Special Attacks: Rollout, Pound, Sing, Rest

Shooter: None.

#### Q. Mewtwo

Available: Play 20 combined hours of VS. Mode (the more human players there are, the faster the time racks up). Or, play 700 VS. Mode matches.

Special Attacks: Shadow Ball (shooter), Confusion, Teleport, Disable

Shadow Ball: It starts out just like Samus's Charge Shot in that it does 1-3% for a weak shot and 13-25% for a fully charged shot. But, unlike Charge Shot, it doesn't end there. Mewtwo has the ability to hurt opponents with the charge. If a foe hits the charge, a single

hit will do 1-2%, and a 4-combo done this way does 5-6%.  
Tested At: Battlefield, Final Destination

R. Mr. Game and Watch

Available: Clear one of the following with all 24 other characters:  
Classic Mode, Adventure Mode, Target Test. Or, play 1000 VS. Mode matches.

Special Attacks: Chef (shooter), Judgement Hammer, Fire, Oil Panic  
Chef: Launches sausages from a frying pan. They are flung at a random angle from an opponent. A single sausage would do about 2-4% damage. A 2-sausage combo does about 5-9%.

Tested At: Final Destination

S. Marth

Available: Use all 14 of the "available at start" characters at least once in VS. Mode. Or, you could clear Classic or Adventure Mode with those characters. Or, you could play 400 VS. Mode matches.

Special Attacks: Shield Breaker, Dancing Blade, Dolphin Slash, Counter  
Shooter: None

T. Dr. Mario

Available: Clear Classic or Adventure Mode with Mario, or play 100 VS. Mode matches.

Special Attacks: Megavitamins (shooter), Super Sheet, Super Jump Punch, Dr. Tornado

Megavitamins: Exactly similar to Mario's fireballs except for the multicolored pills and the fact that the attack does 4-8% damage.

Tested At: Final Destination

U. Ganondorf

Available: Clear Event Match 29, or play 600 VS. Mode matches.

Special Attacks: Warlock Punch, Gerudo Dragon, Dark Dive, Wizard's Foot  
Shooter: None

V. Falco

Available: Clear the 100-Man Melee, or play 300 VS. Mode matches.

Special Attacks: Blaster (shooter), Falco Phantasm, Fire Bird, Deflector  
Blaster: Unlike Fox's Blaster, Falco's Blaster makes the foe flinch.

Falco's Blaster does 1-3% damage.

Tested At: Final Destination

W. Young Link

Available: Clear Classic or Adventure mode with at least 10 characters, including Link and Zelda. Or play up to 500 VS. Mode matches.

Special Attacks: Fire Bow (shooter), Boomerang (shooter), Spin Attack, Bomb

Fire Bow: Unlike Link's Bow, Young Link has arrows that catch flame. The Fire Bow does 4-8% damage with a weak shot, and 8-15% damage with a strong shot. If you stand too close and let it go early, the attack does 1% or less damage.

Tested At: Final Destination, Yoshi's Story

Boomerang: Young Link has a stronger Boomerang than Link (3-7% at farther distances, 12-19% at closer distances). Young Link also has the return capability of jumping over a returning boomerang for 1-2% damage.

Tested At: Final Destination

X. Pichu

Available: Clear Event Match 37, or play 200 VS. Mode matches.

Special Attacks: Thunder Jolt (shooter), Skull Bash, Agility, Thunder

Thunder Jolt: Essentially the same as Pikachu's (5-10% at close distance, 3-7% farther away). However, Pichu does damage to itself when it launches Thunder Jolt (1% to itself).

Tested At: Final Destination

Y. Roy

Available: Clear Classic or Adventure Mode with Marth, or play 900 VS. Mode matches.

Special Attacks: Flare Blade, Double-Edge Dance, Blazer, Counter

Shooter: None

Z. Ray Gun

The Ray Gun is an item that contains 16 shots, and can be shot at any distance. Each shot does 2-4% damage.

Tested At: Final Destination

AA. Fire Flower

The Fire Flower is an item that shoots flame, like Bowser's Fire Breath. It contains enough fire to last for 6 seconds. Each 3-combo tap does 3-4% damage. So far, the Fire Flower is known to contain enough to do 49% damage.

Tested At: Final Destination

AB. Super Scope

The Super Scope can be used two ways: shooting light shots, or charging it up like Samus's Charge Shot and Mewtwo's Shadow Ball. If you release weak shots, it launches 3 at a time, and does 2% damage. Fully charged shots do 15-25% damage. The Super Scope can launch 48 weak shots, 3 fully charged shots, or the shot types can be combined.

Tested At: Final Destination

AC. Star Rod

The Star Rod can be used as both a clobbering item and a shooter. If you simply clobber, you do about 5-10% damage per. Smash clobbers (I call them star clobbers, since it presumably combines both the clobber and the shot) does 20-34% damage in a 2-combo. Or, you can launch a star from a distance and do 6-10% damage per hit. The Star Rod contains 16 shots. Captain Falcon and Sheik launch multiple shots per swing.

Tested At: Final Destination

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IV. Frequently Asked Questions  
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Q. I've played over 20 hours of VS mode, and I still don't have Mewtwo. What should I do?

A. Make sure your "combined VS time" is at least 20 hours. If that checks out, and you still don't have Mewtwo, try playing another VS mode match in full. Mewtwo should challenge you in the end (you have to defeat him to unlock him). If that still doesn't work, then play the number of VS mode matches that is an alternate to the usual method. If that doesn't work, then you've either got a bad disc or a bad Memory Card.

Q. Hey, would you tell me how to reflect a projectile attack? One time I was Mewtwo and I threw a Shadow Ball at Pikachu and he rose his shield and reflected it back at me. Could u tell me how? (DarkMagician7272@aol.com asked this)

A. It's all in the timing. Put up the shield quick enough and the projectile may reflect. Trust me, I've gotten a few surprises while battling myself. (Of course, Fox and Falco don't need this fast-shield technique.)

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V. Conclusion

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Well, I hope you learned how to attack from a distance using this FAQ. If you have any questions (no, Sonic and Tails are NOT in the game), I will put them into the FAQ section. Happy shooting!

Thanks to the hard-working staff at GameFAQs, SuperCheats, IGN, and Neoseeker, as well as David Simonds, for hosting this FAQ.

Thanks to anyone who promises to keep this FAQ away from Cheat Code Central.

Thanks to you for reading this FAQ.

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