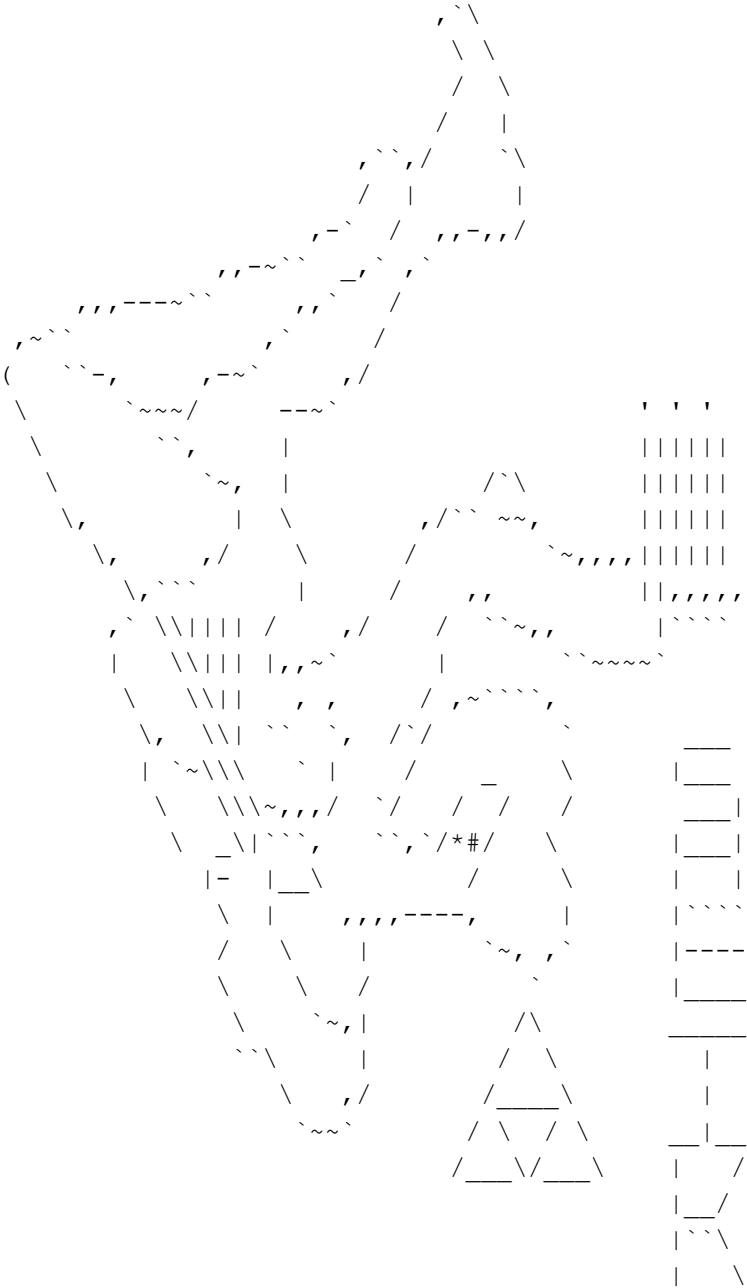


# Super Smash Bros Melee Sheik FAQ (w/ XiF)

by me frog

Updated to v3.1 on Sep 10, 2004



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| Super Smash Brothers Melee: Sheik FAQ |  
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~~~~~Sent in on May 12, 2004~~~~~  
|Last updated: September 10, 2004|

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| For Gamecube | Rated T (Teen) | Character FAQ | Nintendo |  
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%%%%%%%%=====
|                               \_____/                               |
|                               Table of Contents                               |
|                               /_____\                               |
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+-----+
|Ch.#| Name of Chapter/Sub-Section|Search | Description |%%%|
+-----+
|(01)| VERSION HISTORY           | VER.  | I'll describe the updates here |100|
+-----+
|(02)| INTRODUCTION               | INTR  | Our intros to the game          |100|
+-----+
|(03)| WHY PLAY SHEIK?           | SECI  | Telling you why to use Sheik   |100|
+-----+
|(04)| SIMPLE TERMS TO KNOW      | SECII | Terms that you need to know    |100|
+-----+
|(05)| MOVE LISTS                 | SECIII| List of all of Sheik's moves   |100|
| -- | A button moves             |ABUTTON| Moves with the A button        |100|
| -- | Aerial Moves               | AERIAL| Different air attacks          |100|
| -- | B button moves             |BBUTTON| Different moves used with B    |100|
| -- | Grabs and Throws           |GRABTHR| Different G&Ts you can do      |100|
| -- | Miscellaneous attacks      | MISC. | All the rest of attacks        |100|
| -- | Defensive moves            |DEFMOVE| All ways to defend yourself    |100|
+-----+
|(06)| CHARACTER MATCH-UPS        | SECIV | How to fight all characters     |100|
+-----+
|(07)| COMBOS AND SET-UPS         | COM&SET| Different combos and set-ups   |100|
+-----+
|(08)| NEEDLES: A FURTHER LOOK    | NEDL  |                               |100|
+-----+
|(09)| KILLING AND EDGE GUARDING  | KILLEDG| How to get rid of your enemy   |100|
+-----+
|(10)| ONE PLAYER MODE            | ONEPLAY| Fighting in Classic/Adventure |100|
| -- | 1 versus 1                  | 1VS1  | One on one fights              |100|
| -- | 2 versus 2                  | 2VS2  | Two on two fights              |100|
| -- | 3 versus 1 Giant            |3VGIANT| Fighting a giant character     |100|
| -- | 1 versus Team               |1VSTEAM| Fighting a team of enemies     |100|
| -- | Master Hand & Crazy Hand    |MASCRAZ| Facing Master & Crazy Hand     |100|
| -- | Adventure Mode              |ADVENTU| Playing in Adventure Mode      |100|
| -- | Break the Targets           |BREAKTA| Strategy for breaking targets  |100|
| -- | Home-Run Contest           |HOMERUN| Strategy for the home run game |100|
| -- | Multi-Man Melee            |MULTMAN| Fighting in Multi-Man Melee    |100|
| -- | Training Mode Combos       |TRAINCO| Combos during training mode    |100|
| -- | Event Match Mode           |EMMODE | Beating char. Select Events    |100|
+-----+
|(11)| LEGAL INFORMATION          | LEGAL | Our legal information           |100|
+-----+
|(12)| CONTACT                     | CONTACT| Contact rules/how to contact us|100|
+-----+
|(13)| USEFUL SITES                | USEFULS| Diff. sites to visit for tips  |100|
+-----+
|(14)| CREDITS/CLOSING            | CRCO  | The wrap up to this FAQ        |
+-----+

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|                               Version History                               |
|                               /_____\                               |
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VER.

=====  
Version 1.0 05/12/04 - Well, all information is added and format is done so really  
| this FAQ is complete. Enjoy!  
|-----

=====  
Version 1.1 05/28/04 - I added all the event match mode strategies for those where  
| you can play as Sheik, I also tweaked the character match up  
| section a bit.  
|-----

=====  
Version 2.0 06/11/04 - MAJOR. UPDATE. I added character by character strategies,  
| and more move list information. The update is big, over 15 KB  
| of updates on this one alone. Enjoy.  
|-----

=====  
Version 2.1 06/16/04 - Just made the FAQ prettier, new header, organized the  
| character matchups better, and made a diagram for the Break  
| the Targets strategies. Enjoy it. Or perish. <\_  
|-----

=====  
Version 2.2 07/17/04 - I added a whole new section, more information on needles,  
| very useful stuff to read, adds a plethora of new layers  
| of depth to Sheik's game, become smarter, read it. =P  
|-----

=====  
Version 3.0 07/28/04 - I finally got around to fixing all the little mistakes here  
| and there, big thanks to Helsing for pointing out all the  
| issues. I also added the Mewtwo and Mr. Game and Watch  
| character match-ups, so, enjoy.  
|-----

=====  
Version 3.01 08/12/04 - Fixed the samus typo.  
|-----

=====  
Version 3.1 09/10/04 - Touched up on the character match ups, so for now, you may  
| consider this to be the final version. My only updates from  
| now on will be if new strategies are ever discovered, or if  
| I ever get around to fixing all my grammar. Enjoy.  
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| Introductions (XiF and me frog) INTR |  
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XiF's introduction  
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Hi, this is X infested Falcon, XiF for short. This is my first FAQ ever, but that  
doesn't mean it will be bad, I know how to make sure you become a master with

Sheik. I'm just a 15 year-old kid who spends a lot of time on SSBM, and knows his stuff. When I came to GameFAQs, I was a total idiot, I knew nothing. A few enlightened board members showed me the way, I began to read and study and research A LOT of things on SSBM. So over time, I became immensely better at the game, and then I myself became one of the enlightened board members. But this isn't about forums, this is an FAQ. Read on to see "what lies beneath"... errr... ahead.

Sheik is the mysterious Ninja warrior from The Legend of Zelda: Ocarina of Time. In this game, she is much the same. Very nimble, quick, and contrary to what most people think... powerful, with good weak attacks to combo with. Don't expect Zelda to be in this FAQ, they are two completely different characters. Without further adieu, lets get cracking!

~~~~~  
me frog's introduction  
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It's that one dude again, me frog. Yeah, my introduction is second AGAIN. This is the second time that this has happened to me. Terrible, terrible thing I know especially since I'm your favorite author and \*gets out AK-47\* no one ever disagrees with me. Anyway, I'm just that lame formatter that was shunted aside. No offense to XiF or anything but if the FAQ wasn't reformatted it'd be impossible to read. Of course, XiF is a much better SSBM player than I am and he'll always be a better SSBM player than I am seeing as how he's played the game for a lot longer (he was even up against the Florida champion and uh... didn't do THAT bad). Anyway, you might've already seen my very... uh, I mean Decedant One's and my very sexy Bowser FAQ.

If you didn't notice, I formatted that one as well. And it's becoming a LOT harder to think of exclusive formats dammit. Thanks a lot guys, you're making me run out of valuable ideas that I need for other FAQs. I hate you both. Burn. BURN! No, actually just experience great pain and I'll be satisfied :). Anyway, I have barely any experience with Sheik so I haven't type up any gameplay information. I'm that one formatting guy remember? Like in a movie, XiF is first up in the credits and I'm the third guy in a row of seventy eight minutes into the credits. Something's wrong there. Okay, I'm getting way off subject. This FAQ is a description of Sheik, Sheik, and only Sheik. NO NOT ZELDA YOU FOOLISH TERRIBLE MORTAL!

Yeah, only Sheik who is, in my opinion, a lot better than Zelda. But who listens to me? Anyway, you can find everything from the controls to strategies in here so if you need to know about Sheik, you've uh... come to the right place I guess.

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| Why Play Sheik? SECI |  
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Sheik, by general knowledge, voting at the largest pro hangout of SSBM, and common sense when you think of it, is the best character in the game. BUT, she can be beaten if you are careless, or just not good, but after this FAQ skill won't be your problem. Sheik is fast, nimble, which means she can wall jump, has very little start up time and lag at the end of her attacks. She has her fair share of good finishing moves, and great tactics for edge-guarding. She has insane combo ability, and can chain throw. She is not only my best character for myself, but one of my favorites as well.

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There are some terms, and even techniques you are probably not familiar with. Some of these things are crucial for a good Sheik player. So please pay close attention to this section (Big thanks to DarkPhoenix87 for help on this section):

L-cancel- When L, R, or Z is pressed right before you hit the ground, you reduce the normal recovery time after an aerial attack.

Shffl'd- This is an acronym meaning "Short-hopped, Fast-falled, L-cancelled." It is basically the most effective way certain aerial attacks can be pulled off, and is a must in competitive play.

Shield grab- Hitting A or Z while L or R shielding. If someone tries s shffl'd aerial, or any attack, use this to counter

Shield shifting- Using the control stick to angle the shield to prevent shield-stab, or provide extra protection in a given direction.

Shield-stab- Attacking a shielded opponent where the shield's leaving a part of the character vulnerable, allowing them to bypass the shield's defense.

Wavedash- Air-dodging diagonally toward the ground, as close to the ground as possible, will result in a movement that abuses the games physics by allowing a player to make themselves slide across the ground. Most obvious with Luigi, Marth, Roy, Mewtwo, and Ice Climbers. You can turn around more quickly by

wavedashing in the opposite direction of your run, then picking up on the momentum.

Wavedance- Wavedashing back and forth.

Wavesmash- A wavedash, then a c-stick direction

Teching- When you are tumbling in the air after being hit, you can press L, R, or Z near the ground or a wall/ceiling, with or without a direction, to recover faster than usual. Holding left or right on a ground tech will result in a roll in the direction.

Knockback- Refers to how far a character is sent after being hit by an attack.

Priority- If an attack has a lot of priority, if it hits another attack at the same time it will overpower the attack and the opponent will be the only one to receive damage. The more priority the better.

Sex Kick- This term refers to any neutral aerial A kick that does damage after the actual movement of the foot is over. The attack gets weaker and has less knockback the longer it is out. The only exception is Dr. Mario. His sex kick attack actually gets stronger, and has more knockback the longer it is out. Fox and Falco's aerial backwards A is also considered a sex kick.

Tilt attack- Holding any one of the four control stick directions, and hitting A. Some <, > tilt attacks can be aimed to the diagonal.

Smash attack- "Smashing" any of four directions on the control stick plus the A button. The C-Stick is used for smash attacks too.

Wall-jump- Hitting the opposite direction when your character is near a wall, and not tumbling. Works only with Mario, Samus, Young Link, Fox, Sheik, Falco, Pichu, and Captain Falcon.

Needle canceling- Many characters can do this with B attacks. Basically, if you shoot a needle near the ground and land before the attack animation is complete, there will be no lag when you land and can be followed up with any attack, even another needle if you desire.

Chain-throw- Continually throwing another character in such a manner as to prevent them from landing. Sheik can do this with her down throw on a lot of characters.

Dash-cancelling- During a run, pressing down will stop the run. This should be used to follow up with a downward tilt or downward smash attack with Sheik

Dash-Dancing- Quickly alternating left and right on the control stick, so the character only does the opening animation of the run. This is to be used for mind games, or feinting the opponent.

C-Sticking- Used to describe the act of using the c-stick to do airdashes, smash attacks, and other things in multiplayer mode. This will be used EVERY TIME you dash cancel into a smash attack.

Edge-guarding- Using attacks to prevent the enemy from recovering to the stage.

Edge-hogging- A character holding onto an edge will not permit another character to do the same. This is useful in preventing an enemy's recovery. The best way to edge-hog is to either wave dash or short-jump backwards onto the ledge.

Edge-hop- A jump quickly following a press of down or back from an edge-hang will let characters do a short edge-hop. Most, if not all characters can do attacks out of this. Generally back is better to use, since it requires no fast falling, and allows more range.

Fast-falling- Pressing down while in the air will make your character fall faster than usual. You can fast-fall out of aerial attacks, air dodges, and failed ^B attacks. Young Link, however, is nearly unaffected by this.

Hyper/Power Shielding- Shielding at the exact instant an attack or item hits your character. Will result in a white flash and the attack not hitting. Projectiles will be reflected.

Directional Influence- holding left or right on the control stick while falling or going up to change the direction at which you are falling. (Abbreviates into "DI")

Crouch Canceling- If you are crouching and you are attacked, you do not go flying and recovery from the attack almost instantly, it is a good way to allow yourself to counter attack the opponent by using down tilt immediately afterwards.

Bat-drop- This is a technique done in Home-run Contest. If you jump or double jump, drop the bat with Z, and spike it down right after the bat hit's the bag, it does between 25 and 35 damage. Doing this repeatedly can get very high records. We use BD for short.

No-Ping hit- Another Home-run contest term. If you stand underneath the sandbag, and face away, and smash the bat, if it hits with the back it will be sent flying the other direction further than a regular hit. It doesn't work at damages in the 120% range and above however.

Tipper- A term mainly for Home-run contest. Hitting with the tip of the bat will send the sandbag further than any other part of the bat, and still further than a no ping after the 120% range.

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%%%%%%%%=====
|                                     \_____/                                     |
|                                     Move Lists                               SECIII |
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~~~~~
                                     A button moves                               ABUTTON
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#### Neutral A

Damage- 4%  
Knockback- low  
Speed- high  
Range- low-mid

a basic move, It can be used when an opponent is right near you, since it out-speeds any other attack pretty much you can stun the opponent for a split second and even the tables. Since it also has pretty high priority considering its strength, its nice in alot of situations. It sets up for alot of attacks much like tilts do. you go use any tilt, down smash, grabs or even aerials. It can also guard against sheild grabs, since its so fast and grabs are generally slower than it. A very versatile attack considering its simplicity and relative weakness. Remember though it can out speed or clash at any percent to rest the confrontation, but in order for it to lead into more attacks, you got to have some damage on the opponent.

#### Neutral A combo

Damage- 4%, 2%, 1%...  
Knockback- low  
Speed- high  
Range- low-mid

This attack is not the best of attacks. dont use it unless the opponent is against the wall and at low damage, even then use with caution, it can be punished easily. Bottom line, you can live without this attack. easily.

#### Tilt Forward A

Damage- 7%  
Knockback- medium  
Speed- high  
Range- mid-high

great combo when at low percentages when you spam this single attack. A heavyweights worst enemy. At higher percentages this should be linked with a tilt down A or a tilt up A. This move sends them straight up, setting up perfectly for a Forward aerial as a finisher, or any aerial just to hurt them. At percentages not necessarily 0, but enough that the move can't be linked directly, using a shffl'd aerial will work just as fine.

#### Tilt Down A

Damage- 8%  
Knockback- medium  
Speed- mid-high  
Range- medium

Great for other tilt attack or shffl'd aerial set-ups. Do this after a crouch cancel followed by an Aerial Forward A. This is also good as a poking tactic. meaning, its reange its good and because of its sweep, and can keep an enemy from approaching, or even go through the sheild. This gives it a good defensive

use too.

#### Tilt Up A

Damage- 8% going up, 3% going down

Knockback- medium

Speed- mid-high

Range- medium

very good attack on low percentages, fast fallers or heavyweights will fall susceptible do both hits at low percents, one going up and on going down. The one going up is much stronger and has better knock-back than the one going down. It send the opponent straight up at a high enough damage, so it's a great aerial set up just like down tilt A.

#### Smash attack forward

Damage- 5% first hit, 9% second

Knockback- medium

Speed- medium

Range- high

Sheik's worst smash attack, not by much compared to others, but with her up smash and down smash there, I would refrain from using it. It hits twice, but it is easy to escape after the first hit and punish it. Its also very easy to crouch cancel counter, or, possibly worse depending, sheild grabbed. So in other words, DONT. USE IT.

#### Smash attack down

Damage- 14%

Knockback- high

Speed- high

Range- mid-high

Sheik's best smash attack by far, excellent priority, great range, and a very fast attack. One of the three attacks I suggest you use A LOT. Best used after a dash cancel and a finisher. Against a wall it can be combo'd a couple times if they don't wall tech.

#### Smash attack up

Damage- 17% sweet spotted, 13% not

Knockback- high

Speed- medium

Range- medium

A very good smash attack, its not good just to attack an opponent with this move, as it will be seen coming. You can use any tilt, up, or down throw followed by an up smash for a good small combo. After that you might be able to follow up with an aerial attack. But even so, this is only good at low damages, or against fast fallers. Aerial attacks are generally a much better option.

~~~~~  
Aerial Moves  
~~~~~

#### Aerial Neutral A

Damage- 14%, degrade down to 9% longer its out

Knockback- medium

Speed- high

Range- mid-high

A standard amongst sex kicks, okay damage and knock back, the character goes nowhere at low damages, which is good if you l-cancel into a down smash, but at higher percentages the go flying away from you, not a whole lot of things to do after that. Basically its good for you at low percentages.

#### Aerial back A



Damage- 14% sweet spotted, 10% not

Knockback- mid-high

Speed- high

Range- high

a very good aerial, it'd be the best one if not for Sheik's godly aerial forward A. Try to hit with as much distance from you with the tip of her foot. Good knock back, good damage, it can be followed up with any aerial you desire, or a tilt.

Aerial down A

Damage- 11%

Knockback- high

Speed- low

Range- medium

Sheik's worst aerial attack. I would refrain from using it. It lags a lot, even L-canceled a person can punish it. You can use it if a person is using an attack that lags and follow up with any other aerial, but even then, it isn't advised.

Aerial forward A

Damage- 13%

Knockback- high

Speed- high

Range- mid-high

best aerial for Sheik by far, great damage, insane knock back and good priority. One of the three attacks I suggest you use A LOT. Use this shffl'd for a good approach. This can be followed up by any upwards sending attack, but should be followed up with up throw, down throw, up smash, or dash attack. Great as a finisher, and edge guarding too. When you shffl it, if you are very good at it, you actually don't need to l-cancel it, assuming you start the attack the the peak of your short hop and fast fall afterwards. But, it never hurts to be safe, so I always L-cancel regardless.

Aerial up A

Damage- 12%

Knockback- mid-high

Speed- high

Range- medium

Good aerial, great for juggling. It's a standard aerial amongst most aerials. Its got OK damage and OK knock-back. Again, a great follow up to any upwards sending attacks especially up throw, down throw, up smash, or dash attack.

~~~~~  
B button moves  
~~~~~

Neutral B

Damage- 3%

Knockback- low

Speed- high

Range- high

Needles... a God send for any Sheik player, one of the three moves I suggest you use A LOT. Use it to stop any one in their tracks, as a quick 18% (fully charged), or as my personal favorite, in the air. Aerial needles is a very good skill to learn, especially for edge guarding. I am not completely sure what the exact angle her needles are thrown at but its nearly 45 degrees. If you can effectively hit a person trying to recover from the field with aerial needles, there's a good chance they won't come back.

Forward B

Damage- 8% sweet spotted, 3% not

Knockback- low-mid

Speed- low

Range- high

The chain... it isn't the best move out there. And most definitely the worst B move Sheik has. It's only use is for edge guarding, which can actually be effective from people who are below you. But with other edge guarding options, just try not to use it.

Down B

Damage- N/A

Knockback- N/A

Speed- low

Range- N/A

It transforms you into Zelda. This isn't an FAQ about Zelda, so if you feel the need to use this move as Sheik, feel free to leave this FAQ and find a Zelda FAQ. =P

Up B

Damage- 12%

Knockback- medium

Speed- low

Range- low

Sheik's third jump, this move has ok damage and surprising knock back. But do not ever use this offensively in a match, if a person is trying to edge-hog you, feel free to use the first jump in vanish, fire them off, and hang back on the edge. This gives you a lot more options upon your return to the battle field. If there is no on the edge ALWAYS, try to use the firs small jump of the vanish to hang onto the ledge.

~~~~~  
Grabs and Throws GRABTHR  
~~~~~

Grab attack

Damage- 3%

Knockback- N/A

Speed- low

Range- N/A

probably the worst move Sheik has besides down B... <<. its good to add a punch or two maybe at around 30% or higher, since it does add up, but dont abuse it because she obviously has much better options besides grab attack when she grabs.

Back throw

Damage- 7%

Knockback- medium

Speed- N/A

Range- N/A

An ok throw, decent damage and knock back, it should only really be used near an edge since it doesnt lead to much else besides edge-guarding from the ledge.

Down throw

Damage- 8%

Knockback- low

Speed- N/A

Range- N/A

Sheik's best throw, mainly because she can chain throw half the cast with this single throw. It can be followed up with all her aerials with the exception of down, it can also be followed up with a down or up smash. This is by

far the best set up for any attack you can have with Sheik.

Forward throw

Damage- 8%

Knockback- medium

Speed- N/A

Range- N/A

pretty much the same as back throw, again, not much uses outside of leading to some edge guarding.

Up throw

Damage- 8%

Knockback- medium

Speed- N/A

Range- N/A

Sheik's second best throw, it can't be chained like down throw but it gives you the same aerial setups as down throw does, but that's about it, but with Sheik's superb aerial attacks you should not be complaining.

~~~~~  
Miscellaneous attacks MISC.  
~~~~~

Ledge attack below 100%

Damage- 8%

Knockback- medium

Speed- mid-high

Range- high

Very good as far as ledge attacks go. It has excellent range and speed. And little lag afterwards, letting you hop back into action directly afterwards, but if you don't end up hitting you will most likely be punished for it. This is the best thing to do on the edge next to ledge hopping.

Ledge attack above 100%

Damage- 8%

Knockback- low-mid

Speed- low

Range- low

very slow, little range, definitely not a good attack. At this percentage its best to go for a ledge hop and hop for the best and try to avoid them or use an aerial attack.

On the floor attack (both)

Damage- 6%

Knockback- low-mid

Speed- medium

Range- medium

pretty standard recover attacks. It hits both sides and is fairly fast. You should always use this if you do happen to miss a tech.

Dash attack

Damage- 10% sweet spotted, 7% not sweet spotted.

Knockback- mid-high

Speed- medium

Range- high

fast, good range, easy, and sends straight up on the sweet spot. If you barely make contact right in front of you it doesn't little damage and sends them in front of you. If you get the sweet spot, it can be followed up with and aerial or a tilt if they don't recover quickly enough.

Shield- Not much to say, except it covers most of her body unlike some people. You should try to shield more than anything else, because with a shield comes a shield grab, and if you down throw you gain complete control.

Roll- Sheik has a fairly fast and simple roll, good to average compared to other characters. I wouldn't suggest spamming it too much, but its can when the occasion arises, like when the enemy is too close to you.

Side step dodge- It's fast, but lasts pretty short, I would not use it unless you are dodging a projectile being shot from far away.

Air dodge- Sheik as a good air dodge, if your in the air and your opponent is in the air, don't be afraid to use it. More problems arise when your opponent is on the ground, but even so it shouldn't pose many problems.

Ledge Roll- Its ok, only really good if the opponent is right there at the edge. I wouldn't recommend using it unless your above 100% and the opponent can easily take you on in the sky.

Ledge Hop- Not an attack and not really a defensive maneuver but I put this in here cause it fit best. Sheik in the air is a good thing, you can either land and begin attacking, or if they try to attack you in the air you can use aerial forward A on most characters.

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Now that we have all the moves and such down, lets get to the real stuff!

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|                               Character Match-Ups                     SECIV  |
|                               /_____\                               |
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Doctor Mario  
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Very similar yet very different from Mario. One main difference are the pills. Doctor Mario can use his pills to rush at you and follow up with any thing he wants, generally and aerial or down smash. If you sheild the pill, you can sheild grab him, and either chain throw him at low percents, or do a throw to aerial set up at higher damages. The other difference is that Doc's aerial forward a does not spike, but is alot stronger and sends upwards. It is a slow move however, so you can sheild grab it. Again, Doc's recovery sucks, so some well placed aerial needles can drop him into the intensive care unit.

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Mario  
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A good Mario is gonna be in the air, shffling his aerials the whole time. Down smash and forward smash is also gonna be used the most, and also fireballs. Sheild grabbing the aerials should not be that hard at all. Mario can be chain grabbed with down throw about 3 or 4 times from 0%. Any higher, if you grab him, go for an aerial attack after the throw. His down smash and forward smash, while

they are good, lack range. You can stay out of range, and then attack him after the attack finishes, or you could down smash, cancel the attack, then follow up with another down smash. If Mario decides to use his fireball, its gonna be for a distraction, dont worry about it. Unlike Doc's pills, fireballs dont stun long enough to followed up by anything. If you do want to get rid of the fireball, a needle should do just fine. Mario's recovery is pretty bad, an aerial needle or two can easily kill him if he's moderately far from the field of battle. Watch out for his spike, aerial forward a. It's a meteor spike, so it can be cancelled if you jump right after you get hit by it.

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### Luigi

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Luigi is very floaty... good by chain throw. He also has great aerial attack speed and priority. He can fit in 2 aerials in one short hop easily. You can shield grab, but all you would accomplish is a down throw to aerial set up, if thats what you want, more power to you. His wavedash is also very good, the longest in the game. He's gonna want to try to wavesmash you. Down smash will either cancel or out prioritize anything Luigi has. He may still be sliding after he wavesmashes, so be ready to follow him, or at least be aware of his position. Aerial needles are ok, if he is far away, since his recovery requires him to forward b, THEN up B. You can still aerial needle anyways, and hope they mess up their recovery... Luigi is an obscure character to recover back to the battle field.

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### Bowser

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This is a case of the top of the top tier versus the bottom of the bottom tier, so needless to say this will be extremely easy. Tilts are your friend here, you can up and forward tilt Bowser from 0 to 50% quite easily. You can also shffl 2 or 3 non sweet spot aerial back a's. A down throw to an Aerial forward a is your best bet for a kill, since it sends at a low angle. Bowser has good Horizontal recovery, but he gets practically zero vertical recovery, so he'll have a hard time coming back, ESPECIALLY if you aerial needle him out there. Bowser is gonna be using his tilts and shffl'd aerials the most if he is good. It should not be hard to sheild grab his aerials at all. His tilts can too be sheild grabbed, but are harder to do so. You can down smash to cancel it, then follow up with another attack. Most of your attacks will come out faster so dont worry. Dont let Bowser catch you by surprise with his up B, its a killer, it can juggle you for a bit, and that my friends is never good.

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### Peach

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One of Peach's main assets is her float cancelled aerials, she can use an aerial while floating, and then land with no lag at all. This means that sheild grabbing can be VERY difficult, even so, you cannot chain throw a Peach well at all. Only throw to aerial set ups work. Peach's down smash puts yours to shame also. NEVER. EVER!. CROUCH CANCEL. WHEN PLAYING. PEACH. If you do, her down smash can do up to 70%+ damage. It has higher priority and comes out faster so dont try to compete with it. Just dodge and aerial needle it, and follow up with an aerial. Peach also has turnips, which she can use much like Doc's pills as stated above. She can throw the turnip, and follow up with yet another attack. If she doesnt take to the air, sheild, and sheild grab her. She isnt easily killed, as her recovery is suberb, and has a unique trajectory. Its best to rack up damage, and just kill her all out in the end.

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## Yoshi

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Yoshi doesnt fall under any category really, but he does have his egg throw, so I decided to stick him here. His egg throw is good, its unique trajectory, and its priority isnt half bad either. You should just shield the egg, since it comes to you at an arc, using a needle to cancel it is not very easy, or effective. Yoshi also has a double jump cancel much like Ness. You can still sheild grab, as Yoshi does lag more. Yoshi will be absolutely destroyed by your down throw chain grabs. It can EASILY be done from 0% all the way to 40%, even more if you are good at it. Dont bother using aerial needles on Yoshi, his second jump is invulnerable. Your best bet is to either edge hog, or wait by the edge and down smash him as he comes. He may have a big second jump and it may be invulnerable, but he's screwed after that. Watch out for his crouch cancel game. He has what is agreed to be the best crouch cancel in the game, and he'll use it to counter almost all of your attacks until you get him to 60 or 80%, whenever you can knock him out of the crouch. His Down smash and down tilt are the main crouch cancel counter you'll see.

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## Donkey Kong

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Your main issue against DK is approach. He has that insane range thats keeping you from an easy kill. A shffl'd aerial back a should do fine in the range hinderance, or a needle to an aerial. If you can get to him, you can tilt combo him just the same as Bowser or any other heavy weight. Very similar to Bowser about DK is recovery. An aerial forward a again is your best killing move here, since DK gets horizontal but little vertical recovery. Remember to aerial needle if he looks like he's getting back.

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## Captain Falcon

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Captain Falcon is FAST. At least at running, chain grabs are pretty much nil here, cause of his weight and falling speed. Fight him like you would Ganondorf aerial wise. Both their move sets have pretty much the same priority, but your moves are faster, dont be afraid to cancel one move, then follow up with the same move. His recovery is horrible, only one aerial needle is generally needed to kill him off the stage. Dont try vertical kills on CF. He is the hardest character to kill vertically in the game.

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## Ganondorf

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Ganondorf's main assets are his aerals and grabs. His aerals are farily quick considering, so sheild grabbing may be a tad difficult. If he grabs you, try to DI as soon as possible, his grabbing game is insanely good, and can really hurt you. If he ever attempts to rush you on the ground, aerial needle him and aerial forward A. Follow up with a doinw smash if you want to kill, or a tilt combo if he is at low damages. Down smash and aerial forward a are both good killing moves for Ganondorf. His recovery is pitiful, you can down smash him away if he is coming from above or the side. Aerial needle him if you coems from below. You may need to do it a couple times.

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## Falco

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Falco will also give you trouble, and again because his Shine combos will eat alive. Another thing is gonna cause problems though, and that would be his short hop blast, where he short jumps, shoots, fast falls, repeat. It allows Falco to fire a faster blaster (OMG TEH RHYME! <\_<) and have zero lag when he lands. An easy way to stop this is to shield, jump out of the shield, and then hit him with a needle, and follow up with any attack you desire. Either way it'll stop his godly blaster from the depths of hell <\_<. Besides that, just use regular Fox killing/edge guarding tactics and you should be fine. Dont forget to chain throw, the percents are nearly the same with Falco as for Fox.

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## Fox

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Fox is gonna give you a horrible time, Sheik just absolute gets eaten alive by shine (reflector) combos. Sheik is one of the few characters that can be comboed infinitely by Fox. The thing to remember is to keep him out of range, which wont be hard, that is one of Fox's downfalls, he doesnt have alot of range. Try to kill him as soon as possible, dont waste time racking up damage. As soon as you get Fox off the stage it is over. Aerial needles will absolutely destroy a recovering Fox, since he falls just way too fast. If he is high enough to do a Fox illusion, down smash it so he gets sent out, and if it doesnt kill him, THEN aerial needle him. remember that you can chain throw Fox at mid percentages with up throw. Or if you are good, you can do down throw chains and follow the tech that he does. And one last thing, watch for his upward launchers to aerial up combos. If you do get caught, you can expect to eat about 2 or 3 more aerial ups, and that aint ever a good thing.

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## Ness

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Dont bother using needles to cancel his projectiles, in the event where it DOES hit it, it will accomplish little, and this is only with the PK fire and thunder. PK Flash is pretty much invulnerable. But the move leaves Ness so open, that if you do come accross someone stupid enough to try it when you are very able and not recovering or anything else, charge a down smash, and release when you feel like it. Sheild grabbing a Ness from his aerial attack will most likely never happen. A good ness will be using a double jump cancel. When you attack in the middle of Ness's double jump, you stop any vertical movement, so if they do a quick double jump, aerial attack, and land, not only can they do it quickly, Ness gets practically zero lag when he lands. Take advantage of the fact that he is slower than you. He isnt slow, but compared to you he is. You can also out range most of his attacks, save the projectiles, aerial forward a, and his dash attack. His Dash attack is very fast, and lags alot so shield grabbing it should not be an issue. Aerial needles work surprisingly well, since his PK thunder takes a while to use to recover. So if you can knock him off good for you. If you are too late to get the needle in, watch it cause that PK thunder boy coming at ya has high priority and WILL hurt. An easier and more errr... primitive method of edgeguarding Ness is to jump right into his PK thunder, so he doesnt get the boost, and will fall to his death. How fun.

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## Ice Climbers

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You MUST seperate them. This is your first thing to do, down smash can seperate them enough at upwards 50% so you can kill off Nana. After

you get one dead, the other is a breeze. They aren't exactly the lightest characters, but they are one of the top 5 lightest characters I believe. If they are together, do NOT get grabbed. You cannot escape from a grab from both IC's without getting about 25% done on you. And currently, there seems to be an infinite grab combo with IC's, or at least it lasts VERY long. You need to remember that there's two of them, needles won't work until one is gone. If you get them separated, make sure they don't get back together. Nana isn't very smart so it shouldn't be too hard. Just watch out for their de-synchronizing. A good IC player can separate the 2 climbers and do some nasty combos on you, so keep a good eye on both climbers, and never concentrate on just one unless both are either incapacitated, or one is far away and you are comboing the other.

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### Kirby

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Kirby is the all popstarican typical lightweight. His best assets are by far his crouch game and his aerial game. Kirby has the lowest crouch in the game, often times dodging most of your attacks. Kirby can even duck under all but 2 or 3 of Ganondorf's attacks, and even dodge a grounded down B! This is just to put things into perspective. So Kirby is going to be crouching a lot, waiting for you to attack, and then counter with a down tilt. Kirby can crouch under your grab range, so that's a big "OUCH" added to those whole things. Kirby's other main asset is his aerial game. Almost all of his aeriels can be chained when shffl'd, can follow up to something else, or out prioritize or out speed many things. So you are gonna have to keep an eye out for his great shffl's. Other things Kirby is gonna be using is his grabs, at low to mid percents, his down throw is an awesome way to start resulting combos. And it's easy to lead into grab with his shffl'd aerial game. And of course, his combos will always consist of up tilts, which can combo, or be used as a launcher much like Sheik's d throw, but not as good.

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### Samus

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Samus has a nice projectile game, but to use it well, she needs her space. We are gonna try to rush her, keep her close, be offensive! Her moves you should worry about up close are her down smash, her aeriels, and bombs. Her down smash is a great move, and its disjointed hit box makes it unshield grab-able. Her aeriels can be shield grabbed however. The problem is that Samus is something of a falling paradox. She's one of the heaviest in the game, but she's also one of the floatiest. Chain grabbing becomes very useless here, instead try for a down throw to aerial set up. If she does use her missiles or charge shot, needles should easily cancel them. Shffl'ing aerial against Samus will be no problem at all, since her grab is extremely slow, and laggy. Un-sweet spotted aerial back a's are a good thing. I wouldn't bother trying to aerial needle Samus, the only thing it will accomplish, if it actually hits is tacking on some damage. Samus has bomb jumps, which gives her an insane horizontal recovery. And since her jumps and screw attack have nice range, a recovering Samus is not only commonplace, but they are untouchable due to the nature of the bomb jumps. You can never relax in this match, with an insane up close defense game with Down smash and bombs, and the ever so annoying missile cancelling and the such, you are never going to be truly safe.

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### Zelda

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Zelda's Nayru's love lasts a long while, watch out for it, it shouldn't pose a huge problem for you, since your needles should disappear before the return. Her main assets are her aerial forward and back a. They kill at very early



damages. They are easily shield grabbed however, so do just that. Her recovery is superb, so aerial needles shouldn't work very well.

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### Sheik

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Well, if you read at all you should know what Sheik is good at =P. But some anti self tactics are to shield grab Sheik's aerals. You can chain throw Sheik about 5 or 6 times easy from 0%. Other than that, just think about what you hate most about playing as Sheik and use that against them.

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### Link

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Link is slow. Link is relatively heavy... play time! You can tilt combo quite easily against Link. You can also chain throw him, but you have to predict his DI at times. His projectiles are unique, at that they cannot be cancelled by your needles, save for his bombs, but that's only if he throw them directly at you from the ground. You're gonna have to watch out for his spin attacks, I believe it out prioritizes alot of your attacks, and has great range too. Wait for him to end the attack then strike. If your scared to approach, an aerial needle to any other attack will work fine. If you can strike a recovering Link before he begins his up B, you can easily kill him. His main killers are aerial forward A, aerial neutral A, some of his tilts, and of course he can edge guard fairly well. A good Link will use his projectiles as a distraction. trying to keep you busy with the projectile while he comes in to attack. Watch out for Link's bag o' tricks and you should do fine.

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### Young Link

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Young Link is a very difference character from Link. His wavedash is alot better, and he is alot more nimble, and a tad quicker. his approach game is alot better, and the main thing YL will do is try to distract and hit you with as many projectiles as you can while closing in, much so like Link but with its differences. For one YL can often times have all 3 projectiles of his going out and about at once. And two, he can often set up, or link attacks after a projectile. His finishers are also Link's, aerial forward and aerial neutral, some tilts and the such. Same combo's on Link will generally work on Young Link, but since he is lighter, combo's spoil earlier. And Sheik still has the ever versatile Down throw set ups. This is a fairly easy match so enjoy.

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### Pichu

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Pichu has the same approach game as Pika, but he wont use it. Why? because he'd be doing more damage to himself. Pichu's aerals are also fairly good. You can shield grab him easily out of his aerals due to lack of any range. You can kill this guy at like 80%, but sadly combo's dont work too well against him. Aerial needles dont do much here, but he's so light you shouldn't have to use it. A down throw to aerial forward a is your best bet. Pichu's best tactic is hit and run, since he is such a nimble character. Just try your best to punish any mistakes.

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### Pikachu

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Pika's thunder jolt is just a good of an approach tactic as pill rushing with Doctor Mario is, so anti pill rushing tactics stated for Doc Mario is in of good use here. Pika also has an extremely good up and down smash. If he approaches, and you sense an up smash, shield and shield grab him. Pika is absolutely destroyed by chain throwing with down throw. Sheik can chain throw any Pika regardless to nearly 30% or 40%. Pika also has good aeriels, and all I have to say to that is shield grab and chain throw. You can finish off with any attack really. If the stage your on has a short blast line, you can even finish off after your really long chain grab with a down throw to aerial forward a. Sweetness.

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### Jigglypuff

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This little pink thing gives ALOT of characters ALOT of trouble. But not with Sheik and her very great aerial back a. Jigglypuff relies on her aerial movement and aerial attack priority and speed to destroy alot of characters. Sheik though has a very long ranged aerial back a. If you use the sweet spot, it will actually stop Jigglypuff. Her only other main asset is rest. All I have to say for that is be careful, and make sure you dont have the Puff too close for comfort. Most of your attack out range Jigglypuff's so that shouldnt be a big problem. Killing Jigglypuff can be easy and a nightmare at the same time. Easy because she is light and a down smash or aerial forward a can kill her easily even below 100%. A night mare because she cant be chain thrown, comboed, or killed by any of your edge guarding tactics. Aerial needles will do squat, since she can recover from about anything. Down throw to aerial set ups are your best bet. Even so, its gonna take a while.

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### Mewtwo

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For this match, you are going to have to be on you edge and not make too many mistakes. A good Mewtwo will leech off of any and all mistakes. Lucky for you Mewtwo sucks at taking the offensive. You're going to have to watch out for his tilt combo's, which actually rival Sheik's. You also want to watch for the disable, which, when facing a good Mewtwo, will be deadly. recovering will be an issue, try to sweet spot the edge, but sometimes that wont even work. And if your far out, Mewtwo will just aerial back A you to death. So the main thing to look after is his range and edge guarding abilities. If you can, go for a death off the top, since Mewtwo is very floaty and gets killed easily like that. But, going off the side works too since Mewtwo is also relatively light.

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### Mr. Game and Watch

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The man in black, gee dubya. << Anyway, this guy has a nice aerial game, and his neutral air will be the move to watch out for cause thats his main killing move. His aerial forward A is used to start up combos, and his aerial up A will juggle you. His ground game isnt the best, but his down tilt is strong, and his up tilt can set up for some small combos. You wont see him sheild much, but, rather, spot dodge or wave dash to avoid attacks. His throw game isnt the best, but if he gets lucky, a down throw to judgement hammer may spout a 9, which will kill you... fast. Take advantage of your range over him, albeit its not big but its still an advantage. His ground game pales in comparison to his aerial game, so try to keep him on the ground. Use tilts, and down smashes. Down

throw to aerial forward A works, since it has nearly 0 vertical knockback. No big troubles for you here.

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Marth

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Marth has some great quick long range aerals. You're aerial back a is your best bet at out ranging, and at least staying at the same priority as Marth. Marth's range is your biggest issue, and your speed is about the same. Neutral ground a comes in handy, if you can cancel one of his attacks with a down smash, then neutral a, then follow up with another attack you'll be good. Shield grabbing is difficult against Marth, since with all of his range he has a disjointed hit box on his sword attacks... which happen to be all of them save his grabs. If you do get a chance, you can shield grab him a couple times. Aerial needles seem to be really effective against Marth, one or two should be able to kill him quite easily if he gets smashed off.

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Roy

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Roy is very similar to Marth, one BIG difference is the amount of punishment he can deal you, which is much less than Marth. He is also slower, so approaching him is easier. His counter can be deadly, so please do be wary of it. Again, aerial needles can kill him easily. Roy also falls slightly faster, making chain throws and combos slightly easier, and longer.

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|                Combos and Set-Ups      COM&SET      |
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Sheik has a plethora of combos that should not be going to waste. These general combos apply to nearly any match-up.

Sheik's needles give you endless possibilities. If done high enough, you can hit them, and immediately follow up with an l-canceled aerial forward A, or any aerial if you care. Sheik's needles can also be canceled if you do them short hopped near the ground, they negate lag from when you fall if you land before the ending animation is done. This can lead into a down smash, or a grab, or a tilt combo. So as I always say, with needles, you can never go wrong.

Grabbing and down throwing leaves another amount of endless possibilities. If at low percentages, a lot of characters can be chain thrown repeatedly, and finished off with an aerial forward A. If you have a light character on your hands, you can just skip right to the aerals. If you can't chain grab or can't chain grab that particular character, juggling with up tilts, then with aerial up A's give you easy damage.

Tilts are already good combos on their own, but all of them send the opponent up, leading to... aerals! Grabs can also be done at the low percents. The funny thing is the tilts generally "work its way up" A nice quick opening combo is dash cancel down tilt, then forward tilt, then up tilt, then an aerial. Of course, this will only work of middle-weights to heavyweights, but even so its good, and you can break up the combo and go straight to aerals. Tilts are not always reliable, and they take some guesswork, but they will work if you know when to use it in the middle of your combo.

Aerial back a cannot be shffl'd into itself, but it does lead to many attacks, tilt attacks work or a down smash if they dont go too far. But, tilts after an aerial back A is your best bet, since the always lead to something good, like, more tilts, a grab to down throw, or the all powerful and mighty aerial forward A. Aerial forward A can actually be shffl'd into itself a couple times on Rthe heavy weights and at 0 damage.

Ledges give Sheik the upper hand in a lot of matches. If you recover to hang form the ledge, which is what you should be doing anyway, you can do a little technique that most pros use. There is no actual name, but if you are from a ledge, you can tap down to let go and fall down. If you begin to fall down, but immediate press jump, you can recovery onto the stage just the same. Use an aerial forward A or an aerial up A to prevent anybody whose waiting to attack you in you're ledge recovery lag. Aerial neutral A can be done, but is slightly harder, and not really useful enough to bother with.

At lower percentages, when its harder to tech correctly, and your opponent does not go far, you can chain your down smashes with the middle to heavy weighted characters. Do about 2-3 dash canceled down smashes, then go for the dash canceled down tilt and go about your tilt combo business.

Jab (neutral ground A) is a very versatile attack, as stated before, it is so fast and has enough priority to outspeed, or clash with most other attacks. This, resets the tables for you, and allows you, who was being attacked, allow you to come right back counter your attacker. after you've got some damage on the opponent, it acts alot like your tilt attacks, as it sends slightly upwards. and this means it can lead to, again, tilts, aerals, or down smash. It doesnt have to be used defensively even, you can take the offense and jab them. wavedashing to a jab, then to other attacks, is so fast on approach and attack speed there isnt much they can do to stop you. Very very useful.

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|                Needles: A Further Look          NEDL                |
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NOTE: Needle set ups and fake outs aren't always gonna be 100% fail-proof. So before you go and jump into the enemies face, work in mind games, or, continue them after a shffl'd aerial back A.

As you have probably read throughout my guide, and just above, needles are a very versatile projectile. So, you know bare bones about it, needle set ups, and edge-guarding. But lets go a bit further shall we? Some of the following is from Helsing of GameFAQs, known as Stilletotrap on Smashboards, so a big huge thanks goes out to him. THANKYOU HELSING!!!:

As I hope you have read throughout this FAQ, the basic idea of needle set-ups is cancelling any and all lag from after you throw the needle by landing on the ground afterwards. I do not know why this happens, probably a programming oversight, but that doesnt matter. Now, once you have cancelled the lag, you can proceed with any ground attack you want. You should always space yourself according to how many needles you have, if you have one, you should fire it close to the ground, if you have all 6, shoot it higher so you land as the last one fire's as you land.

At lower percents, a needle cancel to tilt spams is good. This can always lead to aerial up A juggles, or an aerial forward A. Down throw is always an option here as well, you can use it whenever, but if they try to sheild, most definitely grab and down throw them. If they choose to roll away, more often than not you have enough time to dash at them and dash attack, unless they have a fairly good

roll, in which you may want to try another needle set up. if they wave dash back, i suggest you just run away, and go about whatever else you planned on doing <.<;

At higher percents, ground neutral A is a great option, it leads well into tilts, grab to down throw, and down smash, to kill. Of course, if you choose to tilt or down throw, AFA should be following immediately afterwards. You can always just down smash out of the seedle set up too of course.

But this leaves one peice missing. Needle set ups require you to dash, jump at your opponents face, and fire the needle. Obviously, this take up quite a bit of time from your game, and less importantly your life... <\_<;, and leaves us at, "couldnt they just jump at use and attack before we could do anything? And this, my friend's, is where you get to meet needle fake-outs.

We all know (or should know) that when you are charging needles, you can store them and save them for later by pressing R, L, or even Z. This brings you immediately to your neutral fighting stance. On the same token, you can store your needles while in the air, and return immediately to your neutral FALLING stance.

now just imagine the possibilities of this for just a second.

...

...

OK, now, after storing your needles, and returning to your normal falling stance with practically zero lag, you can follow up with any aerial, an air dodge if you need to, a second jump, or any of your special attacks. Heck, you could even fire the needles again after storing them. Or if your opponent is expecting you to go aerial attack on them, and try to counter it, you could just land, or wavedash upon landing and use any ground attack.

For our shallow minded readers, you may just be thinking this is a cool way to change your mind mid charge and attack in alternate methods. For our deep thinkers, I probably wouldnt have to explain its real use... MIND GAMES. Now whenever you take to the air with needles, your opponent needs to anticipate whether you are gonna use needles, an aerial, a special, an air dodge... In Helsing's words its, "much like playing rock paper scissors, except tipped pretty seriously in your own favor."

Now lets add in ANOTHER layer of depth to them, if you tap a direction and press B, you'll turn to face that direction. Say you are facing away and you jump, but you want to do an aerial forward A instead of an aerial back a. Simply jump, tap the other direction and then hold be, store the needles, and aerial forward A.

And an excerpt from Helsing, "you can use needle setups as a counterattack by dash jumping out of range and charging in the other direction. If you're falling from the air and the opponent isn't doing anything, you can try and start a needle setup. If you're feeling bold, you can even start one directly from a ledge hop."

With needle fake outs and set ups, you can react and counter attack accordingly to almost any situation, such as the following:

If your opponent chooses to attack from below, simply store the needle's, fast fall air dodge down, and use any ground attack you want. Or if he tries to attack from the side, store the needles and aerial forward A if they dont have high priority aerials, or mid-air jump, and fast fall back down after they are done horribly missing you and hit em' with an aerial.

If they try to sheild, you can store the needles, then throw them again, doing your standard needle set up, and grab them. This banks alot on hoping they get confused by it, but the results are great. If they try to side step, you can store the needles, wai for the side step to end, and come in with an aerial forward A, or throw the needles again, and go about your needle set up business.

Now, I promise this is the end of it, now to look at our EDGEGUARDING possibilities.

If you are dealing with someone with great recovery, who will most likely make it back regardless, you can jump out to them, and charge your needles. They may try to attack you there, or dodge them, any thing, but you can store them and aerial forward A them. Boom, they're dead just like that. Granted this is not very reliable at all, and only works on certain characters well anyway as far as mind games though, but it can be effective.

One simple option in edge guarding, and one that is much more effective is to short hop, charge, cancel and fast fall into a ground attack, preferrably down smash to kill.

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|                \_____/                |
|                Killing and Edge Guarding/Recovery                KILLEDG    |
|                /                \                |
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I know some of these things have already been covered, but it doesn't ever hurt to go more in-depth. Sheik is considered by many new players to be weaker and have very little KO ability. But as you'll soon find out, it is quite the opposite.

Sheik has 2 major killing attacks. These are down smash and aerial forward A. These can actually kill at low percentages. Up smash also works, but it is very situational. Down smash and aerial forward A can be used in so many situations. Most other attacks don't KO until higher damages, and are better suited to set-up for KO's, or edge-guarding.

Sheik has a plethora of edge guarding tactics. The first is aerial needles. This... will completely DESTROY, any and all fast fallers and those with horrible 3rd jump recoveries. One needle with fast fallers will almost always keep them from range from recovering when they're a body length from the edge. It may take another needle, which isn't very hard at all. Aerial needles can also set up for another type of edge guarding tactic.

Aerial forward A again comes to our help as an edge-guarding tactic. This can be use directly after an aerial needle. The opponent needs to be close to the edge somewhat for this to work. Just jump off, aerial forward A, and immediately use your second jump and air-dodge to get back, if necessary, up B can be used. But you better hope they won't be coming back if you have to. That is of course, if you land on stage. Try to land on the edge, which brings me to my next way to edge-guard.

Landing on the edge from other edge-guarding tactics, or from the stage give you yet another edge-guarding tactic. Tap down, or back, jump AWAY from this stage this time, similar to the above set-up. Use an aerial back A, and use and up B to get back. AS you should always do, use the first small jump to hang from the ledge, not the second half of the attack.

The final tactic for edge guarding is preventing one from grabbing the edge. Tilt down A is your best bet for preventing someone from grabbing, then use aerial forward A if needed. Of course, there is a much simpler way to prevent someone

from coming back. Most opponents will try to grab the edge, this gives them slight invincibility upon return, and gives them more options to get back to the stage with... If you face away, and wave dash backwards right before the get to the edge, you can grab it yourself. And 2 people cannot be on the same ledge at once, so you survive, and the opponent dies.

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Sheik's recovery, lucky for you, is above average. Its also pretty straight-forward, as always, you're going to want to sweet spot the ledge to hang from it, but the best part about her recovery is that there are 2 chances to grab the ledge, one before the fire explosion, after your small little jump and one after. If someone attempts to edge hog you, and they're stupid enough to stay there, you can use vanish to knock them off and hang from the ledge yourself.

Now for what to do FROM the ledge. Its a simple matter of pressing back, jumping, and using aerial up or aerial forward A. This causes the opponent to either be hurt, defend, or move away. But, in any case with proper fast falling and l-cancelling you should be good to go.

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|                                     \_____/                                     |
|                                     One Player Mode                             ONEPLAY |
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                        1 versus 1                                1VS1
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Nothing special here, just use any tactics I said above. You can charge any smash though since they aren't too bright. Just watch for power-shielding... they are very good at that.

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                        2 versus 2                                2VS2
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Just concentrate on one opponent. Try not to interfere with your computer helper, after you finish the first one, go for the second.

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                        3 versus 1 giant                            3VGIANT
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Tilt combos. That's all that you need, you can tilt combo these giants until way past 100 and 150%. Finish them with and aerial forward A, since it sends them down and when dying off the bottom they die earlier.

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                        1 versus team                              1VSTEAM
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Just use any and all of your strong attacks. That's all your smashes and aerial forward A. Get them as near to the kill line as possible and smack them in that direction if your on hard or very hard. Otherwise one strong attack will usually finish them.

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                        Master Hand and Crazy Hand                MASCRAZ
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These guys are jokes. Sadly, down smash does nil here, so concentrate on your up smash and all aerials. If you can get Crazy Hand to come, just still attack Master Hand, since he'll always have lower damage. Once you finish off Master, concentrate on crazy. To doge the attacks... the laser attack can be completely dodge if you go to the wrist part of the glove. This just gives you about 5 free hits with up smash. The grab just jump and air dodge as he goes for the grab. All other attacks should be shielded or air dodged. The tag team hits that they have should be shielded, since they last long and have quite a large range.

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Adventure Mode

ADVENTU  
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I'll give a real quick run down of the special, non standard fight stages.

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Mushroom Kingdom

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Avoid all the small enemies, unless you want the trophies. Its really not worth it to screw up and get that unnecessary damage. The Yoshis can be dealt with up smash or down smash. Either or is fine.

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Hyrule Dungeon

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This is simple, if you want the bonus, go ahead and fight the links. If you want to be quick about it, just double jump and up B over it. There is one part where you can drop down to the fighting arena. If you see a short pit with just stones that's COMPLETELY straight, jump into it, drift left, and mid air jump and up B to avoid the fight. Just go until you find that tri-force.

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Escape Brinstar

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Double jump, up B the whole way. Air dodges can replace up B at the beginning parts I believe. Just be careful with the up B, since if you tilt it you could fall back down further.

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F-Zero Race

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Jump on every 3rd platform you see, that's about the time the cars come along. This is of course you dashing at full speed. At the part where there are 3 platforms that are slowly flat, but rise from the space between them, you can just land on one and stay still, the cars will pass over head. After that part, just go all the way to the end.

-----  
Infinite Mountain

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Travel up and keeping traveling with double jump and up B's. If you land at the very top of the stage in view, or just out of sight, it scrolls up for you, cutting off time. Be careful though, since Topis and Polar Bears can be hidden



from view like that. Right before you get to the fight, it scrolls really fast, just keep on double jump and using up B.

~~~~~  
 Break the Targets  
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\*note\* hold down A right after you press star to transform into Sheik, all of the BtT strategies are with Sheik, those that are fastest anyway.

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 Beginner Strategy  
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Target 1: neutral A as soon as you start.

2: double jump up B target below platform above.

3: ground neutral A target above platform.

4: drop down to starting point. Dash double jump to lower left triforme, shoot needle when you align yourself in the exact middle of the triforme, and you must be touching it.

5: drop down from there and Aerial back A target above platform left of where you start

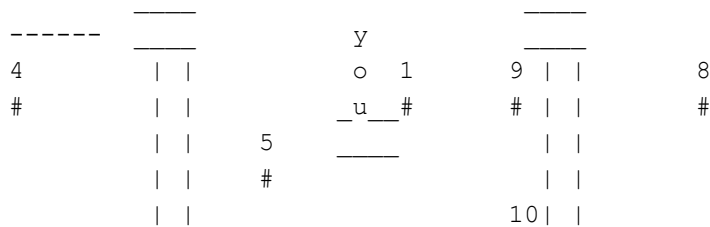
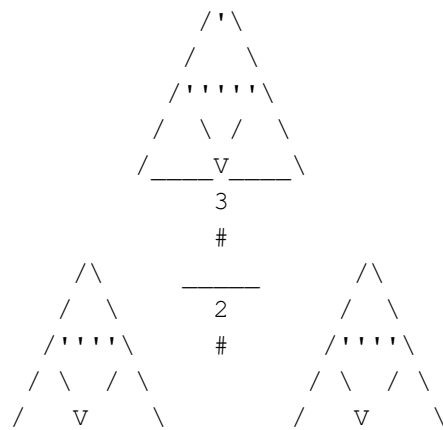
6 and 7: get to very right edge of where you are, forward B the 2 targets, wiggle it while holding B and moving the control stick if it doesn't get to both.

8: Jump to starting point, dash double jump right and repeat step 4, while making the direction right.

9: drop and aerial forward A target

10: drop to ground and ground neutral A.

Target time: around 10 seconds, or just under it.





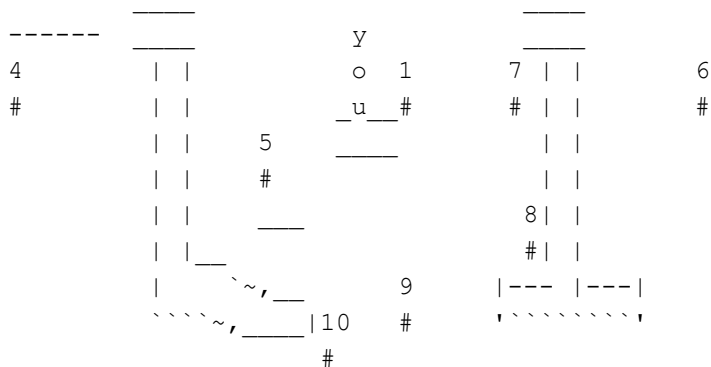
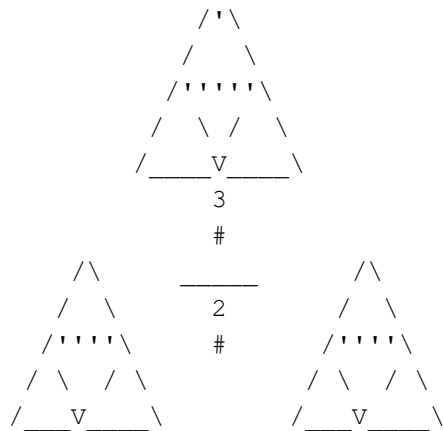

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Intermediate Strategy

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- 1: Neutral A as soon as you start.
- 2 and 3: double jump towards right triforme, wall jump off of it, and aerial up A both targets above and below platform.
- 4: drop down to starting point, dash double jump left and shoot needle from under triforme.
- 5: drop down, aerial back A, l-cancel.
- 6: jump back to starting point. Repeat step 4, with right triforme this time.
- 7: drop and aerial forward A.
- 8: land, turn around and neutral A.
- 9 and 10: double jump, charge needles, and release when head is level to top blue strip of pillar you are next to.

Target time: Low 9 seconds, under 9 seconds




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Pro Strategy

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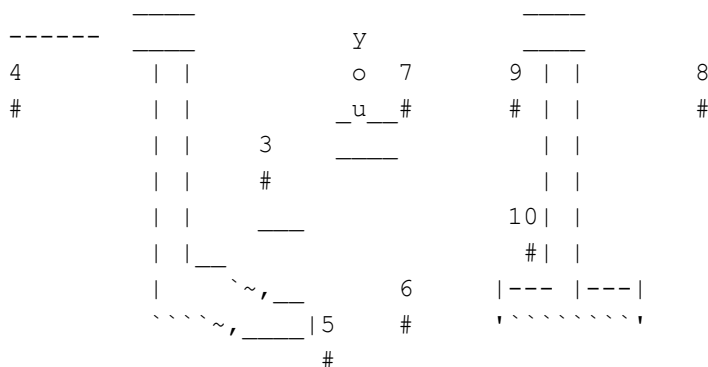
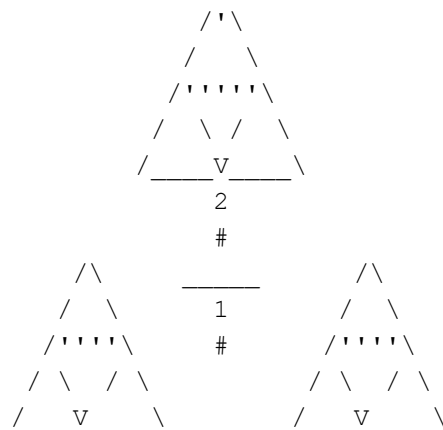
1 and 2: Double jump to the bottom right triforme, and wall jump the bottom left piece of it as you aerial up a targets 1 and 2.

3: Immediately fast fall and needle left before you land on the starting platform.

4: You can immediately dash jump from this platform left, double jump and needle the left most target. (your head should be positioned just below the bottom middle of the bottom left triforme)

5 through 7: Fast fall as soon as you can, and just before your feet are level with the platform to the left of the starting one, tap right, let go of it and press B to needle the left of the two very bottom targets, immediately small dash jumping right afterwards while needling again (you should land on the very edge of the platform). Then jump while drifting right and needle, this needle should go barely under the target to the right of where you originally start, and hit the bottom rightmost target.

8 through 10: As soon as you touch the ground, dash jump and aerial forward A at the same time, hitting the target to the right of where you originally start, double jump while still moving right and needle when your head is pretty close to the bottom middle of the bottom right triforme to hit the eastern most target. Tap A like crazy after this to aerial neutral A just above target 10, breaking it.



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 Home Run Contest HOMERUN  
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\*note\* most home-run scores are done with Zelda, since sheik's bat swing sends it vertical. So this is the ONLY place in the FAQ and that you will be using Zelda, this and Multi-Man Melee, so don't get used to it!

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## The Bat Drops

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Bat Drop Up A- Stand right next to the bag. Jump and a quarter-second after the peak, drop the bat. Then, immediately press the control stick slightly upwards and press A for an aerial up A. Don't press the control stick hard or Zelda will jump upwards. The combo does 28% damage max.

Bat Drop Down A- Stand right next to the bag. Jump above the Sandbag and drop the bat at the peak of your jump. Then, immediately aerial down A. The combo does 24% damage max.

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### Beginner Strategy

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1. Before you press start, hold A, to start as Sheik
2. Grab the bat, dash to the Sandbag
3. Smash up A when the Sandbag is on the ground and next to you for maximum damage
4. Repeat twice (charge slightly) (82-85%)
5. Down B (transform) 6. Dash underneath the Sandbag, backwards no-ping hit

Bull's-eye: 1300+ feet (400+ meters)

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### Intermediate Strategy

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1. Grab bat, jump to the right, throw the bat up
2. fast fall, uncharged smash up A
3. Catch the bat, bat drop aerial up A
4. 3 single jump bat drop aerial down A's
5. Tipper at 125%

Bull's-eye: 1750+ feet (540+ m.)

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### Pro Strategy

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1. Grab the bat, dash to the bag, double jump and at the peak of your double jump, drop bat, fast fall and start an aerial up A.
2. L-cancel, 6 more double jump BD aerial down A's with fast falls. (You should barely if not at all be jumping higher than the Sandbag) (Grab, drop bat, fast fall down a (while spacing them), l-cancel)
3. Right away do a tilt down A
4. Grab the bat, aerial tipper

Bull's-eye: 2900+ feet (880+ m.)

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Multi-Man Melee

MULTMAN  
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These are just strategies on just how to complete all 6 Multi-man melee modes.

All characters' smash attacks can send the wire frames flying in one hit. Sheik is no exception. Use all your smashes, forward tilt, aerial down A, and dash attack to kill them in one hit. It's simple, easy, and fun to see them go flying at the speed of sound.

Cruel Melee is the second and last place Zelda will be mentioned in this FAQ. This takes a lot of patience. When you start, roll left or right, let them come to you, then dodge, jump, up B, what ever it takes to get to the other side unscathed. When they come to you, down smash, this will send them out, repeat the last few steps until they die. Repeat until you mess up or get bored.

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Training Mode Combos

TRAINCO  
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Most people assume that the neutral A combo is the best way to get the high score. This is not true. I'll show you a way to get 145 combo hits easily. This is a lot easier if you have a second controller to control the opponent with.

- 1: Choose your opponent as Jigglypuff, and of course yourself as Sheik.
- 2: Go to the Green Greens stage.
- 3: Wait for the bottom row of blocks to fill up, and place yourself and Jigglypuff in there.
- 4: Wait for the blocks on the left and right column to fill up to the highest it can go.
- 5: Set down the maximum amount of red shells.
- 6: use down smash, the music should stop for a few seconds and both of you will get a lot of damage. If this is done right, this will always do 145 damage.

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Event Match Mode

EMMODE  
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Event Match 3: This is sickeningly easy. A Link and Samus just go around using nothing but their bombs and picking up bomb items. They seem to be above you most of the time, so using aerials works fine. If they are on the ground, a tilt or down smash works fine. Since you are alot speedier than they are, use that to get to the items first. The items are all bombs so it should kill them easily.

Event Match 4: All I have to say is tilts. Spam up tilt or forward tilt until around 350%. After that, he can escape, but he can also be killed, Aerial forward A or down smash works fine.

Event Match 6: Another sickeningly easy match. Fight these Kirby's like you would the wire frames, down and up smash kills in one hit. I would use those two moves alone to kill them.

Event Match 7: This one may pose problems if you dont get the early lead. The trick is to use your speed to get to the first pokeball first. Once you do that, Pikachu will be so occupied with that one that you can get to the others and kill him both times easily. You can attack him directly, so dont bother, just use the pokeballs and you will be fine.

Event Match 8: This is kind of easy... you both start off with over 100% damage, and as you are killed the damage goes up with each new life. A simple aerial forward A will work, or a down smash. 1 or 2 hits per life is usually all that is necessary for this match

Event Match 9: The irony of fighting 2 of your selfs... dont use any of your killing moves until they are in the percent range to be killed, usually around 100% damage. Until then, use your weak attacks, up aerial and back aerial is fine at first. Then use tilts, and maybe a neutral A combo. Needles are excellent for racking up easy non kill damage. When they do get to that killing percent, wait until they change into Sheik to kill. If you kill them when they are Zelda they just respawn, so WAIT for the change.

Event Match 10: These guys seem to be easily killed in the 50% range. For Mario, Peach, and Yoshi, just use tilt to aerial set ups. I would also use dash cancelled down smash alot. Down smash or aerial forward a for finishers as usually. DK and Bowser can be tilt combo'd for a short while, they take just SLIGHTLY longer to kill. If you dont like to use any skills, just use repeated smash alot.

Event Match 11: Just survive for a minute. Sound easy? well it should be. You can either try to avoid them or attack them. I choose to avoid, and if they get too close, I use an aerial forward A. If you do wish to attack them, use aerials. Stopping to use ground attacks on this moving stage is just stupid.

Event Match 12: You have 7 seconds to kill a decrepit Captain Falcon. Charge a down smash, when he gets within range, let it go, if that doesnt kill him, edge guard with an aerial forward a. You shouldnt have to worry about recovering.

Event Match 14: It may be a bit difficult if you are new to the game. There is generally 2 people who actively fight and one person who just stays away and minds his business. Be a little of both. Stay at one of the the goomba, and use hit and run tactics with your aerial forward and aerial up a's. If they are weak, you can travel back up for action and use down smash. One tip I would do is to reset the event match until you get 3 characters you can really fight easily, this is of course if you have alot of trouble. When you get down to the opponent, attack him visiciously with tilt combos and aerials, and down smashes until he's dead.

Event Match 15: A small fry Sheik versus some big women... sounds like fun to me... <.<. Any way, at the beginning of the match, I would use tilt combo's when possible, and use alot of clear out moves, this means down smash alot. When they are cleared, I would concentrate on one with aerials. If an item appears, STOP! Its gonna be a good killing items most likely. You're the fast one here, unless Zelda transforms into Sheik, so use that speed, and get to that item. Kill em all twice and you're good to go.

Event Match 20: Another all star match, sheesh! Well, good thing its not much different from the last one. So, use the same tactics. Tilt to aerial or use your smash attacks repeatedly if you get lazy.

Event Match 21: Gotta get the pink one, just keep that in your head. What you need to do is seperate them. Use a tilt to aerial, or an up smash to an aerial to seperate them. They never attack, they just jump. If you use strong attacks

that send them both flying outside the arena, dont worry. This sets you up perfectly, since they will most likely be seperated upon return, concentrate on Nana and you are set. Repeat for the other set of Iceclimbers.

Event Match 22: EEEEEEEEAASSSSYYYYYYYYY! Just use your down smash or up smash for the whole duration of the stream of 128 Mario's. They die in 1 hit.

Event Match 23: I cant really give any specific tactics for these guys. They're invisible... but since they are both falco and Fox, just wait for that light ripple invisible people give out, and tilt combo them to no end. It may be hard to edge guard them, but try to, it will pay off. I would try to seperate them with a down smash first though, just to make your life easier.

Event Match 24: Another easy thing. These guys will usually die in one hit of a down smash or up smash, so just keep on spamming that. I don't think aerial forward a works as well here. Just stick with the smashe and you will be fine. Tilt combo the last giant yoshi then up smash him to oblivion.

Event Match 26: Another trophy match. Hitt and run is especially easy here, so do just that. Dash cancelled down smashes work wonders on this relatively flat stage. Go for the 2 aggressive ones as always first. Go for the idle one last. Dont forget you can reset until you get an easy set of computers to face.

Event Match 28: Another one of those many but weak fights. Just use up or down smash over and over again. No huge problem really.

Event Match 30: Gah... another all star, not to fear, one less opponent to worry about here. Just use the above all star match tactics that I already explained. For Ice Climbers, I would try to KO them off the side, since its insanely easy to do so. That is if they dont kill themselves from the moving mountain. <.<;

Event Match 31: This is about killing them, its about how many point you can get before the match ends. You do get points for KO's and lose some for dying, So KOing alot helps. I would try to get a couple other bonuses along the way. Maybe all ground, no R for U, no items, something. Check the bonuses FAQ for more ideas.

Event Match 37: This event match unlocks Pichu, now that we have a little back ground info on it, lets see what to do. You are gonna be the faster one here, so use your speed to get to every single pokeball on the stage. The wireframes may preoccupy you, but they are easy to kill. Jigglypuff is pretty sow on ground, but the only character faster in the air. Your still quick, so get those pokeballs. They will always have a legendary pokemon in it, and for some reason Woboffets X\_x. It should be a breeze.

Event Match 38: This may pose a slight challenge. Just use clearout moves, and concentrate at one at a time if at all possible. If not, just spam down smash and aerial forward a. The Luigi tend to kill himself alot, try to exploit that by jumping out and luring him out.

Event Match 40: Another all star so soon? It sickens me, but anywho, there is nothing different here, use the above event match tactics. Sorry I am too lazy to elaborate here, but not much needs to be said eh?

Event Match 44: Just use weak attacks on Zelda, BUT DONT KILL HER! After a bit, Mewtwo shows up, concentrate on him with aerials, He's usually in the air alot, or above you. Use aerial up a, aerial back a, and aerial forward a to kill him.

Event Match 46: Concentrate on one at a time, it should be easy since it is on

Hyrule temple. You may want to lure them to the bottom, keeping attacking them there, then go back up for the kill. But remember, if both get too close just use down smash. Watch out for counter though, it can hurt quite a bit when Roy does it. After that you should be fine.

Event Match 47: Another trophy match. This can be hard or easy, if you stay in the middle pit area, SPAM. DOWN. SMASH. They will go flailing about like fish, and they can't do a thing. That's my best advice, you could wait on the outside, and aerial forward at them back if they come after you. Again, you can wait for an easy set of computers to complete this.

Event Match 48: This is a tad difficult. Concentrate on the Pichu's the most, but if the annoying Pikachu gets in the way down smash him. It takes quite a lot to kill the Pichu's for some reason. When a pokeball appears, GET IT! It can save your hide and make your life easier. Always use Sheik edge guarding tactics with them.

Event Match 49: The last event match, thank god. There are now 6 opponents. It's the hardest all star match, but still pretty easy, just remember your regular all star match tactics and you should be fine.

Event Match 50: This is one of the hardest event matches, but if you know how to kill Master Hand and Crazy Hand already \*hint hint\* scroll up \*hint hint\*, it shouldn't be that bad. Use repeated up smashes and aerials on Master Hand first. After you defeat him, go for Crazy Hand. If you've read my Master and Crazy Hand strategies earlier in the FAQ it should be no problem.

Event Match 51: This is hell reincarnated into a bunch of tiny pixels. When you first play this, you will get frustrated, everyone one does. Concentrate on the huge Bowser first, or GigaBowser as it is here. He is a huge target, and a perfect target for repeated aerials, down smashes, and tilts. Again, Finish him off with a down smash or aerial forward. After he's gone concentrate on Ganondorf. Jump off, lure him towards you. Most likely he'll try to up B you, air dodge out of the way, and he will fall to his doom. Don't forget the items, they can help you greatly. Dash canceled down smashes over and over again for the last opponent should work. Keep at it, you'll get it eventually.

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|                Legal Information                LEGA    |
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This FAQ is property of X infested Falcon (Alex Campos) and me frog (Colin Scully) The only sites we will allow to use this FAQ are GameFAQs, IGN, Neoseeker, Gamenotover, Qwester's site, and Alex's own site. If you wish to use this FAQ, let it be only for personal use. If I see it on a site that is not the above three, I will send e-mails to those who host the site, and something WILL be done. Time and effort have been put not only into this FAQ, but into developing my game-play and studying others. I do not wish this FAQ to be stolen unjustly. So DO NOT e-mail to use this FAQ because you will be denied. Thanks to a bunch of crooked sites out there, only the ones listed above will be able to host this guide. Don't bother to ask, you'll just get a negative answer. And if you do steal it, we WILL find out eventually.

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XiF's Contact Information  
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If you'd like to e-mail me please mail to [iloveribs@msn.com](mailto:iloveribs@msn.com). If you want a higher chance of your e-mail being answered, please put in the subject header: About your Sheik FAQ. I get a lot of spam and I delete anything that doesn't pertain directly to me. Please, do e-mail me though, I always like feedback on whatever I write. If you want to catch me at GameFAQs, I'll be at the SSBM board most likely, I spend a lot of time there. You can eve just sign my guest book at my site if you wish.

About AIM: My aim screen name is cubapete008649. I talk to a lot of people regularly, I usually have at least 5 conversations going on at once, so if you must contact me through AIM, make it worthwhile, and intelligent. I have no problem blocking people who waste my time and annoy me. If you IM me with a crap load of questions, which generally i wont mind, but sometimes i'll just be tired, or sick, or something and i wont want to answer, i'll just say "not now" and just dont IM me til at least the next day, or until I reach you again.

~~~~~  
me frog's Contact Information  
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Yes, I have a \*\*\*\*load of contact rules that I've had to impliment due to certain people that think they can talk to me about anything. Read them or it's your loss :)

~~~~~  
AIM Contact rules  
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My AIM: me frog 12345

PLEASE don't start whole conversations with me. Chances are, if I'm on, I'm usually talking to somebody else, and I don't want to stop to have a conversation with somebody that I don't know. Just ask the question, you'll definitely get a response, and then that's it.

Note that I don't know the answer to everything. If you ask a question that I'm unsure about, I'll simply tell youthat I don't know the answer and that'll be the end of it. Kthnxbye.

Also, if you IM me asking something about the FAQ, I'll simply say, "Look in the FAQ" and then won't say anything else. I really don't like having to stop other conversations for a few moments to answer some question that's obviously already typed.

If you don't get an answer in a minute, don't flip. I might be away for just a couple of minutes, or I might be talking to a bunch of other people at once. I'll usually answer within ten minutes of your question, so just keep the text box open while you do something else and you'll get a response. If you have no patience and keep posting, "What's the answer?" a dozen times, I simply won't answer you. If it gets too far, I might even block you, though I rarely do that to people who ask me questions.

Don't pop up later and start chatting with me. I personally don't like it when I start to get into conversations where I don't know you. If it happens constantly,

I'll simply block you. Note that you don't have to worry about warnings; I'll never warn someone, I'll just block him or her completely.

Well, that should be it then. Now on to e-mail...

~~~~~  
E-mail contact rules  
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My e-mail address is [cskull@frogdesign.com](mailto:cskull@frogdesign.com). There are a few things that you can e-mail me about, and few things that you can't. First the things that are okay.

Praise mail. I used to be against this, but now I realize how rare praise really is. Just don't send me things like, "Yer faq is kewl, lol!!!"

Suggestions for the FAQ. Something like, "Why don't you add such and such in your FAQ. NOT "Why don't you totally re-do your FAQ because it sucks!" That is just plain rude and annoying. If you don't like my FAQ, tell me things to make it better!

The things that you CAN'T e-mail me about are...

Spam. This is the NUMBER ONE thing that you must not send. I get at least twenty spam e-mails a day and I don't need yours it doesn't help. Please don't send any.

Asking permission to use this FAQ. No, you can't, so don't bother. Only four sites, which I have listed at the top of the guide, can use this FAQ.

Hate mail. No I don't appreciate it if you send me an e-mail saying, "Your FAQ is the biggest piece of \*\*\*\* ever created! It sucks!" That just fills up my inbox and it really annoys me.

Spelling/Grammar mistakes. I used to get about ten e-mails a day saying, "You spelled these two words wrong." or something like, "You used inappropriate grammar in this chapter." Please people! I can find those on my own!

And that wraps up the contact. Once again my e-mail is:  
[cskull@frogdesign.com](mailto:cskull@frogdesign.com)

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|                Useful Sites            USEFULS    |
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[www.smashboards.com](http://www.smashboards.com) (For any more advanced information you need to know of the game.) <Scroll down to Sskeeto's HRC FAQ when you back outta this FAQm all your HRC answers solved!>

<http://members.lycos.co.uk/begandinterbtt/> (for any beginner and intermediate Break the target help you need)

<http://freewebs.com/the phoenix realm/index.htm> (Dark Phoenix's site, lots of information on SSBM and the such.)

<http://www.freewebs.com/the falcon realm/index.htm> (My own site, it has some articles on my own views for the game, this is one of the 3 site my FAQ will be allowed on.)

<http://www.angelfire.com/games5/ssbm/> (LOTS of videos on this site, from music videos, to the best smash players on video. Watch it, the "Game Over" videos are some of the best fighting you'll ever see.

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Special credits to Senju, for developing the Pro strategy for Break the targets, and Raserucort for telling me it.

Credit goes to Skeeto too for providing all the strategies for the Home-Run Contest strategies, they were taken from his FAQ on GameFAQs, check it out, its great for any Home-Run Contest information you ever needed to know.

I give huge credit to DarkPhoenix87, for providing nearly all of the terms used in section II. Without him this FAQ would probably not make any sense.

I'd like to give a very special thanks to me frog (me frog while formatting: THAT'S ME, THAT'S ME!) for formatting this whole FAQ, since I don't know the first thing about FAQ formatting. Thanks to him, this FAQ brings the best information on Sheik with a proper format for your eyes to feast upon. I give him the XiF uber seal of awesomeness.

Another big shout out goes to Warrior of Zarona, and Decadent One. I give credit for these guys for starting the great FAQ movement. To them, I thank them, and you guys reading this should too, they are one of the main reasons I got to write this FAQ.

I thank the SSBM community here at GameFAQs as a whole, for they have made my life a little better with their hospitality, and their knowledge to help me write this FAQ, and for supporting this FAQ writing.

I'd like to thank lastly, but not least, smash boards, for giving me nearly all of the information I know today, and being the number 1 SSBM site I know, all the best smash players go there, and the smartest. They have giving me the knowledge to help you guys.

I give a HUUUUUGE thanks to helsing, who has taught me alot of my Sheik game and has also provided some information directly to this FAQ. THANKS MANG!

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Does he have a contributor page? I dunno, unfortunately :(

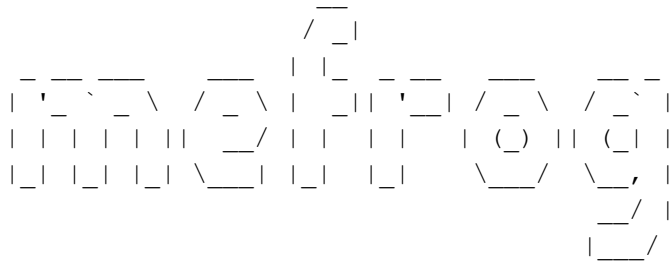
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|~~~~~me frog would like to thank...~~~~~`~~~~~|
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First off, my good friends over at the FAQ Contributors board: SinirothX, Gbness, Yami Shuryou, Brian Sulphur, Psycho Penguin, Starfighter76, Jason Howell, ZoopSoul, peach freak, Matt, and Bijan Salari.

CJayC - your site teh PWNS OMGWTFLOL! No really, thanks for having such a great site

X infested Falcon - He supplied all the info to this FAQ. I'm just the lame loser formatter :( XiF is the core of this FAQ and he gets more credit than anyone else here.

uh... no one else yet >\_<



You can check out all of my other work at:

<http://www.gamefaqs.com/features/recognition/11408.html>

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