Super Smash Bros Melee Character Speed FAQ

by funkytoad

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Super Smash Bros Melee
Character Speed FAQ
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Hello, and welcome to my Character Speed FAQ for Super Smash Bros Melee. My name is funkytoad, and I'm basically just a big nerd. This past weekend, my friend Matt and I went through the trouble of finding the -approximate- speeds of the characters in this game, while running. We also figured out their speeds while giant, tiny, and super giant. In later versions, we'll be figuring out the speeds of characters that are poisoned tiny, walking, carrying barrels and crates, as well as many other things. We figured out the speeds in feet per second, as well as metres per second.

The first thing we did, was decide on a point of reference, for distance. As most of you know, in order to figure out speed, you need the time elapsed, as well as the distance travelled. Time elapsed is easy to measure, however, distance travelled is a bit harder. For this, we took Donkey Kong into Final Destination, get a character on his back (Zelda), and had him walk across the stage. This took 2.5 seconds. We then went into the Homerun Contest, and figured out how far he could walk in 2.5 seconds, when he had the sandbag on his back. We did this a few times, and the average distance of all of our trials was 61 feet. Therefore, the entire length of Final Destination is 61 feet. From here, we simply used the formula Velocity=Distance/Time, and came up with some speeds, in feet per second. In order to get the speed in metres per second, we simply divided the feet per second speed by 3.2808, the approximate conversion rate from feet to metres. Then we had each character run across Final Destination, and recorded the time elapsed, rounded to the tenths digit. Using the formula, we came up with the following speeds, in feet per second, and metres per second.

Character	Time Elapsed	Feet Per Second	Metres Per Second
Dr Mario	1.9	32.1	9.78
Mario	1.9	32.1	9.78
Luigi	2.0	30.5	9.30
Bowser	2.8	21.8	6.64
Peach	2.0	30.5	9.30
Yoshi	1.7	35.9	10.94
Donkey Kong	1.9	32.1	9.78

Character	Time Elapsed	Feet Per Second	Metres Per Second	
Captain Falcon	1.3	46.9	14.30	
Ganondorf	2.2	27.7	8.44	
Falco	2.0	30.5	9.30	
Fox	1.4	43.6	13.29	
Ness	2.0	30.5	9.30	
Ice Climbers	2.1	29.0	8.84	
Kirby	1.9	32.1	9.78	
Samus	2.1	29.0	8.84	
Zelda	2.5	24.4	7.44	
Sheik	1.7	35.9	10.94	
Link	2.1	29.0	8.84	
Young Link	2.0	30.5	9.30	
Pichu	1.7	35.9	10.94	
Pikachu	1.7	35.9	10.94	
Jigglypuff	2.7	22.6	6.89	
Mewtwo	2.0	30.5	9.30	
Game&Watch	1.9	32.1	9.78	
Marth	1.5	40.7	12.41	
Roy	1.8	33.9	10.33	

There it is, the speed of every character in the game, while running.
The next chart shows the speeds of the characters while they're Tiny.

Character	Time Elapsed	Feet Per Second	Metres Per Second	
Dr Mario	4.0	15.3	4.65	
Mario	4.0	15.3	4.65	
Luigi	4.3	14.2	4.33	
Bowser	4.0	15.3	4.65	
Peach	4.7	13.0	3.96	
Yoshi	4.0	15.3	4.65	
Donkey Kong	4.5	13.6	4.13	
Captain Falcon	2.7	22.6	6.89	

Character	Time Elapsed	Feet Per Second	Metres Per Second
Ganondorf	4.6	13.3	4.04
Falco	4.0	15.3	4.65
Fox	2.8	21.8	6.64
Ness	4.5	13.6	4.13
Ice Climbers	4.0	15.3	4.65
Kirby	4.2	14.5	4.43
Samus	4.4	13.9	4.22
Zelda	5.4	11.3	3.44
Sheik	3.1	19.7	6.00
Link	4.5	13.6	4.13
Young Link	3.6	16.9	5.16
Pichu	3.2	19.1	5.81
Pikachu	3.0	20.3	6.20
Jigglypuff	5.2	11.7	3.58
Mewtwo	4.2	14.5	4.43
Game&Watch	3.8	16.1	4.89
Marth	3.5	17.4	5.31
Roy	3.9	15.6	4.77

There you have it, the speeds of all of the characters, while running, and Tiny. The next chart shows the speeds of the characters while running and Giant.

Character	Time Elapsed	Feet Per Second	Metres Per Second
Dr Mario	1.2	50.8	15.48
Mario	1.2	50.8	15.48
Luigi	1.3	46.9	14.30
Bowser	1.6	38.1	11.61
Peach	1.3	46.9	14.30
Yoshi	1.0	61.0	18.59
Donkey Kong	1.3	46.9	14.30
Captain Falcon	0.7	87.1	26.55

Character	Time Elapsed	Feet Per Second	Metres Per Second
Ganondorf	1.5	40.7	12.41
Falco	1.2	50.8	15.48
Fox	0.9	67.8	20.67
Ness	1.3	46.9	14.30
Ice Climbers	1.4	43.6	13.29
Kirby	1.1	55.5	16.92
Samus	1.2	50.8	15.48
Zelda	1.5	40.7	12.41
Sheik	0.9	67.8	20.67
Link	1.3	46.9	14.30
Young Link	1.0	61.0	18.59
Pichu	1.0	61.0	18.59
Pikachu	1.0	61.0	18.59
Jigglypuff	1.5	40.7	12.41
Mewtwo	1.3	46.9	14.30
Game&Watch	1.3	46.9	14.30
Marth	1.1	55.5	16.92
Roy	1.2	50.8	15.48

There you have it, the speeds of every character, while running, and
Giant. The next chart shows the speeds of the characters while running,
and Giant, and under the effect of a Super Mushroom.

Character	Time Elapsed	Feet Per Second	Metres Per Second
Dr Mario	1.0	61.0	18.59
Mario	1.0	61.0	18.59
Luigi	1.1	55.5	16.92
Bowser	1.1	55.5	16.92
Peach	0.9	67.8	20.67
Yoshi	1.0	61.0	18.59
Donkey Kong	1.2	50.9	15.51
Captain Falcon	0.6	101.7	31.00
Ganondorf	1.0	61.0	18.59

Falco	1.0	61.0	18.59
Fox	0.8	76.3	23.26
Ness	1.1	55.5	16.92
Ice Climbers	1.0	61.0	18.59
Kirby	1.1	55.5	16.92
Samus	1.0	61.0	18.59
Zelda	1.1	55.5	16.92
Sheik	1.0	61.0	18.59
Link	1.0	61.0	18.59
Young Link	1.0	61.0	18.59
Pichu	0.9	67.8	20.67
Pikachu	1.0	61.0	18.59
Jigglypuff	1.0	61.0	18.59
Mewtwo	1.0	61.0	18.59
Game&Watch	1.0	61.0	18.59
Marth	0.9	67.8	20.67
Roy	1.0	61.0	18.59

And there you have it, the speeds of every character while running, and
Giant, and under the effect of a Super Mushroom.

And that concludes this guide for now. In later versions, I'll be
including the speeds of Poison Tiny characters, as well as characters
walking, etc. If anyone has anything to say to me, feel free to email me
at xxfunkytoadxx@yahoo.com, or AIM me at xXFunkytoadXx ^_^ If you want
to use this FAQ on your site, I'll have to problem with letting you, as
long as you ask me first.

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Credits
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CJayC-For running such a 1337 site :)

Nintendo:For creating this beautiful system, that we call Gamecube ^_^

HAL:For making such an awesome game!

Matt Andrychuk-For giving me TONS of help with this. Thanks a bunch :)

All of my friends at school-for putting up with my BS, and liking me
anyhow =D

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