

Super Smash Bros Melee Mr. Game and Watch

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| SUPER SMASH BROS. MELEE |  
| Mr. Game & Watch Strategy Guide |  
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Final Version.

Complete with strategies for every branch of Mr. G&W's many talents!

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UPDATES

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4-13-02: Had the Strategies Against Individual Characters section listed in version 1.0's table of contents. It is now in the walkthrough. I also added the Stadium section and a small note about the Judgment attack.

Check back frequently - more to come!

4-18-02: Major update! Several people have informed me of erroneous move names. I knew some of them, but others I didn't or they escaped me. Thanks to those who sent me copious mail on this subject, who are Hiemie the Fishboy and The Pokeking (Jason T. Vasquez). All mistaken references have been corrected, and

Game & Watch fans can now rest happily in the knowledge that I have finally gotten it right.

6-11-02: You won't be seeing any more updates to this guide - this is the definitive Mr. Game & Watch guide right here as I intended it. A few additions from some contributors have been made, and I'd like to give them a nod here.

Timothy Sun - he contributed another method for the Home Run Contest that I placed in this FAQ. I have still left my method up, so you can choose from his or mine.

Banning Symington - made several key remarks that are related to the use of Mr. G&W's techniques. I appreciate that input.

That's it, nothing more to see here. What you see is what you get. Some other minute updates have been made at the behest of gamers who needed help in very specific areas. I will no longer field e-mails with information intended as an update. Do, however, still send me questions regarding Mr. Game & Watch himself, as long as they are intelligent questions and not ones so blatantly stupid that I can tell right off the bat that you didn't even try to look at the guide at all.

Bottom line: continue to ask me how to master Mr. G&W, but there will be NO MORE UPDATES, repeat, NO MORE UPDATES. That is all.

INTRO AND NOTES

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This is a guide totally devoted to the inner workings of Mr. Game & Watch, a character hailing way back to the infancy of portable gaming. Mr. Game & Watch, SSBM's only two-dimensional character, starred in 39 games in 1980 on the then-new portable system known as the Game & Watch, which by today's standards is quite archaic, using a special key to reset each game and having very basic graphics. One could easily suppose that he's just been included in the game as a throwback to the days of old-school gaming, but not true. Mr. Game & Watch is quite a formidable opponent in the hands of the right player.

This guide is extremely in-depth and there's a lot to be covered in its many pages, so sit back and read this section carefully, as if you dive right in, there could be a little befuddlement or even mass confusion.

** Here are the sections included in this version of this guide:
walkthroughs for the three one-player modes (Classic, Adventure, and All-Star), one for strategies against individual characters, and a Stadium help section.

** Strategies for Classic and Adventure Mode are recorded by playing on Normal difficulty with five stock.

** Strategies for All-Star Mode are recorded by playing on Normal difficulty.

** The Strategies Against Individual Characters section was written based on results in a standard melee Vs. match, level 9 opponent,

five minutes, no items, level: Final Destination. This allows for an environment in which only optimum skill can be relied upon to win a battle.

** Remember, an individual character is a lot tougher when they're metal or giant, so on those strategies, you'll have to double the recipe, so to speak.

** If you need to request information, correct me on some point, or offer up a suggestion, e-mail me at <eubanks1084@hotmail.com>. I do eventually get around to answering all mail that I get, so your question will not go unnoticed.

** Check back frequently for updates to this guide, as they will be plentiful in the days and weeks to come.

** That should be all for now, so have fun learning the Zen of Mr. Game & Watch!

MR. GAME & WATCH'S MOVES

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While the less educated may immediately dismiss Mr. Game & Watch as a weak character included only in this game as a novelty, I am here to state from personal experience that this is simply not true. As I said before, a professional can handle Mr. G&W with great fluency and ease. While it may take a while to get used to his relative weakness and lack of mass, an expert can easily tear you up, as evidenced by the following move list.

As a note of importance, most of Game & Watch's moves are named after the games from which they are taken. If you don't know the name of the game, find the one which sounds most like what you are looking for. I don't know the names of all of them, but I have listed quite a few by their actual names.

1. Greenhouse

HOW TO EXECUTE: Press A repeatedly for cheap damage accumulation.

Mr. Game & Watch will take a pump of Greenhouse and will crank out the gas as long as you keep pressing A. Good for keeping enemies that are trying to get back to the level away.

2. Chef

HOW TO EXECUTE: Press B repeatedly to flip sausages at your opponent.

The sausages you fire when pressing B affect random arcs and may overshoot those opponents whose stature is not very tall. Use it on tall enemies to keep them away from you for a long time, or against those who do not have a third jump and are trying to get back to land (such as Yoshi). If the skillet touches your opponent while you are using Chef, they will be scolded, damaged badly, and flung quite a distance at a downward angle.

3. Manhole

HOW TO EXECUTE: Hold Down and press A to flip a flat rectangular manhole that sends an antagonist skyward.

Despite being a non-Smash attack, Manhole has deceptive power. At harder difficulty levels, the AI will eventually catch on if you try to juggle them with this, but easier CPU opponents and hapless human players may never escape a Manhole juggle. At a high percentage, light opponents can be Star KOed by it, but against the heavier people, it's best used as a way to stall while you think of a better strategy. I personally count on this move quite a bit no matter who I'm fighting.

Manhole is a bit harder to use against enemies with decently ranged attacks. Those with weapons or projectiles (such as Link) definitely present a greater challenge to the Manhole and must be dealt with accordingly. If you need to use Manhole against characters like this, use Key as a good way to get close-up and stun them, and then try Manhole. If all else fails, don't use it. Thanks to Banning Symington for raising questions on this move.

4. Helmet

HOW TO EXECUTE: Run forward and press A to hit them with your helmet.

Not a powerful move, I mostly use it running back and forth scoring cheap shots on an enemy with it until they finally catch on and do bad things to me.

5. Fire Attack

HOW TO EXECUTE: Forward Smash+A. Set an enemy aflame and send them reeling in pain.

This is a very effective Smash move, but the fact that it's only used from a standing position doesn't help much against the tougher CPUs. But if it does manage to score, you've got basically any enemy with high damage in the bag. One of Game & Watch's more powerful Smashes, this is one you can count on to keep just about anybody at bay. Just make sure it hits or you make yourself wide open for an attack.

6. Octopus

HOW TO EXECUTE: Up Smash+A. Highly effective in all cases.

Taken from the game "Octopus" where Mr. Game & Watch fights a strong, raging, enormous - Janet Reno. No, just kidding, he obviously faces an octopus, and the scuba helmet he wears there has been incorporated into this game as a super-cool Smash Attack. Almost anyone with enough damage dealt to them will go flying, and it's easy to get a Star KO when you're on high ground. It's hard to say whether this or the Fire Attack is his best Smash. We'll call it a tie and chalk up favorites to personal preference.

7. Vermin

HOW TO EXECUTE: Down Smash+A. Best used to get people out of your way and make a quick escape.

Vermin, ripped from the G&W game of the same name, is certainly not your best Smash Attack, which is evident from the first time one uses it. It will knock most people about here and there, but won't do much unless executed exactly right. Use it mainly in the way described above.

8. Spitball Sparky

HOW TO EXECUTE: Jump, hold Up, and press A twice during the jump to fire two small spurts of Greenhouse.

The best use I can find for this move is against Master Hand, especially when he's sitting idle and firing lasers from his fingers. Since as a general rule only projectiles and aerial attacks hit the big Hand, this is good for cheap stamina reduction. You can also use it to surprise those on ledges above you or juggle people for a short time.

9. Trampoline

HOW TO EXECUTE: Hold Up and press B. Acts best as a third jump, though it also deals minor damage.

Trampoline, from the wildly popular Fire Rescue game, has dual uses. The lesser of these is for minor damage, but this sets you up to be hit in midair and is really not recommended for regular use. Instead, use it as a third jump to get back to land in case of an emergency. Trampoline usually only sends Mr. Game & Watch straight up or in a steep arc, and controlling him in midair after this is a semi-tough task, so only use it when absolutely necessary.

10. Oil Panic

HOW TO EXECUTE: Hold Down and press B. Mr. Game & Watch will whip out a bucket that catches projectiles.

With the potential for an instant kill, this could be the main reason to play as this character. Say Mario shoots a fireball at you or Samus has unleashed a charged-up shot from her arm. Simply hold Down and press B and you will catch the projectile in a bucket. You can hold up to three projectile attacks in this bucket, after which you can dump the bucket's contents on the enemy at close range, resulting in major damage and an almost guaranteed KO. This is arguably G&W's greatest move, and is deadly in the hands of a master. YOU CANNOT USE OIL PANIC TO CATCH CLOSE-RANGE ATTACKS SUCH AS KICKS AND PUNCHES!

11. Judgment

HOW TO EXECUTE: Forward Smash+B. Use it often, because you never know.....

Judgment comes packed with several moves in one, but the random effect is based upon the number that appears over your head when you use it. Here is what each number indicates.

#1 - almost no damage is done to the enemy, and in fact Mr. Game & Watch even hurts himself a little. You will hear the sound of a

Koopa Troopa shell being hit.

- #2 - a light tap that does minimal damage. Can almost be considered not even a Smash.
- #3 - sort of slaps your opponent around as if you were using a Paper Fan. Even makes the sound of a Paper Fan smack.
- #4 - equivalent to a Beam Sword hit, and makes the Beam Sword sound.
- #5 - the hammer releases a few jolts of electricity on the enemy.
- #6 - the enemy is set on fire if contact is made, and is sent flying at a downward angle.
- #7 - does damage if contact is made, but it also releases a small piece of food onto the field of play. Useful if your damage is high and you need to lower it a little bit. If you are playing with no items on, you will not be able to make food with this ability.
- #8 - freezes an enemy for about half a second. Only effective for that reason.
- #9 - score! This is the absolute most powerful thing Mr. Game & Watch can do with Judgment. With a percentage at around 60 or 70, even the most powerful characters will go down on their knees. The more you use it, the better a chance you'll have of scoring a 9, so there's always hope.

Since it can't be charged, I don't like to use Judgment from a standing position. In fact, I am often interrupted by a hit when I do so. For that reason, I contend that Judgment is best used as an air ambush, which is the instance where I have the most success with it. Timed correctly while you are high enough above the enemy, the hammer should hit them by the time you touch the ground and can be used greatly in this fashion.

12. Mario's Cement Factory

HOW TO EXECUTE: During a jump, press Forward and A to whip this baby out.

Thanks to Hiemie the Fishboy for correcting this. I like to call it the Credit Card. In any case, it makes for a decent attack from the air.

13. Key

HOW TO EXECUTE: Hold Down while jumping and press A to jam a key through your opponent's skull.

This actually hurts quite a lot, and is definitely the best of the aerial assaults as far as power goes. You'll fall quite quickly when using it, so making contact when they're right under you is almost guaranteed. It's good for pinning people and doing good damage.

14. Turtle

HOW TO EXECUTE: Hold Back while jumping and press A. Good for multiple cheap shots.

For multi-hit combo pulling, there's no better than Turtle, which can score eight or nine hits with one usage. Due to its effectiveness in the air, it's good against Master Hand on just about any difficulty, or against anyone else who has an affinity for sky fighting.

15. Flagman

HOW TO EXECUTE: While on the ground, hold Up and A to show your support for the man in 2D and do some juggling while you're at it.

Flagman is a great juggling move, and the way Mr. Game & Watch waves the Flagman (in such an enormous arc) means you'll hit anyone on almost any side of you. Falling enemies who aren't attacking are most vulnerable to this, but as is the case with any experienced CPU or human, they will see right through your facade and immediately find a way to deal with you.

16. Lion

HOW TO EXECUTE: Hold Forward and A during a jump to give someone the proverbial chair.

Funny in a way because it makes Mr. Game & Watch look like a professional wrestler of sorts, it's not so funny in the damage and distance it can do for such a cheap attack. Any air ambush is complete when you add Lion to the mix. Lion has astounding range for an aerial move, so use it to barely get at someone if they're far away from your jump.

17. Parachute

HOW TO EXECUTE: Press A during a jump.

Parachute does do sufficient damage for its standing as a basic jump attack, but don't think for a second that because it's a parachute that it is in any way conducive to floating ability. G&W's Parachute is an attack and nothing more, and if you use it in hopes of getting to land easier, you'll sink fast. Good damage for an aerial basic move, though.

NOTE: From Banning Symington: You can execute Parachute as you come down through a ledge. Use it as a good way to surprise your opponents with a really good wallop. Thanks Banning!

18. Ball

HOW TO EXECUTE: Grab an opponent by approaching them and pressing Z.

Game & Watch's only throw can send the opponent flying in a variety of directions. The technique is derived from the very first of the 39 Game & Watch games, Ball. You can even see the ball when he's executing the throw, and with it, you can send an opponent up, down, or out. I don't really care for it very much, as I'm not able to do much with it, and

his Smash Attacks usually are enough to handle any enemy, so there isn't a whole lot of use for Ball. If you like it, that's fine, but I don't recommend counting on it to do enemies in. The ball also hurts enemies minorly.

NOTE: From Hiemie the Fishboy: There is a certain frame of animation where Mr. Game & Watch's moves will do optimum damage. Look for that frame and get a move in there as often as you can.

CLASSIC MODE WALKTHROUGH

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Obviously, before you can take Mr. Game & Watch through the Classic Mode routine, you've got to unlock him. Do this by beating either Classic, Adventure, or Target Test with all 24 other characters. Once you do this, Mr. Game & Watch will challenge you to a duel in the Flat Zone, his home. Don't worry if you don't beat him: just beat any of those modes again and you'll get another shot.

When you do have him, though, take him through Classic Mode to earn the first of three Mr. Game & Watch trophies.

Stage 1: RANDOM CHARACTER

See the Strategies Against Individual Characters section for more details.

Stage 2: TWO-ON-TWO TEAM BATTLE

There are several teams you can fight against, but the basic strategy remains the same whether you fight one or the other: GO FOR THE STRONGEST OF THE TWO FIRST. When you have this character out of the way, it's generally safe to track down the other and start wailing on him or her. If they begin to gain up on you, just go gangbusters with any move that gets you out of that kind of jam. Usually with Game & Watch, it'll be Vermin, since that provides for a quick escape and does a little damage besides, or Manhole. With an ally on your side, they can get one character off your back. Most allies are pretty competent in this sense.

For strategies against specific teams, a Team Strategies section will be coming around soon. Check back for updates as the situation warrants.

Stage 3: BREAK THE TARGETS

Even with minimal skill, you should be able to break all of the targets in 20 seconds at the very most (indicating beginnerism). As a general strategy, start on the right side and head left. The one in the door only pops up periodically and may not be there at times, so go for it first. From there, work your way across to the one in the small balcony at the far left. A polished expert will finish in anywhere from three-and-a-half to six seconds.

Stage 4: RANDOM CHARACTER

See the Strategies Against Individual Characters section for more details.

Stage 5: GIANT RANDOM CHARACTER (2 ALLIES)

You will have a team of two randomly selected allies to help you fight the giant character. The Strategies Against Individual Characters section contains tips for fighting against the huge varieties of all

characters. Check there for specific hints.

Stage 6: SNAG TROPHIES

For trophies close to the central ring, use Greenhouse or a similar weak move to tap it in. For those far away from the central ring, use the Fire Attack (Forward Smash+A). They usually go very high up in the air and arc a little before going in.

Stage 7: RANDOM CHARACTER

See the Strategies Against Individual Characters section for more details.

Stage 8: TEAM OF TEN (ONE RANDOM CHARACTER)

Usually, teams of ten are lighter than the average character that they mirror. With Mr. Game & Watch, use Manhole or Octopus to Rocket KO the smaller and less heavy ones, and Fire Attack against the massier opponents. If push comes to shove, whittle down their individual energies a little before using said attacks.

For more specific strategies against teams of ten or any other teams, look for the Team Strategies section to be coming soon.

Stage 9: RACE TO THE FINISH

Mr. Game & Watch's speed greatly facilitates him in this task. At the first large fall, press Down to increase the speed of your fall and cut back on time. The path is one-way until you come to a three-directional fork. Take the middle way, it's the easiest. Jump over the lava onto the polygonal ledges - you'll have to use Trampoline to get to the last one. After this, run as fast as your 2D legs will carry you straight forward to the last door. Running as fast as you can 100% of the way, you can have as much as six seconds left on the timer following this strategy. Also, making it to the last door gives you 80,000 points and five coins to be used in the lottery or for continuing purposes.

Stage 10: METAL RANDOM CHARACTER

The Strategies Against Individual Characters section covers metal varieties of each character. See that section for more help in this area.

Stage 11: MASTER/CRAZY HAND

First of all, if you're on Very Easy, don't worry about fighting Crazy Hand. He won't appear there, and Master Hand will have only 150 HP. The higher the difficulty though, the more HP Master Hand has and the greater probability there is that Crazy Hand will show up. Wail on Master Hand with aerial attacks, mostly Turtle and Spitball Sparky, until Crazy Hand appears (which is after Master Hand has lost half his life). If you can, try to score a Judgment on either boss. The ability to use it in midair helps out immensely.

Here's a few things that Master Hand is capable of doing to you:

LASERS: Master Hand will stop and fire lasers from each finger. They hurt about 9% a pop. Run past them and use an upward-pointed aerial move until he stops.

THE FINGER: Occasionally he will try to poke you with his finger three times. The pokes increase gradually in amount of damage dealt and how far they can fling you. Stay away from the third at all costs.

CRUSHING: Master Hand may grab you and crush you in his hand, then toss you either upward or downward. Mash buttons or wiggle the

joystick madly to escape. You can tell when he's going for you - he'll move about following you a little and wiggle his fingers rapidly. Run far away when he does this and he'll miss.

BULLETS: Master Hand may fire either one or three bullets from his fingers, which he will shape into a gun. Mr. Game & Watch is, believe it or not, small enough to duck all his bullets. Just make sure you're pretty close to him.

KICK: He'll walk on his fingers and "kick" you. Jump over using Trampoline.

INCOMING FIST: He'll take off and send his fist at you. Bound over it with Trampoline.

DOWNWARD FIST: The fist hangs in the air and then comes crashing down after bit, sending you into space. Difficult to avoid, but hit him with Trampoline at the right moment and you shouldn't be affected.

SLAP: A simple slap that sends you moderately far. It's easy to recover if this hits you, but use Trampoline to be safe.

INCOMING SLAP: He'll take off and slap you from above. Easy to evade by using Trampoline, and deadly if you don't.

DOWNWARD SLAP: Temporarily plants you into the surface of Final Destination. Again, avoid using Trampoline.

INCOMING FINGER: In a puff of fiery smoke, he'll take off and fly in all sorts of directions before targeting you with his lone index finger. The finger will send you at light speed into space, and at the harder difficulty levels, so will the exhaust from his wrist, so stay clear and use Trampoline when you know he's near. Be careful when he returns too, because there's still a little bit of fiery smoke left that can hurt you.

Then, when Master Hand's energy is at half its maximum, Crazy Hand may or may not come onto the scene. Listed here are only his unique moves and moves of Master Hand's that have been modified to have more power behind them.

BOMBS: Crazy Hand can lightly sprinkle bombs over the middle of the arena that hurt a lot if your touch them. Chef may hit if you're close enough and jump to reach him.

THE FINGER: The third poke will freeze you if it hits you. You have been warned.

CRUSHING: Crazy Hand's crush puts a flower on your head, but thankfully he often throws you to the ground after doing such. It is harder to escape his than it is Master Hand's as well.

There are also a few moves that the two Hands use in conjunction. Both of these moves hurt A LOT and should be avoided at all costs.

CLAP HAPPY: They just clap a lot and trap you in a clap trap. The last clap is most likely the death of you.

SLEEP TRAP: One of the hands will put you to sleep with a soft touch, then they will smack their fists together and send you to kingdom come. Almost always an instant KO.

Concentrate all efforts on Master Hand even after Crazy Hand appears and avoid anything that Crazy Hand brings at you. Continue to hit Master Hand with attacks like Key and Chef - Manhole is too low to hit him, which is unfortunate. Following Master Hand's demise, turn your attention to the faster, more nimble, and more powerful Crazy Hand. Use the short space between attacks to get in a cheapie on him. If Judgment can score a 9, you'll take a substantial chunk out of him. Repeat with the air strikes until he's dead, and stay in a state of low percentage as much as possible until then.

When you beat Classic Mode with Mr. Game & Watch, you will also unlock his level, the Flat Zone.

ADVENTURE MODE WALKTHROUGH

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STAGE 1: MUSHROOM KINGDOM

Advance forward in the usual way, stomping on Goombas, because you never know when one may give you a trophy. You also run the risk of getting hit by Goombas and Koopa Troopas, and the higher the difficulty level, the more they raise your damage percentage by. In the middle of the level, on a raised plateau, you'll fight a team on ten Yoshis.

On easier difficulties, Manhole can be used to Rocket KO all of them, but if you've got the hardness level on up there, you'll need to use Octopus to keep them in the air. Since they usually attack from above, Fire Attack is a bit iffy in this case, and Manhole won't work unless one of their percentages is already at around 40% or so. If they close in on you and start turning you into an egg, bust out and launch a Judgment air assault, hoping for that beautiful number nine. The battle should take anywhere from 30 seconds to 1 1/2 minutes. It would also behoove you to remember that the skillet from the Chef attack can scald enemies and send them flying.

After this, walk along the pipe below to the right and try not to suffer any hits if the Yoshi team took a big chunk out of you. When touching the flagpole, remember that if your time display shows XX:X2:XX at the end of the level, you'll fight Luigi instead of Mario. If you have Mr. Game & Watch, then you've already unlocked Luigi, but frankly, Luigi is an easier fight than Mario as Luigi often commits suicide in comical ways.

1) Vs. Peach and Mario/Luigi

The position you start in in this battle is quite awkward, but you'll have to make do and get out of the nearest person's way quickly. This battle can be over quickly if you are quick enough and know which moves of yours are the most powerful. Since you start in front of Peach, start damaging her until the plumber in the battle gets to your side. At that point they'll start double-teaming on you, so work your way around and start in on Mario or Luigi (whoever you're fighting). Both like to use their power moves early and should be with dealt with in a

similar manner (i.e. power moves early to rack up damage). Try to defeat the plumber in the group first: if you do that then Peach will be a snap.

STAGE 2: KONGO JUNGLE

----- 1) Two Tiny DKs -----

Since they're so tiny and light, these two will fly easily with a variation of your best smash attacks in your arsenal. Start out with a few Manholes to spoon-feed them, then start to bust out your Octopus and Fire Attack smashes. Neither of them can tolerate a whole lot of damage, so using these after about 50% on each one of them should do the trick nicely. Items are rarely needed to win this match.

----- 2) Giant DK -----

Immediately following the match with the two little gorillas, you'll face a large Donkey Kong who is the sum of all your worst fears: agile AND powerful. Fortunately, he's usually not agile enough to avoid the raging rapids below. Guide him near those and boost yourself back to land with Trampoline, or make trick jumps down below and hit him. Usually he will be fooled, and you won't have to deal with getting a bashing from this bruiser. If you can't, though, use cheap air attacks to whittle his percentage while jumping around like a crazed kangaroo. When you're at high enough percent, try Fire Attack until he sails out of the ring. If possible, however, you'll want to avoid confrontation, and luring him into the river is the best way to do that.

STAGE 3: UNDERGROUND MAZE

The best place to try and search for the exit right off the bat is to drop off the ledge that you start on and hang a hard left. Walk left to the nearest Link arena and see if that's the exit - most of the time, for some reason, it is. If you have to search a while to find the Triforce logo, here's how to handle Link. If you've fought one, you've fought them all, so try these strategic gems.

Link falls in from the top at all times, so try to get in a good strong Octopus smash before you even start to fight him. After that, serve up a good balanced meal of Manholes and Fire Attacks. Items tend to appear with great frequency here, but there are some that you should avoid. Objects with explosive tendencies, like Bob-ombs and certain capsules, should be thrown away or used as weapons very cautiously. Link likes to fight up close, so any bomb that hits him is sure to send you flying, since you're a light two-dimensional flat thing. Try not to be dealt more than 30% damage per Link, as all that adds up quickly, even before factoring in ReDeaths, Octoroks, and Like Likes. Mushrooms sometimes appear here - get the good ones and let Link have the poisoned ones, he often can't tell the difference. Always grab Pokeballs and Lip's Sticks (the thing that puts the flower on your enemy's head and does gradual damage), and use those with great frequency if your hand-to-hand skills fail you.

Remember that beating all five Links gives you the prestigious Link Master, worth 30,000 points.

1) Vs. Zelda

Meet Zelda at the jagged column to the right and start with an air attack ambush when you both jump over it. Zelda almost always turns into Sheik a little bit after the beginning of the battle. Handle her with the powerful Down+A Key attack, then use Manholes and Fire Attacks. If you see her run away from you suddenly and you're not invincible, she's going after an item. Mr. Game & Watch's speed aids you greatly in beating her to the punch (item-wise), and if you're looking out for that sort of thing, you can get to the item before she does and use it against her. Almost any powerful moves sends her up, so it's easiest to go for the Star KO. Try Octopus in that particular instance.

STAGE 4: BRINSTAR

Samus is a surprisingly easy opponent, even on harder difficulties. The only attack she uses without reserve is Screw Attack, and that can do about 15% or more on a good go-around. Albeit with less regularity, her plasma chain throw is another favorite, but not powerful. Don't waste time tearing up the scenery and get to her. You probably won't be around long enough to face the acid, but if you are, get to the top just in case. Almost any sudden frontal attack will take Samus by surprise, and it's easy to keep her near the edges with smash attacks like Fire Attack. At about 100%, it's safe to use Fire Attack to do her in.

1) Race to the Top

Trampoline slows you down, but the effect is negligible, and the move usually ends up doing you a lot of good, taking you higher than you probably expect (especially at the beginning). All you need to concentrate on is getting to the top, maybe grabbing the trophy somewhere in the middle or at the end. Double-jump and Trampoline without stopping and you'll likely have a good 20 seconds to spare when you complete the exercise.

STAGE 5: GREEN GREENS

1) Kirby

Planet Zebes will then explode and send Mr. Game & Watch hurtling to the homeland of Kirby, whom you shall fight individually first. Don't run straight for him or he'll inhale you and take your power of Chef. After that, getting too close will more often than not mean a pan scalding. Don't get up on the checked ledges just above him either, or he'll do that cheap little spinny thing.

He may steal Chef, but one thing he doesn't have is Octopus (or Manhole). Wear him down with attacks from above, such as Key or Turtle, then bust out the Up+A smash early (about 70% or so - he is a puff, after all). Just make sure not to be tortured by Chef if he inhales you. None of his moves have real power, so this ought to be easy.

2) Kirby Team

Following the downfall of the lone Kirby, a team of fifteen will be in

to torture you. Manhole them all to the fullest extent of your ability, and use the Ball throw on any that turn into rocks. They are all very very light and can be easily eliminated with the same attacks over and over. Stale Moves shouldn't worry you into using these same moves - the rewards you'll reap far outweigh a mere 2000 points.

3) Giant Kirby

Should you defeat the Kirby team in 30 seconds or less, you'll have to fight a Giant Kirby. Use the same strategies as against normal Kirby, but wait twice as long to Octopus or Manhole him (140%, roundabout). If possible, you may want to consider trying Judgment, since he's such a large opponent. You never know when you'll get a 9! Giant Kirby will not inhale as much, and uses stronger attacks than the others do, so move around with caution and be careful not to stand idly in front of any hard attacks, like the Down+B rock or the triple sword technique.

STAGE 6: CORNERIA

1) Fox

The first Fox is a REALLY easy battle. Run toward him, he will stand there and wait for you to come unless you are stubborn. Start with a Helmet to get rolling, then use a lot of air attacks - he gets hit downward by the more powerful ones. Lure him to the sides and then use attacks that will force him to use his fiery third jump. His recovery from it is horrible, and sets him up for an easy Fire Attack, which becomes most effective at around 80%.

2) Fox/Falco

Next you will fight either a different color Fox or Falco. They are both exactly the same fighter with no appreciable differences, so use the same tactics against them both. Each one will walk swiftly toward you and try for the aggressive approach. Start in on Fox/Falco before the reinforcements come in. Their guns are a major distraction, and the enemy will use his attacks in conjunction with the guns to get you good. If the damage starts to rack up quickly, find a safe spot and wait for him to come to it, then have a little horseplay of your own. Use the same luring tactics, but with more caution with all the loose artillery around.

STAGE 7: POKEMON STADIUM

You'll face here a team of ten Pokemon, mostly Pikachus with a Pichu or a Jigglypuff mixed in here and there. This is actually one of the tougher battles you'll fight in Adventure Mode: they know how to gain up on you well and rack up the damage with cheap electric attacks. Reliance on the myriad Pokeballs is not necessarily such a great thing, but it's often the only thing that will keep you alive for a long enough time. Keep a monopoly on the Pokeball market so the CPU doesn't stand on a chance of getting something like an Entei or a Houou. Fancy footwork, judicious use of weaponry, and a few good hard smashes will get you out of this one with room to spare, hopefully.

STAGE 8: F-ZERO GRAND PRIX

To minimize the amount of time you spend in this marathon, run to the third ledge and jump on it. Wait for the cars to pass and jump down, then head as fast as you can forward. You should barely be able to make it three more ledges - using Trampoline will set you above the oncoming traffic safely. When crossing the next large pit, either hang onto the edge of the road or stand on any platform for safety. The next time the cars pass, you'll easily hit the exit.

1) Captain Falcon

To beat Capt. Falcon, you just have to know how to time your attacks and, most importantly if you want to have any chance of successfully using Manhole or Octopus, how to turn around and face your opponent, which is admittedly a bit tough with the ol' G&W. Start with a skull-grinding key from above, then work your way through him with Helmets and sporadic Manholes. The occasional Fire Attack will get him off your back with ease, so use that time to gather up any items you find valuable. Most helpful here are Pokeballs and Star Rods, so pick those up at any opportunity. MAKE SURE HE DOES NOT PUNCH YOU! EVER! His Up+B is also quite deadly - DON'T LET HIM USE THAT EITHER!

STAGE 9: ONETT

Three Nesses await you in this area, and they're all hungry for the meat of a two-dimensional man named Mr. Game & Watch. Stay on the red balconies to the left as long as possible, warding the three little boys off with the Vermin smash and Manholes. The only items you receive here are Mr. Saturns, used only for racking up damage a little at a time. When a Ness has been damaged enough for elimination, use a smash or guide it into some headlights if there are cars coming. They hurt you too, so remember to jump. The key is keeping them away until their chances of doing away with you are low.

STAGE 10: ICICLE MOUNTAIN

The first portion of this level consists of working your way up the mountain and avoiding being killed by getting caught in the electronic miasma below the screen. Avoid Topis and Polar Bears, the point value for a KO isn't enough to risk being hit before your epic encounter with two sets of Ice Climbers. Save any potentially powerful items, like Pokeballs or Freezies (the latter of which are in abundance here) for the top. Use attacks that will send your enemy up, like Manhole or Octopus. If the level starts to move up fast, try to lose them at the bottom for a Friendly Foe bonus. Nothing can stop you until you get surrounded - that's the bad part. Never let them get too close around you, and if they do, that's what Vermin is for. Hopefully it will also kill them. Moral of the story: stick to Octopus, Vermin, and Manhole here.

STAGE 11: BATTLEFIELD

1) Fighting Wire Frames

Stand in your initial position and Manhole away. If they need a little extra lesson, use Fire Attack to insure the kill. The whole ordeal takes anywhere from 15 to 30 seconds on average.

2) Metal Mario and Luigi

The only thing I can suggest here is a WHOLE LOT of Fire Attacks. This gets them out of your way effectively and often. The distance usually provides enough time to go through and look for items that appear useful (though there are few). Hearts and Tomatoes appear with surprising frequency, so grab them and don't let the metal plumbers take them or you'll have to start from scratch. Luigi may misfire on the Forward+B attack, so hope and pray for that. Being practically identical, it's tough to tell which you should take out first, but I'd just concentrate on whoever has the most damage at the time, whoever that may be. A Fire Attack probably won't give you the kill until one of them is at about 200% - hang in there!

STAGE 12: FINAL DESTINATION

1) Bowser

One-on-one battles are almost always the easiest to win by sheer speed and accuracy, and Bowser is slow and dull-witted. Take that in mind as you approach him in this possibly final battle. Air attacks work well unless he decides to use the Mario 3 butt stomp, in which case get the heck out of Dodge. If you can juggle with Fire Attacks, now would be a great time. Octopus would probably work better for a finishing move as far as that goes.

If you win Adventure Mode on Normal or higher, you'll now go on to fight the demonic-looking Giga Bowser.

2) Giga Bowser

After busting loose from the Bowser trophy, Giga Bowser will hit land and stumble toward you at a comfortingly slow pace. He is an avid overuser of the double claw slash. You don't even want to get near that butt stomp of his, either! You'll need therapy after that! Use the times when Giga Bowser blows fire as a time to use Turtle or Parachute, then use Manhole when you're really in close near his belly. Fire Attack will kill him when he's over 300% - he's that big, yes. It's probably not safe to fight this guy with less than three lives - two or less is really pushing it unless you're good. Items will be helpful in most cases. Try not to be pygmized by the poison mushrooms or else you'll never hear the end of it. Winning this battle means winning Adventure Mode! Congratulations!

ALL-STAR MODE WALKTHROUGH

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Truthfully, there is no set strategy for this mode of play - individual character strategies are best learned through intense study of that person's moves and tendencies. There are, however, some rock-solid standards you should probably follow when playing this mode as the almighty Mr. Game & Watch. Henceforth is a concise listing of tips for All-Star Mode, both general and Game & Watch-specific.

1. General Tips

** Avoid using bombs and other explosive devices. The CPU likes to make

it a close-range ordeal, and you'll more often than not end up sending yourself into oblivion, which is bad since you have only one life to last you the whole time.

- ** More than ever, use environmental stage pieces to your advantage.
- ** Power move usage is integral to your success. Abuse them if you feel so inclined.
- ** Pick up a trophy if one is made available to you, especially if you don't have that trophy yet.
- ** Mr. Game & Watch is quite a touchy character - it's hard to tell when exactly you need to heal. It all really depends on your gauging of how good a player you think you are and if you're willing to take risks on occasion. For the novice who absolutely can't handle those high percentages, I'd say heal after 80%. Normal healing time should come at around 110-130% when you play as G&W. The maximum anyone should go, even the shameless gambler, is 160%. Remember that you only get three hearts to last you the entire game, and that using none gets you the 100,000-point Melee Master, a tough feat with the little man in black.
- ** Start each battle with either a Fire Attack or an Octopus head smash. Fire Attack hurts for 18%, Octopus 19%.
- ** Pick up any Pokeballs you see - they appear quite often.
- ** Long-range items are always a plus here.
- ** Don't continue unless you've got Lottery Coins to spare. It takes 10 to continue on any difficulty, and you get points off on your final total.
- ** Wait until the percentage hits 0% after grabbing a Heart to enter the next battle. If you go in early, the percentage decrease will stop on whatever you entered the level on, and you'll have wasted a whole Heart Container.

2. Vs. One Opponent

These five matches will be against one opponent only. Since you've only got one target to focus on, these are not hard and shouldn't require healing between bouts. Also, these battles go by really fast if you're good and use the power stuff like Fire Attack, Vermin, and Octopus. Be sure you're on top of the enemy and always fighting, but being cautious of that health meter at the same time. If you have less than 80%, don't bother using a Heart into the first of the two-opponent battles.

3. Vs. Two Opponents

Pick the lighter of the two first and start in on him/her, since they'll be an easier match for you. Never let both get to you at the same time. If they both fight you at once, your little flat man is a goner, no matter who you're up against. If you find one coming near you, lure the one you're currently concentrating on away to a safer fighting area. This may be the way it works for you, but hopefully you'll be able to do it in a large level like Hyrule Temple. A Manhole

frenzy might even be required to get you out of a jam (Vermin won't work well in a situation like this).

4. Vs. Three Opponents

Here's where your real tribulations will start, especially if you use up your last heart in the middle of the three-enemy fights. Even though you're outnumbered, and probably outmuscled as well, it's good to always stay in the center and face your opponents when you attack them. Wear them down with cheap shots like Manhole. Fire Attack and Chef are good for keeping your opponent at bay most of the time. Failing those two, go for Manhole again and, in last-ditch efforts only, Judgment. Staying in the center may not work in stages with elevated centers, such as Fourside. Pokemon may come in handy, but they have to be powerful (like a Legendary Bird or Dog - that strong) to have a reasonable effect. In any case, you want to try not to use your last Heart before the final battle, which is against a grand total of TWENTY-FIVE Mr. Game & Watches. Yeah, I'd want to save a Heart Container for that too.

5. Game & Watch Team

First of all, if you have a Heart Container left, use it before coming in, as you'll face five Game & Watches at a time. On top of the outrageous outnumbering, you'll have to avoid falling objects and oil spills on your own time. Fortunately, this makes them all extremely light and easy to tackle. They never use their smash moves to the fullest extent of their abilities, and seem to be heavy advocates of the Greenhouse technique, as if they intend to weaken you ever so slowly before doing you in. The solution is to Manhole like you've never Manholed in your whole life. They walk right into it and are killed instantly. Assuming you don't move around a whole lot, which is needless movement anyway, you won't be around the Flat Zone for much more than twenty or thirty seconds.

STRATEGIES AGAINST INDIVIDUAL CHARACTERS
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Mario

Mario guards edges and uses multi-hit moves like a madman. To combat him with your repertoire, start in with moves like Helmet and Cinder Block, then gradually work your way up to the harder-hitting Smash attacks. Stand away from long enough and he'll try Fireballs. Fill your bucket with these (Down+B) and unleash them at an appropriate moment to cover him in liquid pain.

Octopus can sometimes be a risky proposition depending on how fast he's falling. Often he'll be able to counter with the Mario Tornado or some other such annoying combo move. Stick with Fire Attack when he gets close, but not too close. Judgment works occasionally, and most effectively from the air. If he starts hogging the edge of the level, try Trampoline to get back, then force him off and keep him away with Chef. Don't move above him or he'll knock some coinage out of you, which typically hurts quite a bit.

For some odd reason, Mario tries to taunt right away at the beginning

of a new life (as do almost all other characters when there's an opening). Use this time of pause to get in a great Smash attack, especially if you intend to go for the Avenger KO. That's a great time to try for that. Don't underestimate Mario by saying he's average - do that and he'll eat your sack lunch. Be on the offensive all the time and keep away from the edges when your percentage is high.

Luigi

Luigi likes the cheap moves that send you far and keep you away from the edge. Fortunately, he's also a fan of his own missile attack, which has a 10% chance of misfiring. He uses it to get back to land more often than he uses his pitiful third jump. His fireballs move on a straight trajectory, and what better target do you have than your very own bucket? The bucket's contents are bound to send him flying when his damage is high up there.

As with Mario, it's hard to get in a good Octopus, but it's the best way to send Mr. Second Fiddle flying. Try it in that small recovery time between his air kicks. It will also make contact if he is close to you when you bring your scuba helmet down. This is the best time to attempt that attack.

He'll throw fireballs and missile himself at you, then throw you off the edge. Watch out when your percentage peaks 100% - he'll start going to grab at you. Actually, he'll grab and throw you any chance he gets, so avoid close-range fighting. Use the moves you know are bound to do damage and stick with them regularly. It's hard to edge-guard since he uses that stupid missile attack. Just hope and pray for a misfire, even though it doesn't happen often. If you must edge-guard, do it with Chef.

Bowser

A slow blunderer across land, the mighty Bowser is. As non-agile as he is, he still makes for a good air-fighter. Octopus ought not be used too much here, as chances are if he's right above you, he'll attempt the famous Mario 3 butt stomp. Try instead your equally powerful Fire Attack when he nears the 150% mark. Almost any other attack is effective in normal battle. Stay away from his steady occasional streams of fire - unless you want to stow them away in your bucket, that is.

If you want to get rid of him without having to whittle him down to 150%, try Octopus at 110% or a #9 on Judgment at 85%. These are faster but riskier ways to do him in. As I mentioned before, catch constant fire streams in the bucket, then unleash them at about 150% as well. It will all be too much for him and he will die by the bucket. If it doesn't kill him, then it will certainly be a good way to ward him off. Use it to excess - he gives you plenty of good opportunities.

As usual, Fire Attack is the best way to get rid of the buttstomper.

Peach

If she is far away from you, she'll go a few steps or so and then pull up vegetables to throw at you every so often. You can't catch these in the bucket, so you'll have to rely on shots from the laser or the Super Scope to make that useful. Octopus is also a bad idea against her, so again, go with Manhole or Fire Attack.

Keep her away with Chef when she goes on a vegetable tirade. Jumping

above her will probably result in a big white umbrella right in your hoo-hah. She's quite adept at catching you and throwing you if you run at her and also rolling past your well-placed Fire Attacks. Remember that vegetables she's thrown can still knock on you after bouncing off other things. The best thing to remember here is not to treat her like a lady, and that Fire Attacks work the best. Occasionally Judgment is good to try during that short period of taunting she has.

Yoshi

If you are in front of Yoshi he will stick his tongue out and eat you, no questions asked. Whether or not he turns you into an egg or spits you out is a different story, but there is one thing to remember that will make fighting Yoshi lots easier: he doesn't react well to the Octopus smash. Unlike all of the other characters I've covered up to this point, Yoshi doesn't usually try to counter with a Ground Pound or the fast foot thing. This makes him a total sitting duck in the air, ready for you to do what you will him.

In standard combat, jump over his tongue and come down hard with air attacks such as Key, Parachute, and Turtle. Run away from Ground Pounds and never attack on the ground unless it's from a distance. Chef is perfect for not only that, but for flawless edge-guarding. Yoshi's lack of a third jump plus your sausages plus contact with Yoshi equal a guaranteed kill every time.

Against the ground roll where he shields himself in an egg, any well-timed ground attack will be effective. I recommend Judgment for that particular instance - it's easy to time because it can't be held like a normal smash attack, and you have a chance of sending him reeling with that good old 9. For everything Yoshi has to throw at you, there are probably two other moves of Mr. Game & Watch's that can easily cancel one of his out.

Donkey Kong

It's hard to time smashes against DK. He's always got one for you too, and I wouldn't ever attack him on the ground from his front end unless you know you're going to get the hit in first. Your air attacks can easily do the damage, and at around 200% Key will give you the Star KO, if you don't wish to rely on your smashes. Also, Judgment makes a good aerial attack.

I said it already, but don't ever stand right in front of DK. It's very likely he'll give you a good hard fist or clap you in his hands. If you are able to come back from a hard hit without using your Trampoline, it'd be good and sneaky to bring the hammer of Judgment down on his monkey forehead. He rarely does the ground smack, if ever, so you don't have to worry about that close-up nightmare. His taunt is short, and he usually uses it to finish off his initial invincible time at the beginning of a life, so get him with a Manhole right after that. Always be first, always be the fastest, and always be the strongest, and Donkey Kong will be one of your easiest opponents.

Captain Falcon

For such a fast guy, Captain Falcon has the most awful recovery time of anyone. You can easily combo up on moves like Manhole, Fire Attack, and Mario's Cement Factory, getting in salvos of near 50% each time you hit him. In

this same fashion, Octopus will also see a lot of usage - he doesn't recover well in the air. Be totally aggressive and never hold back. The moment you let up is the moment he takes over.

To defend against his moves, you need to be able to tell at a split second's notice that he just did a Falcon Punch or whatever. Quickly shield against or jump these moves. If you're feeling lucky, you can stop him in the middle of them with nicely placed attacks. NEVER STAND IN FRONT OF FALCON PUNCH, FALCON KICK, OR ANY OTHER RUSHING ATTACK! Those hurt the most out of all his techniques, and are the ones that should be duly evaded. He may use his third jump to clear your smash attacks, so be prepared to catch up with him when he descends.

He can get back to land pretty easily if he's not killed by a hard hit, so welcome him with a Fire Attack. That plus his slow recovery from the jump make for a blast-off of epic proportions. It's best to attack Falcon when you're on land and he's in the air or you're in the air and he's on land.

Fox

Lure his lasers to you by standing far away, then let them fall primly into your bucket. Save them for a time when he has a lot of damage, as he is actually quite a lightweight. Fox is more aggressive than most opponents are willing to be. You'll have to move in fast and be strong to combat his unreal speed.

Use a shield of your own if he reflects any projectiles back at you, such as your sausages. Don't count on him to fire lasers if he's a distance away - he may also shoot straight through you with that crazy Illusion technique. Avoid being thrown, because chances are he'll use the downward toss that hurts like heck and sends you in a downward arc. His third jump is tricky. Usually it's a 45-degree angle, so if you're standing by the edge waiting to Fire Attack him, turn to the right to do it, and he'll land right in its path. Fox is not difficult - just fast. And in the end, it doesn't matter how fast you are, it's your skills that count. Know that Fire Attack works best against him.

Ness

Almost of all of Ness's moves are good for keeping you away from the edges. From far away, a PK Thunder can tap you but do long-term damage like making you fall in a pit. Close up means a Yo-yo or a PK Fire in the face, and he can charge up PK Cross so it unleashes its wrath on you just as you hit the ground. Easy remedy: STAY AWAY FROM EDGES! Especially since Ness is weaker in the middle of any arena. He likes to use the Home Run Bat there more though, so jump over it.

PK Fire moves fast but can be caught in your bucket. Store it up and continue to juggle him with Manholes and Octopus if that works. His midair recovery is average at best, so it may work and it may not. His third jump gives you all the time in the world to set up any great smash attack of your choice. Heck, even Manhole can take him out at 130%, so why waste all that energy? The plain and simple truth of it is that Ness is small. Big things easily destroy small things. Got it? Just make sure you keep it as non-close-range as possible. One thing about the CPU Ness is that he can change from doing a PK Fire to a PK Thunder (and vice versa) *snap* just like that. Don't take hits from either, especially the former.

Ice Climbers

Just because they work as a duo doesn't mean they're any harder than one opponent. Establish from the outset which one is Popo (the boy, usually in purple - it's impossible to tell the difference when they're metal), because he's the only one who matters. Nana is merely a diversion, and any damage inflicted on her is wasted. Only hits against Popo count toward the percentage, so direct all smash attacks at him unless you just absolutely need to get Nana off your back.

Popo can be weakened further if you first destroy Nana, but it's really doesn't make noticeable changes aside from the loss of Belay, their third jump that is only usable through teamwork. Don't stay directly above them for too long or you may be caught in a near-endless juggle by their mallets. Surprisingly, they are also stupendous edge-guarders. A Trampoline won't help you much if they lay down a smash attack on you, so make sure you're sufficiently above them if they stand near the edge.

On the offensive, your smash attacks will be a bit more difficult to use with two people present, one of whom gets in the way a lot. Always come out of jumps and falls ready with a hard attack that hurts a lot. Save all your great stuff for Popo, Nana is a negligible part of this battle. When they fire the miniature icebergs, catch them in your bucket really fast and maybe later you'll get a chance to use them. On land, Fire Attack is the best smash attack to use, except when Popo is the only one left and he's in the air. In that case, use Octopus.

Kirby

Get Kirby up to around 100% with your air moves (juggle him), then get him near an edge and hit him hard enough so that he has to float back with his cheeks. Fire Attack him while he's floating to kill him easily. Repeat this formula all the time, and Kirby will never be a nuisance as long as you own this game.

When he turns into a rock and slams down on the ground, grab him and use your Ball throw. It's the only way to score a hit on him while he's sitting idle like that, and there's a possibility that your throw could KO him if he's hurt enough. If he sucks you up and starts to use Chef, stay away. He mostly uses it more for pan scaldings than for the sausage keep-away aspect of the technique. He almost always uses his Cutter technique at the beginning of a new life, so hurdle over it and crash the party with either a Key or a Mario's Cement Factory to get things

going. I don't really have to explain how to beat Kirby: his slow recoveries and poor defense combined with the fact that he's a marshmallow make him an easy target for your anger, should you ever require some anger management. Smash attacks all the way - most will eliminate him just before he reaches the 100% mark.

Samus

The only thing about Samus is that she has this eerie pattern. She'll get close enough to you to fire a plasma shot that can be easily caught in your bucket, but then she grabs you with the plasma chain and throws you forward. If you must fall victim to this, do it in the center of a level where you don't have a high chance of dying. Don't give her the time she needs to charge up her plasma shots; interrupt it with an aerial attack, like Judgment.

Samus is quite the skilled combo master, so get out of the way of her moves as quickly as possible. Jump over her missiles that slightly arc

toward you and move in the hardest-hitting aerial techniques you have. Don't get in front of any charging shots of hers - she'll let go if she sees that you're an easy target. Catch those in the bucket if possible; the more powerful, the better. It will be hard to get in that bucket shot though: she can easily negate it with a cheap shot.

Mr. Game & Watch's smash attacks are best used when she's coming back from a long flight. Use those as often as you can. Chef won't be very good for keeping her in the air, so just greet her with Fire Attack when she makes it back to land. Ground fights are typically hard to pull off against her. Samus can use her gun arm with more efficiency at higher levels, so know her well and take to the air to get rid of her.

Zelda/Sheik

Both of the Hyrulian princess's identities are light as feathers, so you can commence the smashing as low as 75% on her. She likes to change back and forth between Zelda and Sheik at predictable intervals. Zelda is slow but has powerful magic and powerful feet; Sheik is fast and definitely a martial-arts-type fighter. Your power attacks should eradicate any hopes of her winning.

Probably the most powerful move of hers is that air kick when she's in Zelda form. It'll easily take you out with less than 100% on your damage meter. She can even get you in the air from a distance with the magic she fires from her fingers. Run in and use Helmet a few times, then try out Manhole. When she's up near 60%, knock her away from the edge a few times and get her with Fire Attack or Octopus when he comes back. Beware the downward throw if you attempt Octopus, though.

Sheik is easier to fight than Zelda with the possible exception of her rapid punches that are easier to get stuck in. She's susceptible to just about all air ambushes, most notably those that come in the form of a fast fall downward and a key coming out of nowhere and through her skull. To avoid her constant following, jump over the magic spheres she likes to fire and then come back with hard hits. If you can't seem to get away from them when they come after you, Trampoline over them. She doesn't use her powerful stuff often, so you can normally live up to 175-250% before even getting smacked once by her. She's a simpler match than most of Game & Watch's opponents.

Link

Link's sword smarts got him to where he is today. You are a very light man with a history only in the most basic of portable gaming. Therefore it stands to reason that you should avoid his sword! His nastiest move by your standards is his downward stab. It'll easily Star KO you if you have 85% on your damage meter. So not only is Link good with a sword, he's strong as well. Not a good combination for you.

Jump away from the bombs he profusely throws and catch boomerangs in the bucket. Smashes are hard to time, because like DK, he won't wait to charge it up (unlike you). Fortunately, Link has little tolerance for smash attacks at high percentages. Fire Attack should do the trick at about 100%. Until that time, chuck him with sausages to keep him away and move in with Key and Parachute. Octopus is a good smash to use if he's landing from his tornado-like third jump.

Don't fight him at close range, because that's when he likes to bring out the bombs, hookshots, and boomerangs. I wouldn't suggest much in the way of the bucket here. It's all about your air skills and how well and fast you can combo once you've got him in the air. He's weakest when he's coming off a third jump or just getting back to land period,

so have a Fire Attack welcome wagon there for him.

Pikachu

Pikachu's size most definitely belies his power. The smaller electrical might not seem like a lot, but wait until you start getting smashed and thrown and Thunderbolted all over the place. You'll be surprised that such an annoying, cutesy little rodent can send you into conniptions of cursing.

Hold Forward+A as long as possible while he comes back to the arena. Time it right and he'll be out of here with only 85% on his meter. In the same manner, avoid his Forward+A. That little jolt of lightning will send you flying with the same amount on your percent meter. Use a lot of smash attacks on Pikachu. Consider catching Thunderbolt in a bucket, since you can actually do so at a short distance from the blast. Three Thunderbolts coming out of a pail can hurt a little mousey thing a lot, if you catch my drift.

Juggle Pikachu as much as you can. You can usually stick in an Octopus if you get him in the air just a little bit. A good time to use Fire Attack would be when he fires himself like a missile just as Luigi does. Intercept his missile course with that and you'll send him flying far enough to devise a plan. That's what to do when playing against Pikachu - always have a plan, because he's always got something electric up his sleeve.

Dr. Mario

See Mario. Dr. Mario, however, has a slightly stockier build than the regular Mario, and the vitamins he shoots in lieu of fireballs are a little bit more powerful. Adjust strategies accordingly. Since the vitamins bounce along the ground, they are much harder to catch in the bucket than fireballs.

Ganondorf

He's similar to Captain Falcon in his fighting style, but he is definitely slower, more muscular, and with harder-hitting moves than the agile Falcon. In his simplicity it can be seen that he is a master of the edge guard: all he has to do is punch you once. It's very hard to Trampoline over this, so stay in the center and use your best low moves.

If you are just the right distance away, he will rush you with a purple-fisted punch. Wait until he uses his third jump out of the middle of nowhere. Use the descent as an excuse to Octopus him. You can get in a guaranteed smash hit every time when he does this provided you stand right under him when he does it. Don't attempt Key at all; you'll almost always meet up with a midair grabbing and magic propelling into the air. The only time you may want to do Key is after a charged punch, but that's really a better time to intercept with Fire Attack.

You, as a tiny man that can fly great distances with a single punch, need to use the advantage of speed given you by the Game & Watch gods. Only by outwitting Ganondorf can you hope to defeat him.

Falco

See Fox. They both have exactly identical techniques and styles, so

there's no use repeating it all here.

Young Link

The prepubescent Link is not strong and of average speed in the tradition of his adult counterpart. He's annoyingly fast and a good smash avoider. You'll have to attack like crazy, even possibly in a random sort of way, just to get in good hits. The best time to hit him is during his taunt, which takes so freaking long to do that if you don't hit him with a good smash attack in that time, you're a moron.

His downward stab isn't the main worry here, thankfully. It's how he can shield, roll through, and dodge just about everything. Use attacks that have a good range like Chef to deal minor injury, then try to skirt him with Fire Attack or Octopus until he's weak enough for you to go in and do it full blast. Vermin might keep him away for a second or so, but it's not enough for a long-term game of keep-away. Manhole would be a good standby for any match against Young Link. If you get too close, expect a hookshot in the gut, and a throw immediately thereafter.

Your speed equals his just about, so if you use the R button and D-pad to your advantage, you can avoid him in the same way he does you. All it takes is a little mastery of the evasion to make him see as many stars as you. Then, when he least expects it ... BAM! Fire Attack in the face! And he'll never know what hit him either.

Pichu

Luckily, you only have to do about three-quarters of your actual fighting against Pichu; he'll hurt himself for you if you let him use some electrical attacks. The best way to get him to use these is to stand a short distance away from him so he fires small bursts of electricity, or keep jumping over him and tricking him into using his baby version of Thunderbolt. Attack when you want, let him handle some of it, then Octopus or Fire Attack him.

Since he's the lightest character in the game, you ought to have no trouble fighting a singular one of these suckers (however, in teams they are a totally different story). Pichu's only decent throw is his back throw, and that is muy powerful for such a small rodent. Give him nothing but your best smash attacks. What's really awesome is he always sets himself up! You can easily pull Fire Attack or Octopus off while standing right in front of him. You can usually kill him about two or three times a minute if you pile on the smashes. You will probably never lose to Pichu if you are even a half-decent player.

Pichu is not without his special knacks though. He is an awesome power shielder, and will occasionally Thunderbolt you twice in a row to keep you in the air. If he does this, unleash some Fire Attacks of your own. His jump kicks are a minor worry, but not if you stay localized to the ground. 85% is the best time to start using Fire Attack as a finishing move.

Jigglypuff

Everyone's least favorite somniferous, pink, androgynous Pokemon is, incidentally, an easy character to fight against. It's almost as if it has no idea what to do with what it has been given. If you attack with tenacity, Jigglypuff will never get to use its sleep moves but for maybe once. If you are put to sleep, however, you are at its mercy. It

will often use the sleep moves near edges to make you die with its lullaby. Just pack on the smashes and watch out for Lullaby - otherwise, there's no real need for strategy when fighting Jigglypuff.

Mewtwo

This master of psychic ability puts up a fair fight and a decent challenge. You may have to think when going around him. He can catch you in a throw like it's nothing, and his throws are mighty powerful. He is easily fooled by moves like Parachute, which is one of the greatest attacks you can use against him. It sends him flying and gives you time to charge up a smash for his landing. At 125%, Parachute can even kill Mewtwo, so use it in lieu of a smash if you're having trouble connecting with those.

Because of the way he hovers over the ground instead of walking, Mewtwo is especially vulnerable to Manhole, which is another good way of keeping him airborne. If you see him charge up Confusion, bring your Key down on his face. This can leave you at his mercy like Jigglypuff's Lullaby, but this has much more dangerous results. Jump over it when you see it. Air attacks are the best way to go with Mewtwo. He's hardly ever expecting them, and isn't much in the air. Notice how he jumps similar to Ness and use that to determine where he will land so you execute a timely Octopus or Fire Attack.

Marth

Marth is agile, fast, strong, and a good swordsman. In other words, your worst nightmare. You seem to be lacking in the latter two areas, so this is a battle of wits. Marth's damage can add up quickly, and you're very light as we've discussed several times before. Do the math, then learn to use your shield.

Often Marth uses his third jump to take a stab at you in the air. You're going to have to just get over it, if you catch the double meaning. Almost all attacks are tough to do on him. The ones you shouldn't even consider using are Judgment, Greenhouse, and Vermin. These will never catch him. He's always one step ahead of you, so you have always be one step of him as well. The best time to try smashes are when he's coming back to land, even though he's usually got an attack ready for you there as well since he uses his third jump for the dual purpose of hitting you and recovering from a long flight. Stand slightly away from the edge and charge up Fire Attack for when he returns.

Trip him up with Manhole a lot; he never seems to be looking for that. It can usually be followed up with a good Mario's Cement Factory or

Manhole, followed by an attempt at a smash. This combo seems to work well against Marth: I'd suggest using it a lot.

Roy

Fire Attack starts to have potency against Roy at 90%, so until then, accost him with a barrage of Parachutes, Mario's Cement Factorys, Manholes, and assorted smashes. Roy is much easier to fight than his companion fighter Marth. He's slower and not quite as agile, but his sword has fire ability streaming through its blade, and that is what you will have to stay away from in order to beat him.

Roy is not very skilled in excising himself from combos and quickly applied techniques. Attack relentlessly and with reckless abandon, and he won't be able to touch you unless you stop attacking him. In the air and on the ground, he's quite proficient with his sword, though if you stay on his back, you'll never have to fret over him using or even charging Flare Blade. A constant serving of hard-hitting aerial attacks is the way to keep Roy off your back for good.

Mr. Game & Watch

Finally, we come to the cream of the crop: you, against yourself, your own worst enemy. Do you have what it takes to go up against your evil twin?

Fighting too close to G&W means getting pummeled by Octopus. Don't use this on him unless that's what it comes down to, because he can pretty much tell when you're about to. Instead, Fire Attack works better as a smash against him. It's also the best finishing move you've got against yourself.

Air combat is risky business here, because he can bust out Trampoline at any moment. If you can sense it coming, press R while in the air and it'll go right through you. The CPU is an aficionado of the moves not commonly used by human Game & Watchers, like Greenhouse and Ball. He doesn't use Manhole and Fire Attack as often as he should, which is the CPU G&W's greatest failing. Use those to fill the empty void left by his cheapness. If you get caught in a Greenhouse cascade, Manhole your way out until you're successful. There's not really any reason for either of you to use your buckets unless you're playing with weapons that fire bullets like the laser gun or the Super Scope. He often tries to Octopus you on your way back to land; meet him with Fire Attack instead. If you use more powerful moves than he does, you should win in a landslide.

THE STADIUM =====

The Stadium in Super Smash Bros. Melee is a place full of fun diversions and skill-enhancing battles. You can use this place as a getaway from the monotony of battle, or to show yourself or your friends who's boss. In this section we'll be covering the many things you can do with Mr. Game & Watch in the Stadium and how to optimize your skills in the way you use him and how to creatively use some of your moves.

----- I. Break the Targets -----

Listed on the Stadium menu as Target Test, this is a place to enhance your skill in a particular character's target test, which can also be played as a bonus stage in Classic Mode.

Some of you may have heard that you can get a time as low as three to six seconds on Mr. Game & Watch's target test and dismissed it as exaggerated hogwash. Lo and behold, my children, it is not impossible. Mario 64 Master's FAQ describes the whole solution in impeccable detail, but I can't list it here. He would rather you visit the page with his FAQ on it, found on the same page as this one at GameFAQs. To minimize the amount of time spent breaking targets, see his FAQ for details. So sorry I can't help you on my own, but at least I have directed you in the way that is right.

II. Home Run Contest

An ideal goal and distance for each character on the Home Run Contest is 1000 feet. This portion of the Stadium section is designed to help you reach at least that using Mr. Game & Watch. Follow the steps below, listed with what I did and how much percent the sandbag should be at each time you hit it.

1. Jump lightly toward the sandbag and use Parachute. It will teeter precariously on the edge but not fall. Do not use Mario's Cement Factory. That will make it barely fall off. (16%)
2. Slam down on it with Key so that it stays in its current position. (30%)
3. Quickly recover from the track and use Turtle. (44%)
4. Just as it lands, Key it twice so that it stays in its current position near the left side of the platform. (68%)
5. Greenhouse it twice. (74%)
6. Finally, pick up the bat and give it a good smash. (94%)

TOTAL DISTANCE: 1027.2 ft.

Here also for your reading pleasure and possibly execution within the game is Timothy Sun's own special way of hitting a home run on the sandbag. He says you can hit it over 1100 feet with this - either way, both methods work for reaching that 1000-foot goal mark.

1. Grab the bat and use a regular A attack on the sandbag.
2. Follow that up with an uncharged Octopus.
3. Repeat the previous step twice.
4. With the bat in hand, make sure Mr. Game & Watch's hand is half on the bag and half off it.
5. Swing.

TOTAL DISTANCE: Approximately 1150 ft.

III. Multi-Man Melee

a) 10-Man Melee

This is way too easy. Just Manhole the 10 wire frames that come at you.

b) 100-Man Melee

Again, follow the Manhole strategy, but if you move around too much, it leaves you susceptible to being gained up on. Stay in the bottom middle where you start and turn to face each opponent that comes your way. Should you be beset by too many of them, attempt Vermin. Some should be in the right spot for that to send them flying. If all else fails, Fire Attack is the way to go.

c) 3-Minute Melee

There are several ways to survive the three-minute melee with Mr. Game & Watch as your character. The easiest is to stay in the middle and jump to the height needed using Parachute. It kills most wire frame opponents in one hit and allows for minimum deviation from the center of the arena. If you are knocked away, get back to the middle as fast

as you can and continue using Parachute.

d) 15-Minute Melee

A very difficult task to undertake with Mr. Game & Watch. If you've already got Mr. Game & Watch, odds are you're not going to be doing this thing, so it's best to ignore it. Metal Boxes appear often, so hit them and you'll be heavier and harder to knock away. Again, try Parachute over and over again. It's still the safest way to go, but doing it for 15 minutes will become tedious and difficult with incredible rapidity.

e) Endless Melee

There's no real point to this, it's just fun to do. Mr. Game & Watch can KO more than 200 opponents in a typical Endless Melee if you use Parachute constantly.

f) Cruel Melee

This is impossible with Mr. Game & Watch. His jumping ability is too limited, his moves aren't strong enough, and worst of all, he's too light. Cruel Melee is best left to Jigglypuff or Kirby. Send me something on how to do really good on this with G&W if you can.

CREDITS AND COPYRIGHTS

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Well, this is the end of the guide. Not much more here except a few legal issues and things that I just feel I have to say. This is a great game, and Mr. Game & Watch is a great character - one nobody expected would ever have been put in this grandiose sequel to a humble beginning. I'm proud to have worked on this guide, and I've got a few people and things to thank who made it totally possible for it to be created.

** Nintendo and Hal - great game. Great game.

** My brother Sam, the official owner of our GameCube and Super Smash Bros. Melee.

** Mario 64 Master, for allowing me to mention his Game & Watch solution for Break the Targets. His FAQ can also be found on GameFAQs.

** Timothy Sun for his work on the Home Run Contest.

** Banning Symington for some rather helpful remarks.

** All the people responsible for the fruition of my writing success.

** The year 1980, when the Game & Watch system was publicly released and enjoyed many years of popularity.

** The year 1984, when I was born and the world was graced with the presence of an intelligent, humorous person. Not to brag on myself or anything :)

** My dad, who passed the laptop I wrote this on down to me in favor of a far better one from his place of employment.

** Hiemie the Fishboy and Jason T. Vasquez the Pokeking for their invaluable help in providing me with all the correct names for Mr. Game and Watch's repertoire of fighting techniques.

This version of this guide (Final) is (C) June 11, 2002, by Snow Dragon. Some things that you shouldn't do with this guide: don't copy it directly word for word and claim it as your own. Seeing as this is an FAQ for a specific character, I think it would be easy to spot myriad similarities in the text and style of writing.

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Also, do not link directly to the FAQ itself, but to the page containing the FAQ. It has to do with legal issues on the site that I submit to, so don't do it.

There will be no more updates to this guide. I feel it is complete and well-organized. I will delete all e-mails regarding things you think I should add to make it more complete. I will only field questions on how to play as G&W, and even then I won't answer them if it is obvious you didn't look at the walkthrough to make sure what you're asking isn't already in there.

Have a great day, and have fun playing as Mr. Game & Watch in Super Smash Bros. Melee!

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