

# Super Smash Bros Melee Young Link FAQ

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Super Smash Bros. Melee - Young Link  
Nintendo GameCube  
Version 1.1 - 01/01/2002

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- 01) Revision Log
- 02) Secrets
- 03) Legend
- 04) Movelist
- 05) Move Strategy
- 06) Combos
- 07) Target Test
- 08) Credits

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01) REVISION LOG  
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1.0 (12/28/2001) New! This guide covers YOUNG LINK only.  
Move list, Target Test solution, combos.  
1.1 (01/01/2002) Correction to PLAY AS code, because it was causing confusion  
among readers. Typos fixed. Happy new year!

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02) SECRETS  
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PLAY AS YOUNG LINK  
\* Finish CLASSIC with 10 different characters, including Link and Zelda.  
\* After the game, A NEW CHALLENGER!  
You will fight Young Link in a 1-on-1, single KO match.  
\* Win and Young Link is added to the playable characters.

DIFFERENCES FROM REGULAR LINK  
\* Faster foot speed.  
\* Lightweight, which means smash attacks will KO sooner.  
\* He has fire arrows.  
\* Ground version of Sword Spin multi-hits.  
\* He has a wall jump (see moves.)  
\* His taunt is different.  
\* Different Target Test and Ending.

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03) LEGEND  
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/ U \ A = (A)ttack Z = Grab  
B \* F B = (S)pecial L/R = Block/Evade  
\ D /

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04) MOVELIST  
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Universal Moves  
Shield : \*,Block  
Evade : D+Block / in air, Block

Roll : B/F+Block / B/F when knocked down  
Quick Drop : jump, D  
Drop Down : D on flat ledge  
Double Jump : Anytime after jump, repeat.  
Taunt : U on cross-pad.  
Run : hold B/F

Basic Moves (power hits can be charged for up to 2 seconds)

\*,A : Overhead Swipe  
\*,A,A,A : 3-slash combo  
\*,tap A : Rapid Slashes  
F,A : Down Strike  
run, A : Running Swipe  
D,A : Sword Sweep  
D+A(hold) : Two-way sword sweep  
F+A(hold) : Step-in slash  
F+A(hold),A : Step-in double combo  
hold U,A : Sword Upper  
U+A (hold) : Triple Sword Upper  
jump \*,A : Jump Kick  
jump B,A : Double Jump Kick (2 hits)  
jump F,A : Double Air Slash (2 hits)  
jump U,A : Upward Sword Stab  
jump D,A : Downward Sword Stab  
cliff, A/Z : Recovery Slash

Special Moves (all can be done in midair)

Fire Arrow : \*,S (hold to charge)  
Sword Spin : U,S  
Bombs : D,S then D+S or (B/U/F/D),A to throw  
Boomerang : F,S (then D/U to throw at angle)

Extra Moves

Hookshot : in air, Grab (then Grab to jump up)  
Wall Jump : jump against wall, B

Throws

Z or L/R+A : Hookshot Grab Attempt  
Grab, A/Z : Sword Hits (tap A/Z repeatedly)  
Grab, B : Grab and Roundhouse Kick  
Grab, F : Grab and Front Kick  
Grab, D : Floor Slam  
Grab, U : Grab and Sword Toss-Up

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05) MOVE STRATEGY

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ROLL

Everyone has this, and it is one of the most important moves in the game. You pass through opponents and their attacks. Use this to avoid edge traps and to counter smash attack attempts.

TAUNT

He takes out a glass bottle and drinks from it.  
This is straight from Ocarina Of Time.

POWER HITS

You can delay these up to 2 seconds (which then will strike). The best way to score KO's, but beware of being hit out of it by quick or rushing attacks.

#### SWORD SWEEP

A good push-out move that knocks down and bounces where you can juggle with a second sweep.

#### UPWARD SWORD STAB

Aims straight upward, great for attacking someone on a higher level.

#### RUNNING SWIPE

Like everyone's run move, this is good for knocking down more than one opponent at the same time.

#### FIRE ARROW

Straight from the N64 Majora's Mask, stun your opponent and knock them back. You can delay on the ground, where it goes faster, straighter, and does more damage. Normally, these travel at a slope.

#### SWORD SPIN

Young Link does several revolutions with his sword. This version hits up to 13 times on the ground, but does weak damage. The midair version hits up to 5 times with the last hit being an upward sword poke. This is a good clear out move when fighting multiple opponents, because it hits both sides.

#### BOMB TOSS

He pulls out a bomb. Link can move and jump around while holding it. D+S will simply throw it forward, while using a direction and A will toss it straight ahead and fast. Never use this in closed areas, since you can be hit by it as well, and it explodes in your hand after about 6 seconds. Bombs can multi-hit and set up a juggle.

#### BOOMERANG

This will bounce opponents high enough to juggle. Upon throwing, quickly U or D to angle it (similar to Kung Lao's MK2 hat throw.) If you move out of the way as it returns, it travels behind you.

#### AIR HOOKSHOT

You can use this to grab onto any surface except flat platforms/ledges. If it catches something, you will swing in and cling for up to 4 seconds (hit Grab again to jump up.) It also doubles as a weak air attack that can't KO.

#### WALL JUMP

Young Link can get extra hops off walls. Using a single wall, he can get in an extra jump. With two walls, he can zig-zag jump all the way to the top and avoid falling off the bottom of the stage.

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#### 06) COMBOS

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To do 'COMBOS' in this game, you have to juggle then repeatedly before they recover in the air. When you can juggle with two or more attacks depends on the situation (opponent damage, slope of landscape, barriers/ledges, hit distance of initial attack.etc.) Try to find what combos in the training mode, if the attacks all count as 'consecutive hits', it was a combo.

#1 (2) D+A - D+A

#2 (4+) S / F+S - A,A,A,A,...

#3 (5+) D+S,A - A,A,A,A...

#1 Basic damage combo. If it doesn't hit too high, you can combo the second 'for free'.

#2/#3 Young Link's weapons bounce his opponent.  
Juggle his 3-slash combo then a few rapid slashes.

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07) TARGET TEST

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- \* Double jump, sword spin for target #1.
  - \* To ascend the giant 'U', jump at wall then 4-5 wall jumps to escape.
  - \* Double jump, throw arrow to get the first one on the upper-left.
  - \* Face right, throw the boomerang straight and jump over it just as it returns, and will hit the other target on the left.
  - \* Get on the right top end of the 'U', throw a straight boomerang to the left, jump over at the last moment and it should take out the boxed-in target.
  - \* Jump on the box, and clear the two targets with arrows.
  - \* Double jump to the top and hit the one on the top-right.
  - \* Now, this is where it gets hard. There is a 'door' that goes up and down with a target behind it. Double jump, timing the second jump when the door is open. Get the target, double jump to exit.
  - \* Now get to the '>>' ledge. Throw a boomerang upward, jump out of the way and it should take out the target on the lower-right.
  - \* Now carefully drop through the gap in the center and hit the last remaining bullseye.

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08) CREDITS

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Dr Dogg's SSBM FAQ - had the F+A,A combo.  
Super Smash Bros. Melee / Game Cube (c) Nintendo